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## DESIGN Courses

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### DESN 11100 2-D Foundations

01 John Sherman 08:30-10:25 M/W/F Riley 301

02 Elizabeth Buchta 01:55-3:50 M/W/F Riley 301

MATERIALS FEE - \$125.00

This course deals with fundamentals of two-dimensional design & 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 & space organization, as well as materials and methods used in the design process are emphasized. 3 credits

### DESN 21101 Graphic Design I

01 Aaron Huffman 10:40-12:35 M/W/F Riley 200

02 Crispin Prebys 03:30-06:15 T/R Riley 200

*Prerequisite:* 2-D Foundations.

MATERIALS 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

01 A.Conrado 09:30-12:15 T/R Riley 301

02 Paul Down 12:30-03:15 T/R Riley 301

MATERIALS FEE-\$115.00

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

01 Paul Down 11:45-2:45 M/W Riley 200

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

MATERIALS FEE-\$85.00 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 31203 Advanced Product Design

A. Conrado 12:30-03:15 T/R Riley 108A

*Prerequisites:* Visual Dialogue or Product Design I.

MATERIALS FEE - \$60.00 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 pro-file 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 & plating. 3 credits

### DESN 31205 Digital 3-D

01 Charlotte Lux – Dept. Approval

08:30-10:25 M/W/F DeBartolo 331

02 Charlotte Lux – Majors only

08:30-10:25 M/W/F DeBartolo 331

*Prerequisite:* Product Design I. MATERIALS FEE \$15.00

This course introduces students to both Rhino and Flamingo software, applied in surface modeling and image rendering. Here, computer technology will be primarily used to generate, modify, & present design ideas on screen and in print. Discussions and examples directed toward rapid prototyping will demonstrate potential physical modeling scenarios that can result from well resolved virtual models.

### DESN 31206 Advanced Form and Model Making

George Tisten 09:30-12:15 T/R Riley 200

*Prerequisites:* Product Design I. MATERIALS FEE This

course will expand and refine student experience in hands-on model building techniques that begin with sketches and control drawings. Primary activities will focus on rapid soft-model construction techniques and conclude with refined show-model construction, surface development, applications of final finish, and display. The course is aimed at serving the model-making needs of product designers and industrial design BFAs. Advanced junior and senior industrial design students will find this course useful in building and refining portfolio content. Finished model photo documentation and gallery display methods will be introduced, serving the installation needs of design BFA seniors and students engaged in presentation to industry sponsors.

### DESN 32107 Adobe CS3 Design Tutorial

TBA 08:00-10:00 T only Riley 200

*Co-requisites:* Graphic Design I. This one-credit course will focus on Adobe Creative Suite 3 (CS3) software. The class will meet one evening per week throughout the course of the semester. Programs and topics to be covered will be Adobe Photoshop, InDesign, Adobe Illustrator, proper file preparation, font access and usage. 1 credit

### DESN 40655 Technical Concepts of Visual Effects

Ramzi Bualuan 01:55-02:45 M/W/F CUSH 303

*Pre-requisite:* Digital 3-D. This class seeks to introduce students to some basic concepts of computer-generated imagery as it is used in the field of visual effects, and to delve into some of the technical underpinnings of the field. While some focus will rely on artistic critique and evaluation, most of the emphasis of the class will be placed on understanding fundamental concepts of 3d modeling, texturing, lighting, rendering, and compositing. Those who excel in the visual effects industry are those who have both a strong aesthetic sense coupled with a solid understanding of what the software being used is doing "under the hood." This class, therefore, will seek to stress both aspects of the industry. From a methodology standpoint, the class will consist of lectures, several projects that will be worked on both in-class and out of class, an on-site photo shoot, and extensive open discussion. The nature of the material combined with the fact that this is the first execution of the class will mean that a significant degree of flexibility will need to be incorporated into the class structure. 3 credits

**DESN 41102 Graphic Design II****Ingrid Hess 08:30-11:30 M/W Riley 200***Prerequisites: Graphic Design I. Permission Required.*

MATERIALS FEE-\$15.00 This advanced course in visual communication is for students interested in the art of typography, its history, & the use of type as a critical element in the world of graphic design. 3 credits

**DESN 41103 Graphic Design III****Crispin Prebys 09:30-12:15 T/R Riley 214***Prerequisites: Graphic Design II. MATERIALS 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****Ingrid Hess 11:45-02:45 M/W Riley 214***Prerequisite: Graphic Design III.*

MATERIALS 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 41105 Multimedia Web Design****John Sherman 03:00-06:00 M/W Riley 200**

*Prerequisites: Graphic Design I.* This advanced digital image-making course gives the studio or design major the opportunity to pursue research and development in an advanced area of technology. In some semesters, a topic is announced as a focus for the course such as Postscript programming or hyper-media design. 3 credits

**DESN 41107 - Web Development with CSS****Stephen Smith 12:30-01:45 T/R**

Learn the techniques used by today's top professionals to construct web pages with XHTML and CSS. At the end of this class, you will be able to take a graphical representation of a web page, and construct it to work in all modern browsers using valid, semantic markup and presentation. 3 credits

**DESN 41109 Advanced Web Design****Crispin Prebys 11:45-02:45 M/W Riley 213***Permission by instructor required. Contact [cprebys@nd.edu](mailto:cprebys@nd.edu).*

This course is for students interested in building upon their existing web design skill through professional, team-based assignments and discussion. The class will serve as a learning experience based in a professional practice environment and will complement the underlying spirit of the design program's focus on addressing socially-concerned design challenges. 3 credits

**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 .

**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 BFA 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****Design Area Faculty 8:00-9:15 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.