DESIGN Courses

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-dimen-sional 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  03:00-06:15  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  
Prerequisites: 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.  
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.