DESIGN COURSES

DESN 11100   2-D Foundations
BA/BFA Core
01   John Sherman   08:30-10:25   M/W/F   Riley 301/211
02   Daniel Warner   01:55-3:50   M/W/F   Riley 301/211
LAB FEE - $45.00
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
BFA Core Option
01   Robert Sedlack   03:30-06:15   T/R   Riley 200/301/211
02   Michael Swoboda   10:40-12:35   M/W/F   Riley 200/301/211
Prerequisites: 2-D Foundations. LAB 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
BFA Core Option
01   Ann-Marie Conrado   09:30-12:15   T/R   Riley 301
02   Ann-Marie Conrado   12:30-03:15   T/R   Riley 301
Open to all students.
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
BFA Core Option
01   Paul Down   12:30-03:15   T/R   Riley 200
Prerequisites: 3-D Foundations and Visual Dialogue. LAB 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 31204 Product Design Research Project
01   Paul Down   11:45-2:45   M/W   Riley 200/108A
Prerequisites: Visual Dialogue or Product Design I. LAB 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, and plating. 3 credits

DESN 31205 Digital 3-D
BFA Core Option
01   Fernando Carvalho   03:00-06:00   M/W   Riley 213
Prerequisites: Product Design I. LAB 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, and present design ideas. 3 credits
This course is an introduction to furniture design encompassing the study of modern designers and contemporary design issues. A series of furniture design problems are assigned which serves as focus for investigations into contemporary and non-traditional applications of design principles. Full-scale furniture is produced for each project.

**DESN 41102  Graphic Design II**
01 TBA 08:30-11:30 M/W Riley 200/211
*Prerequisites: Graphic Design I.* LAB FEE-$15.00
This advanced course in visual communication is for students interested in the art of typography, its history, and the use of type as a critical element in the world of graphic design. 3 credits

**DESN 41103  Graphic Design III**
01 Robert Sedlack 09:30-12:15 T/R Riley 200/211
*Prerequisites: Graphic Design II.* LAB 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**
01 TBA 11:45-02:45 M/W Riley 214
*Prerequisites: Graphic Design III.* LAB 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 41301  Multimedia/Motion Graphics**
01 John Sherman 03:00-06:00 M/W Riley 200/211
*Prerequisites: Graphic Design I.*
This advanced multimedia course will give the studio, design, or CAPP major an introduction to the design of motion graphics. Students will develop short information movies, movie trailers, or movie opening sequences. The course will use Apple's Motion software and cover basic DVD and quicktime movie development. Skill with various graphics software useful, with expertise in Adobe Photoshop very important.

**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 of the instructor.

**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 B.F.A. 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  T/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.