

---

## DESIGN COURSES

---

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

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

*Fulfills Fine Arts Requirement*

**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**

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

*Fulfills Fine Arts Requirement*

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

**MATERIALS FEE**

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 21102 Adobe Creative Suite Tutorial**

<b>Timothy O'Connor</b>	<b>T only</b>	<b>08:00-10:00 PM</b>	<b>DBRT 331</b>
-------------------------	---------------	-----------------------	-----------------

*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 21110 Adobe Photoshop Fundamentals**

<b>Peter Bauer</b>	<b>F only</b>	<b>10:00 -12:00 noon</b>	<b>DBRT 331</b>
--------------------	---------------	--------------------------	-----------------

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 21120 Web Design 1: Introduction to Web-Based Interactivity**

<b>Andre Murnieks</b>	<b>M/W</b>	<b>11:45-2:45</b>	
-----------------------	------------	-------------------	--

Exploration of on-line interactive communications for web enabled platforms including desktop and mobile devices. Application of user-centered design principles to hierarchical and navigational structures, interface, web typography, imagery, sound, and motion through a series of exercises and projects. Survey of technological aspects to web site design, development and production. 3 credits

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

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

*Fulfills Fine Arts Requirement*

**MATERIALS FEE** 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****Paul Down****M/W****11:45-2:45****Riley 200***Fulfills Fine Arts Requirement**Prerequisites: 3-D Foundations and Visual Dialogue. MATERIALS 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 31100 Graphic Design 2****Anne Berry****M/W****08:30-11:30****Riley 200***Prerequisites: Graphic Design 1. MATERIALS FEE* 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 31121 Web Design 2****John Sherman****T/R****12:30-03:15****Riley ????***Prerequisites: Graphic Design 1. MATERIALS FEE* This course covers both the technical and graphic design considerations unique to the Internet for web page design. Topics include the basics of HTML and JavaScript code, the design of CSS style-sheets, and the use of Adobe Dreamweaver and other graphics software. 3 credits**DESN 31131 Motion Design 2: Kinetic Messages****Andre Murnieks****M/W****03:00-06:00PM****Riley ????***Prerequisites: Graphic Design 1 or Product Design I. MATERIALS FEE* Exploration of narrative, visual and aural principles to best convey a time-based message through a series of project assignments. Effective use of motion graphics through sketching, storyboarding, kinetic type, animation, narration and soundtracks. Media delivery may include digital signage, web, broadcast and other public venues such as planetarium. Survey of the technological aspects to motion media including principles of digital animation, video output devices, and planning for application in a space. 3 credits**DESN 31203 Advanced Product Design****Ann-Marie Conrado****T/R****12:30-03:15****Riley 200/108A***Prerequisites: Digital 3-D and Product Design I.***MATERIALS 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 & plating. 3 credits

**DESN 31205 Digital 3-D****Michael Elwell****M/W/F****08:30-10:25****Riley 213***Fulfills Fine Arts Requirement**Prerequisite: Product Design I. MATERIALS FEE* 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****Michael Elwell****T/R****09:30-12:15****RILY 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 41100 Graphic Design 3****Robert Sedlack****T/R****09:30-12:15****Riley 200/214**

*Prerequisites:* Graphic Design 2. MATERIALS FEE

This advanced course in visual communication illustrates how design can make a demonstrable difference by informing and educating the public. Class projects focus on design's ability to affect positive social change. The class also benefits students who intend to pursue the field of graphic design after graduation, preparing them both creatively and technically for professional practice by focusing on research-based assignments. These projects will allow students to address various issues affecting contemporary society while simultaneously building their portfolio. 3 credits

**DESN 41101 Graphic Design 4****Anne Berry****M/W****11:45-02:45****Riley 214**

*Prerequisite:* Graphic Design 3. MATERIALS FEE This advanced course in visual communication is for students who intend to pursue the field of graphic design after graduation. The research-based class will help prepare students both technically and creatively for professional practice through client-based projects created in both print and interactive forms. 3 credits

**DESN 41201 Collaborative Product Development****Paul Down****F****09:35-12:35****Riley 200**

This cross-disciplinary course will develop and harness useful innovation through an association of expertise from **business/marketing, management entrepreneurship, chemistry, engineering, anthropology, graphic design, and industrial design**. Collaborating teams of graduate and undergraduate students will engage several product development cycles, beginning with an identification of need or opportunity and concluding with comprehensive proof of concept, tests of function, specified manufacturing processes, and an appropriately resolved, aesthetically pleasing product or system. All collaborative team members will be engaged throughout the research and developmental process. Each participant will share in rotating leadership responsibilities, providing direction within their specific areas of expertise and in the context of a sequential course outline.

Note 1: In addition to the structured projects, students may propose other opportunities for collaboration.

Note 2: This course will build process portfolio by addressing real challenges.

**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****R only****8:00-9:15 am****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.