

DESIGN (DSGN)

DSGN1000 VISUALIZATION I/DRAWING I

Visualization I/Drawing I is an interdisciplinary course between the Industrial Design and Interior Design academic units. Students create finished illustrations through observation, sketching and refining. Skills in hand-eye coordination, correct tool selection and use, and an application of linear perspective are developed to accurately and expressively record subjects from life, design and built environment. An emphasis on verbalizing work utilizing design nomenclature is stressed. (3 credits)

DSGN1010 DRAWING & THINKING FOR PRODUCT DEVELOPMENT

Primarily geared towards non-design majors, this course is focused on developing freehand drawing skills, the creative visual processing of ideas, and fundamental presentation techniques typical of the design practice and product development methodology. Course is open to all majors and levels of students. (3 credits)

DSGN1050 INTERDISCIPLINARY DESIGN STUDIO 1

This is an introductory foundation course that focuses on the development of fundamental design skills through a series of two-dimensional and three-dimensional projects framed within the three scales of object, space, and the built environment. The course emphasizes the design process, research, material exploration, iteration, and usage of design elements and principles for each project. Students are introduced to various materials, construction methods, and drawing techniques. **Corequisite:** DSGN1150 (4 credits)

DSGN1100 DESIGN MAGIC

This course is a jam-packed experience that introduces the first-year design student to the magic world of design creativity, the infinite possibilities in design, who's doing it and what they're doing, and how one gets creative magic. (2 credits)

DSGN1150 DESIGN REPRESENTATION

This course serves as an introduction to design representation as a facilitator of thought processes, a way to promote visual literacy, and a method of creating effective forms of design communication. Students are introduced to fundamental design representation techniques and learn to apply those techniques to their own design work. Students engage course materials primarily through field trips, lectures, workshops, and drawing. The course introduces students to various drawing tools, media, modes of visual analysis, techniques of design representation, and visual communication. (4 credits)

DSGN1200 COLOR & COMPOSITION

This course investigates the properties and relationships of color, color systems and color interactions. Students relate theory to design through studio projects and explore its psychological and physiological effects on the environment. (4 credits)

DSGN3500 STUDY ABROAD EPIC STUDIO

The Study Abroad EPIC Interior/Industrial Design studio explores human scale and interaction in the interior built environment. Projects require solutions that simultaneously resolve theoretical, aesthetic and technical concerns, including the use of sustainable design methodologies.

Prerequisites: INDS3000 or INTD3000 (6 credits)

DSGN3800 SPECIAL TOPICS IN DESIGN

Presents topics that are not covered by existing courses and are likely to change from semester to semester. Refer to the Class Schedule for a specific semester for details of offerings for the semester. (1 - 4 credits)