

---

---

## DESIGN COURSES

---

---

### **DESN 11100 2-D Foundations**

#### **BA/BFA Core**

<b>01</b>	<b>John Sherman</b>	<b>08:30-10:25</b>	<b>M/W/F</b>	<b>Riley 301/211</b>
<b>02</b>	<b>Daniel Warner</b>	<b>01:55-3:50</b>	<b>M/W/F</b>	<b>Riley 301/211</b>

LAB FEE - \$45.00

This course deals with fundamentals of two-dimensional design and is intended for students entering studio practice for the first time. The course is also open to more advanced students who wish to increase their knowledge of the elements and principles of design. The course is project oriented. Studio practice in the basic principles of design employing color theory, form and space organization, as well as materials and methods used in the design process are emphasized. 3 credits

### **DESN 21101 Graphic Design I**

#### **BFA Core Option**

<b>01</b>	<b>Robert Sedlack</b>	<b>03:30-06:15</b>	<b>T/R</b>	<b>Riley 200/301/211</b>
<b>02</b>	<b>Michael Swoboda</b>	<b>10:40-12:35</b>	<b>M/W/F</b>	<b>Riley 200/301/211</b>

*Prerequisites:* 2-D Foundations. LAB FEE-\$15.00

This introductory course explores the origins, concepts and processes affecting traditional and contemporary graphic design. Laboratory activities introduce and implement computer and print technology for the creation of original design projects. 3 credits

### **DESN 21200 Visual Dialogue I**

#### **BFA Core Option**

<b>01</b>	<b>Ann-Marie Conrado</b>	<b>09:30-12:15</b>	<b>T/R</b>	<b>Riley 301</b>
<b>02</b>	<b>Ann-Marie Conrado</b>	<b>12:30-03:15</b>	<b>T/R</b>	<b>Riley 301</b>

*Open to all students.*

This cross-disciplinary course in rapid sketching and rendering technique serves studio art, design, and architecture. The course is intended for students entering studio practice for the first time as well as for advanced students who wish to deepen their visualization & illustration skills. . 3 credits

### **DESN 21201 Product Design I**

#### **BFA Core Option**

<b>01</b>	<b>Paul Down</b>	<b>12:30-03:15</b>	<b>T/R</b>	<b>Riley 200</b>
-----------	------------------	--------------------	------------	------------------

*Prerequisites:* 3-D Foundations and Visual Dialogue. LAB FEE

This foundation 3-D design studio begins as a natural extension of Basic Design. Students are encouraged to think and work in three-dimensional media. A series of fundamental design problems are assigned during the course of the semester. Emphasis is placed on the transformation of imagination from mind to paper to model. Computer-aided design (CAD) is also introduced into assignments. 3 credits

### **DESN 31204 Product Design Research Project**

<b>01</b>	<b>Paul Down</b>	<b>11:45-2:45</b>	<b>M/W</b>	<b>Riley 200/108A</b>
-----------	------------------	-------------------	------------	-----------------------

*Prerequisites:* Visual Dialogue or Product Design I. LAB FEE

This course exposes Art and Design students to common low and high production manufacturing processes. Students use these methods to execute their own original designs, Students are introduced to plastic thermoforming, injection molding, sheet and profile extrusion, blow-molding, rotational molding, reaction-injection, molding and open mold laminating. Metal processes include roll forming, foundry sand casting, die-casting, extrusion, stamping, anodizing, and plating. 3 credits

### **DESN 31205 Digital 3-D**

#### **BFA Core Option**

<b>01</b>	<b>Fernando Carvalho</b>	<b>03:00-06:00</b>	<b>M/W</b>	<b>Riley 213</b>
-----------	--------------------------	--------------------	------------	------------------

*Prerequisites:* Product Design I. LAB FEE - \$15.00

This course introduces students to Alias Wavefront software, a powerful conceptual tool for modeling and animating complex objects. In this digital exploration, computer technology will be used to generate, modify, and present design ideas. 3 credits

**DESN 31208 Furniture Design I**

**01 Michael Perdriel 12:30-03:15 T/H Riley 114**

*Open to all students. LAB FEE-\$170.00*

This course is an introduction to furniture design encompassing the study of modern designers and contemporary design issues. A series of furniture design problems are assigned which serves as focus for investigations into contemporary and non-traditional applications of design principles. Full-scale furniture is produced for each project.

**DESN 41102 Graphic Design II**

**01 TBA 08:30-11:30 M/W Riley 200/211**

*Prerequisites: Graphic Design I. LAB FEE-\$15.00*

This advanced course in visual communication is for students interested in the art of typography, its history, and the use of type as a critical element in the world of graphic design. 3 credits

**DESN 41103 Graphic Design III**

**01 Robert Sedlack 09:30-12:15 T/R Riley 200/211**

*Prerequisites: Graphic Design II. LAB FEE-\$15.00*

This advanced course in visual communication is for students who intend to pursue the field of graphic design after graduation. The class will help prepare students both technically and creatively for professional practice by focusing on research-based projects. 3 credits

**DESN 41104 Graphic Design IV**

**01 TBA 11:45-02:45 M/W Riley 214**

*Prerequisites: Graphic Design III. LAB FEE-\$15.00*

This senior-level, research-based course will explore the contemporary practice of professional design through client-based projects created in both print and multimedia forms. 3 credits

**DESN 41301 Multimedia/Motion Graphics**

**01 John Sherman 03:00-06:00 M/W Riley 200/211**

*Prerequisites: Graphic Design I.*

This advanced multimedia course will give the studio, design, or CAPP major an introduction to the design of motion graphics. Students will develop short information movies, movie trailers, or movie opening sequences. The course will use Apple's Motion software and cover basic DVD and quicktime movie development. Skill with various graphics software useful, with expertise in Adobe Photoshop very important.

**DESN 45310 Design Internship**

*Permission required.*

This course provides an opportunity for the design student to earn credit at an approved design office.

**DESN 47X71/67X71 Special Studies**

*Permission required.*

Independent study in design: research or creative projects. Open to upper level/graduate students with permission of the instructor.

**DESN 48X03 BFA Thesis**

*BFA majors. Prerequisite: B.F.A. Candidacy.*

The B.F.A. Thesis is defined by an independent thesis project, continuing for two semesters during the senior year. The B.F.A. Thesis is a personal visual statement that is the culmination of a student's collective development within the department. The B.F.A. Thesis can be the extension of an ongoing body of work or a defining project. The thesis project is supported by a written statement defining the project, which is due at the end of the first senior semester. The thesis project culminates in the second senior semester with a B.F.A. Thesis Exhibition. The B.F.A. Thesis student signs up with a faculty member working in the student's area of interest, who serves as an advisor for the thesis project.

**DESN 63350 Design Graduate Seminar**

**01 Design Area Faculty**

**8:00-9:15**

**T/R**

**Riley 200**

Graduate majors only

Required of all MFA candidates each semester. This team-taught seminar/critique meets each week to critique ongoing graduate student work and to discuss issues related to contemporary art practice.

**DESN 78308 Thesis Direction**

*Graduate majors only*

Research and writing on an approved subject under the direction of a faculty member.