

## DES Design

**DES 100 Digital Media in Design (4-0-3).** Introduces digital media as an integral part of design process and Internet communications. Covers care and operation of hardware; the function and features of the Mac operating system; and use of the keyboard, mouse and other input devices such as digital cameras and scanners, and output devices such as printers and plotters. Introduces students to the integrated use of software appropriate for word processing, document layout, spreadsheets, communication, research, drawing and modeling. Restricted to SA&D and MCM majors. Lab/tech fee rate A applies.

**DES 111 Descriptive Drawing I (6-0-3).** Introduces students to the fundamental principles of observational and analytical drawing. Explores various representational and analytical approaches through assignments that encourage the development of skills needed to effectively represent and communicate visual information. Restricted to SA&D students.

**DES 112 Descriptive Drawing II (6-0-3).** Further introduces the student to the principles of drawing. Emphasizes the development of an individual approach to representation, and a wide variety of assignments encourages the student to develop an understanding of a range of techniques and materials of drawing. Prerequisite: DES 111. Restricted to SA&D students.

**DES 121 History of Material Culture I (3-0-3).** Examines the artistic material culture of humanity through architecture, monuments, sculpture and painting. Explores the technological, religious and social forces that shaped these works. The first part of this course covers the time span from the Stone Age through the Ancient Middle East and the Classical, Medieval and Islamic eras. Restricted to SA&D students.

**DES 122 History of Material Culture II (3-0-3).** A continuation of DES 121 that traces development of world artistic material culture from the 15th century to the present time. Restricted to SA&D students.

**DES 131 Design Foundations I (6-0-3).** Introduces the principles, conceptual and critical skills, and the techniques of design. Students learn to observe the world critically and meticulously and to analyze both the broad structures and the small details of visual phenomena. Students master skills needed to conceptualize and communicate their observations through traditional means (drawing, painting and drafting), as well as through digital and other media. They learn craft and acquire making skills with a variety of materials and methods. Class assignments, critiques and presentations will enable students to begin developing an aesthetic awareness coupled with critical thinking skills. Restricted to SA&D students.

**DES 132 Design Foundations II (6-0-3).** Continues the principles of design, with an emphasis on testing aesthetic and perceptual assumptions. Students develop problem-solving techniques through individual design solutions. While Design I focuses on skills and the discovery and critical understanding of the phenomenal world, Design II is primarily concerned with manipulation and synthesis, and the design and creation of unique two- and three-dimensional design concepts. Prerequisite: DES 131. Restricted to SA&D students.

**DES 141 Introductory Painting (6-0-3).** Introduces the fundamentals and principles of observational painting. Explores various representational strategies, methods, materials and techniques with exercises and assignments designed to develop skills needed to communicate visual information in a painterly context. Restricted to SA&D students.

**DES 142 Painting: The Practice of Color (6-0-3).** Suitable for both beginners and intermediate-level students interested in learning about color and paint. Builds on students' knowledge of the principles, techniques and critical skills developed in Introductory Painting, as well as introduces new students to the basic theories of color and paint application. Restricted to SA&D students.

**DES 151 Introduction to Printmaking (6-0-3).** Introduces the fundamental methods, materials and processes of printmaking. Emphasizes technique, craft and development of proper studio working habits, studio safety and the development of accurate printing skills and printing consistency. Requires students to work on monochrome and polychrome projects using single and

multiple matrixes. Students learn the essentials of color printing and how to build color through CMYK methods. Restricted to SA&D students.

**DES 200 Communication Design (6-0-3).** Introduces the materials and techniques most commonly used by designers in the field of communication and stresses the development of skill in these areas through the completion of class assignments and projects representative of the concepts discussed in class. Students develop a deeper understanding of visual communication and become well-versed in the capacities and restrictions inherent in the materials and techniques most commonly used by professional designers. Prerequisite: DES 100. Not open to multimedia design and visual communication students. Lab/tech fee rate A applies.

