

Course Catalog - Spring 2007

Art--Design

210 **Introduction to Graphic Design** Credit: 3 hours.

Introduces the discipline and function of graphic design; explores the organization and structure of two-dimensional space as context for visual communication; includes practical exercises in visual perception, visual organization, and visual communication. Prerequisite: Sophomore standing in graphic design curriculum or consent of instructor; concurrent registration in ARTD 211 by students in graphic design.

211 **Design History Survey** Credit: 3 hours.

Studies the history of design from 1850 to present, exploring design as the visible manifestation of complex cultural forces. Gives attention to major historical movements as well as to the emergence of contemporary design. Prerequisite: Enrollment in Graphic Design or Industrial Design or consent of instructor.

212 **Introduction to Typography** Credit: 3 hours.

Introduces the discipline, function, and tradition of typographic form as it relates to visual/verbal communication; explores both technical and formal aspects. Prerequisite: ARTD 210 or consent of instructor; concurrent registration in ARTD 213.

213 **Introduction to Image Making** Credit: 3 hours.

Introduction to the historical, cultural, and technological influences images have had on visual communication. Understanding the application of the image making process in graphic design. Developing the ability to read and interpret visual communications. Prerequisite: ARTD 210, concurrent registration in ARTD 212.

220 **Design Workshop, I** Credit: 3 hours.

Design issues affecting contemporary culture and aesthetic perceptions. Prerequisite: Sophomore standing in Industrial Design.

221 **Model Making, I** Credit: 3 hours.

Links practical experience of model-making with basic instruction in machines. Focuses on model-making and prototype construction and exploring the materials and techniques of soft model-making and methods of finishing and surface effects on wood, metals, and plastics. Prerequisite: Sophomore standing in Industrial Design or consent of instructor.

222 **Design Workshop, II** Credit: 3 hours.

Bionics, value adding, human factors, as they affect contemporary culture and design movements. Prerequisite: ARTD 220.

223 **Model Making, II** Credit: 3 hours.

Focuses on model-making techniques and methods of machining and finishing applications primarily in metals and plastics. Prerequisite: Sophomore standing in Industrial Design; ARTD 221 or consent of instructor.

225 **Design Drawing** Credit: 3 hours.

Introduction to technical drawing skills as applied to orthographic, pictorial and perspective concepts. Three-dimensional visualization will be emphasized.

226 **Product Innovation** Credit: 3 hours.

Presents an overview of the product development process from concept generation to design for manufacturing and project management. Emphasis on product definition, innovation, the early phases of development and the role of designer in new product development.

299 **Spec Topics in Design Courses** Credit: 3 hours.

Special topics in Design Courses. Topics and subject matter to be published in course listings. May be repeated up to 6 hours in a semester, to a maximum of 12 total hours. Prerequisite: Sophomore standing in Art and Design.

310 Intermediate Graphic Design I Credit: 3 hours.

Further exploration of typographic and visual form and manipulation of variables which affect content, stresses the importance of informational composition as an integral component of contemporary visual communication design. Prerequisite: Junior standing in graphic design curriculum, and ARTD 213 and ARTD 212.

311 Intermediate Graphic Design II Credit: 3 hours.

Goal-directed graphic design problem-solving with emphasis on the methods of thinking and research which precede the making of design communications; development of systems for objective problem-solving. Prerequisite: ARTD 310.

312 Production Credit: 3 hours.

Basic information and current methods in the production of multiple printed communications, including printing processes, papermaking, binding and other practices, and the preparation of art work for the various methods of reproduction; field trips required. Prerequisite: ARTD 210 and ARTD 212 or consent of instructor; concurrent registration in ARTD 310 or ARTD 311 by students in Graphic Design.

313 Sequential Design Credit: 3 hours.

Introduces and explores the structure and manipulation of time and space as a context for visual communication, with emphasis on design using type, image, sound, and motion with computer-based hypermedia. May be repeated to a maximum of 9 hours. Prerequisite: Senior standing in graphic design or consent of instructor

314 Image Making, II Credit: 3 hours.

Explores the applications of computer technology in the visual communication process with manipulation of digitized and computer-generated images. Graphic Design majors only. Prerequisite: ARTS 260; concurrent registration in ARTD 310.

320 Industrial Design, I Credit: 3 hours.

Designing of objects for manufacture by the machine industries. Field trip required. Prerequisite: Junior standing in Industrial Design curriculum or consent of department.

321 Drawing and Rendering Credit: 3 hours.

Perspective drawing using color pastels, markers, and other media with emphasis on quick delineation. May be repeated to a maximum of 4 hours. Prerequisite: Concurrent registration in ARTD 320, ARTD 324, ARTD 420, or ARTD 422; or consent of instructor.

322 Materials and Processes, I Credit: 2 hours.

Provides an introduction to materials and processes use in industrial design. Prerequisite: Sophomore standing in Industrial Design or consent of instructor. Additional Facilities Charge of \$95 required.

324 Industrial Design, II Credit: 3 hours.

Continuation of ARTD 320. Field trip required. Prerequisite: ARTD 320.

