
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-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

01 R. Sedlack 10:40-12:35 M/W/F Riley 200
02 TBA 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 Ann-Marie Conrado 09:30-12:15 T/R Riley 301
02 Paul Down 12:30-03:15 T/R Riley 301

MATERIALS FEE-\$110.00 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-\$80.00 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

Ann-Marie 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 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 & plating. 3 credits

DESN 31205 Digital 3-D

Fernando Carvalho 08:30-10:25 M/W/F Riley 213

Prerequisites: Product Design I.

MATERIALS 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, & present design ideas. 3 credits

DESN 32107 Adobe CS3 Design Tutorial

Timothy O'Connor 07:00-09:00 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 41102 Graphic Design II

Ingrid Hess 08:30-11:30 M/W Riley 200

Prerequisites: Graphic Design I.

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

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

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

01 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 43200 Designing an Environment for Design

Students in this course will gather and process data and considered needs in order to produce a detailed proposal for a cross-disciplinary research environment that will be established within the new Engineering Learning Center. The resulting environment will be conceived through collaborative research conducted by marketing, engineering and design. Team-driven output during the course will result in a facility layout that considers technology requirements, furnishings, and an implementation plan capable of supporting and enhancing future university activities. The environment's purpose will foster meaningful innovation and problem solving through heightened academic unity between the colleges. The course undertaking will also serve as a preliminary test of Notre Dame's collaborative potentials,

combining teaching resources from the College of Engineering, Mendoza College of Business and the Industrial Design Program in the College of Arts and Letters. The vision of this course enterprise focuses on the belief that collaborative discourse between university colleges will lead to increased understanding, heightened achievement, and global recognition that exceeds the potential of a single unit within the university.

Students admitted to this course will be limited to a hand-selected group of nine graduate and or senior level candidates from the represented programs. (College of Engineering, College of Business, College of Arts and Letters)

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

01 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.