**DES 211 Intermediate Drawing Studio (6-0-3).** Suitable for intermediate-level students interested in expanding their drawing skills and contextual knowledge of the field of drawing. Encourages experimentation through the introduction and exploration of various mediums and techniques. Further explores and enhances the student's knowledge of analytical and observational drawing skills through intensive studio-based practice. Prerequisites: DES 111 and 112.

**DES 230 Digital Media in Communication Design (6-0-3).** Continuation of DES 100. Builds on the development and skills associated with digital design. Helps students gain a more complete understanding of how digital media is used in electronic design, through working with the latest in industry-specific hardware and software, and learn the capabilities available to communication designers. Emphasizes the creation, preparation and presentation of finished digital media projects. Prerequisite: DES 100. Not open to multimedia design and visual communication students. Lab/tech fee rate A applies.

**DES 231 History of Design (3-0-3).** Explores topics in the history of design and visual communication. Introduces recognized schools of design philosophy and/or practice. Explores the relationship between design and culture. Prerequisites: WRI 102 and second-year standing.

**DES 300 Design Project (6-0-3).** Further develops a practical understanding of designing for a purpose. Requires students to define a project that concludes with a presentation to a virtual client and an evaluation of the success of the project. Prerequisite: DES 200. Not open to multimedia design and visual communication students.

**DES 310 Introduction to Video and Audio Production (6-0-3).** Provides a basic, hands-on introduction to the practical techniques of scriptwriting, video and audio production, and post-production editing using computer-based, non-linear technology. Develops skills through the completion of individual and group projects that are representative of the concepts discussed in class. Students develop some practical abilities in the use of a comprehensive range of production equipment while gaining a deeper understanding and appreciation of the materials and techniques most commonly used by professional producers, directors and editors of educational, commercial, industrial and dramatic media programs. Prerequisite: DES 100. Lab/tech fee rate A applies. Not open to multimedia design and visual communication students.

**DES 320 Introduction to Web Design (6-0-3).** Introduces website design. Students learn to use a variety of graphic design and web page authoring tools, and Internet technologies and other relevant issues are discussed. Students are expected to learn and use software packages for developing real-life web pages. Prerequisite: DES 100. Not open to multimedia design and visual communication students. Lab/tech fee rate A applies.

**DES 397 Internship in Design Management (0-0-0).** Requires a minimum of six weeks of approved professional experience. Requires students to document the work undertaken in a formal report submitted to the department by the beginning of the following term. Graded as P/F. Registration fee applies. Prerequisite: VIS 361.

**DES 461 Project Management (3-0-3).** (Cross-listed as ARC 461 and IDE 461). Introduces basic and advanced concepts of running design projects. Explores the design process and project phases, analyzing in detail under the project management concept of delivering projects "on time, on budget, every time." Prerequisite: senior standing.

**DES 462 Design Management (3-0-3).** (Cross-listed as ARC 462 and IDE 462). Introduces the principles and practices of the economic and commercial aspects of architectural and design practice in a global economy. Includes microeconomics theory as it applies to private enterprise: basic business economics, planning and management. Gives attention to the processes and skills required in establishing an independent architecture or design office. Prerequisite/concurrent: DES 397.

**DES 472 Exhibition Project (3-0-3).** Introduces students to a keynote project. Involves the real planning and exhibition of the final portfolios produced by the senior visual communication and multimedia students to the professional design community. Provides experience in producing and designing exhibitions. Utilizes design management skills in developing a project that relies on a working timeline and organization. Prerequisite: junior standing.

**DES 493 Study Abroad (1 to 3 credits).** Features on-site visits offering the opportunity to experience first-hand regional and international design practices, highlighting particular themes relevant to the specific location. Department permission is required for enrollment and credit. Prerequisite: second-year standing and consent of the department, ARC 202 or IDE 202 or MUM 202 or VIS 202.

**DES 498 Studio Abroad (3 to 6 credits).** Provides studio activities conducted in regional and international sites promoting a global-oriented approach to design. Prerequisite: studio specific.