325 Materials and Processes, II Credit: 3 hours.

Continuation of ARTD 322 Prerequisite: ARTD 322

327 Design Methods Credit: 2 hours.

Includes modems of the designer, design methods and design process. Emphasis will be on cross-disciplinary research in methodology and integration into Industrial Design. Prerequisite: Junior standing in Industrial Design and consent of instructor

391 Special Problems in Design Credit: 1 to 4 hours.

Directed independent creative activity or research. May be repeated to a maximum of 6 hours. Prerequisite: Junior standing in Art and Design; and consent of instructor, advisor, and associate director of the School.

399 Internship in Design Credit: 1 to 13 hours.

Internships to be pre-approved for variable credit. Students will be required to document work completed during the internship with verification of supervisor. Supervisor will also be required to fill out a questionnaire either by mail or on-line. Faculty members will assess work and questionnaires to assign a grade. Approved for S/U grading only. Prerequisite: Junior standing in School of Art and Design.

410 Advanced Graphic Design, I Credit: 4 hours.

Research, analysis, and synthesis of complex visual problems; emphasis on modular sequence, symbolic systems, and image making for real world visual communication problems. Preparation of a comprehensive portfolio and consideration of professional requirements encountered by the designer in the visual communications industry. Prerequisite: ARTD 311; for graduate credit, consent of graphic design program chair.

411 Advanced Graphic Design, II Credit: 4 hours.

Continuation of ARTD 410 Prerequisite: ARTD 410; for graduate credit, consent of graphic design program chair.

412 Computer Visualization I Credit: 3 or 4 hours.

Exploration and problem solving in visual communication using contemporary software tools and imaging facilities. 3 undergraduate hours. 4 graduate hours. Prerequisite: A 100- level course in graphic design or in industrial design or equivalent; or a 100-level computer science course; or consent of instructor.

413 Computer Visualization II Credit: 3 or 4 hours.

Continuation of ARTD 412 3 undergraduate hours. 4 graduate hours. Prerequisite: ARTD 412

420 Advanced Industrial Design, I Credit: 4 hours.

4 undergraduate hours. No graduate credit. Prerequisite: ARTD 324.

421 Professional Practices Credit: 2 hours.

Focuses on the preparation of a design portfolio and resume; examines operations of professional design offices; and includes presentations and discussions by visiting designers. 2 undergraduate hours.

422 Advanced Industrial Design, II Credit: 4 hours.

4 undergraduate hours. No graduate credit. Prerequisite: ARTD 420.

423 Computer Applications I Credit: 3 hours.

Concepts, methods, and current applications of computer-aided industrial design (C.A.I.D.) will be studied, using autocad and other software. Prerequisite: Junior standing in Industrial Design or consent of instructor and department.

426 Computer Applications II Credit: 3 hours.

Continuation of ARTD 323 with emphasis on applying computer applications programs to solving product, graphic, and communications problems in design; uses of networking and high quality output devices (plotters, printers, and video media). Prerequisite: ARTD 423 or consent of instructor and department.

490 Senior Honors Credit: 2 to 5 hours.

Independent creative activity, guided study, or research for honors. May be repeated to a maximum of 5 hours. 2 to 5 undergraduate hours. No graduate credit. Prerequisite: Senior standing in Industrial Design, a cumulative grade point average of 3.0; and consent of instructor and department.

521 Industrial Design, I Credit: 6 hours.

Introductory graduate-level course emphasizes in-depth design research used to evaluate set studio projects. Focuses on the development of critical thinking and product evaluation, and the development of inherent skills required to communicate that thinking through designed artifacts. This course is the first level of a six-term study in a three-year program leading to a terminal degree of MFA in Industrial Design. Prerequisite: BFA in Industrial Design or a related field (as accepted by the faculty), or consent of instructor and department.

522 Industrial Design, II Credit: 6 hours.

Second term of the introductory level year of the Industrial Design MFA degree program. Prerequisite: ARTD 521.

523 *Industrial Design III* Credit: 6 hours.

Start of the second level of a six-term study in a three-year program leading to a terminal degree of MFA in Industrial Design. Prerequisite: ARTD 522.

524 *Industrial Design IV* Credit: 6 hours.

Completion of the second level of a six-term study in a three-year program leading to a terminal degree of MFA in Industrial Design. Prerequisite: ARTD 523.

525 *Industrial Design V* Credit: 6 hours.

Beginning of the third year of six-term study in a three-year program leading to a terminal degree of MFA in Industrial Design. Emphasis is solely directed to a research and design project accompanied by a comprehensive written statement. Prerequisite: ARTD 524.

526 *Industrial Design VI* Credit: 6 hours.

Final term of a three-year program leading to a terminal degree of MFA in Industrial Design. Emphasis is solely directed to a research and design project accompanied by a comprehensive written statement. Prerequisite: ARTD 525.

591 *Special Problems in Design* Credit: 2 to 8 hours.

Directed individual creative activity or research. May be repeated to a maximum of 20 hours. Prerequisite: Graduate standing in Design.

595 *Graphic Design Laboratory* Credit: 2 to 6 hours.

Individually directed research in the studio with concentration in graphic design. May be repeated to a maximum of 12 hours. Prerequisite: Enrollment in the MFA program in graphic design or consent of departmental graduate committee.

599 *Industrial Design Thesis* Credit: 2 hours.

Faculty guidance in research and writing thesis for advanced degree in Industrial Design. May be repeated to a maximum of 4 hours. Approved for S/U grading only. Prerequisite: Graduate study in Industrial Design.