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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 Marie Bourgeois**                      **01:55-3:50**                      **M/W/F**                      **Riley 301**

MATERIALS FEE

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 301**  
**02 Robert Sedlack**                      **03:30-06:15**                      **T/R**                      **Riley 200/301**

*Prerequisite: 2-D Foundations. Co-requisite: Adobe CS3 Design Tutorial*

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 Michael Patton**                      **09:30-12:15**                      **T/R**                      **Riley 301**  
**02 Michael Patton**                      **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**

**George Tisten**                      **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 31110 Web Design 2: User-Centered Experience**

**André Murnieks**                      **11:45-2:45**                      **M/W**                      **Riley 213**

*Prerequisites: Graphic Design I or Product Design I.*

Assessment and redesign of on-line interactive communications for small-scale business or non-profit entity. Application of user-centered design principles to hierarchical and navigational structures, web typography, imagery, sound, and motion. Survey of technological aspects to team web site design, development and production. 3 credits

### **DESN 31120 Interaction Design for Digital User Interfaces**

**André Murnieks**                      **03:00-06:00**                      **M/W**                      **Riley 200**

*Prerequisites: Graphic Design I or Product Design I.*

Evaluation, design and simulation of user interaction with a computer or product interface. Development of interfaces through wireframes, sketches, renderings, illustrations, modeling and animatic sequences. Exploration of user testing and research methods for generative, participatory and evaluative stages of design. 3 credits

**DESN 31150 Book Design and Illustration****Ingrid Hess****11:45-2:45****M/W****Riley 214***Prerequisite: GD2 or by special permission*

In this course, students will design and produce illustrated books. While the teachings of storytelling (creating a narrative), illustrating (identifying a unique aesthetic) and designing (the creation, including typography, image use, and materials choice) will be fundamentally consistent, the outcomes of this project will vary widely from student to student. Final projects could include children's books, graphic novels, and biographies. Theoretical and practical topics that will be covered include creating a compelling character; the ethics in character development; identifying a publisher; and securing an agent (pros and cons). Assignments will include a variety of exercises leading to portfolio pieces as well as a final book project. 3 credits

**DESN 31203 Advanced Product Design****Ann-Marie Conrado****12:30-03:15****T/R****Riley 200/108A***Prerequisites: Digital 3-D and 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****Charlotte Lux****08:30-10:25****M/W/F****Riley 213**

*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. 3 credits

**DESN 31209 Digital Sketch to Solids****Stephen Pennington****09:30-12:15****T/R****RILEY 213**

**MATERIALS FEE.** This course is an introduction to various digital design techniques and workflows used by industrial designers. Students will explore design processes integrating digital tablet sketching and computer-aided design (CAD) in order to develop and effectively communicate design concepts. The course is aimed at students seeking to expand their 3-D visualization skills into a digital medium. Software introduced will include Autodesk Sketchbook Pro and Solidworks 3-D. 3 credits

**DESN 32107 Adobe CS3 Design Tutorial****Michael Patton****08:00-10:00 PM****T only****DBRT 331**

*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 32108 Fundamental Photoshop****Peter Bauer****10:00 -12:00 noon****F only****DBRT 331**

Students who successfully complete the course will have a working knowledge of all of the basic features of Adobe Photoshop. In addition, they will have mastery of the process of isolating part of an image through selections. Upon completion, the students will be prepared to use Photoshop in a photographic or design workflow. 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.*

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 200/214**

*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****Mark Cook/Brian Edlefson****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 Intro to Web Design in the Computer Lab****John Sherman****12:30-01:45****T/R****Riley 211**

*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 41420 Advanced Technical Production****Ken Cole****11:45-01:00****M/W****???**

Advanced coursework in the tools, materials and processes used in the creation of theatrical scenery. Topics may include (but not limited to) scenic welding, advanced rigging techniques, electronic controls, pneumatics, hydraulics, structural design for the stage, CAD, and other state-of-the-art technologies. Laboratory required.

**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 design practice.