

IDE 201 Architectural and Interior Design Studio I (12-0-6). (Cross-listed as ARC 201). Investigates the fundamentals of making architectural form and space with emphasis on design inquiry, exploration and process. Concentrates on classic instances of form sources in architectural and interior design: function, experience, structure, construction and context. Digital media are integral to the studio, and students receive instruction in software appropriate for design purposes. Prerequisites: DES 100, DES 111, DES 112, DES 121, DES 122, DES 131, DES 132, WRI 101 or WRI 102 and MTH 003 or MTH 111 or MTH 103. Lab/tech fee rate B applies.

IDE 202 Architectural and Interior Design Studio II (12-0-6). (Cross-listed as ARC 202). Continues the content and purpose of ARC/IDE 201, with increased emphasis on design development and physical and technical resolution. Digital media are integral to the studio, and students receive continued instruction and practice in software appropriate for design. Prerequisite: IDE 201. Lab/tech fee rate B applies.

IDE 223 History of Interior Design (3-0-3). (Formerly IDE 320). Gives an overview of interior design's historical development as a collective expression of art, architecture, science and culture as by-product of its own time and as a resource for stimulating new ideas. The history of interior design draws upon several different fields of scholarly study. It is based on architectural history but incorporates unique interior space typology, specific elements of the interior decorative arts and ornamentation including furniture, metal work, glass, ceramics and textiles. Prerequisite/concurrent: IDE 201 or ARC 201.

IDE 235 Interior Construction (4-0-3). (Formerly IDE 204). Covers basic interior detailing, millwork and cabinetry elements, which must be developed and coordinated to construct interior space. Detailing, technical drawings, specifications and scheduling are therefore integral to design development. Prerequisite/concurrent: IDE 201 or ARC 201.

IDE 236 Interior Materials (4-0-3). Introduces interior finish materials by examining their perceptual attributes and visual and tactile qualities, along with their technical and practical applications. Presents composition of materials, texture, installation and maintenance, covering several categories of applied finishes: floor finishes, wall and ceiling finishes, window treatments, furniture and joinery finishes, and others. Prerequisite/concurrent: IDE 235 or ARC 232.

IDE 251 Color and Light (4-0-3). (Formerly IDE 310). Introduces the fundamentals, principles and art of lighting and color, and their visual and physical effects in interior design. Explores light and color as important elements in interior space through the study of related perceptual and physical factors. Introduces relevant terminology to define light and color as attributes of architectural and interior space: illumination levels and temperatures, light sources, fixtures, materials, etc. Prerequisites/concurrent: PHY 104, and IDE 201 or ARC 201.

IDE 301 Interior Design Studio III (12-0-6). Focuses on advanced spatial concepts relevant to contemporary practices in the field. Investigates the role of precedents and analogue spaces in generating conceptual ideas. Examines the expressive potential of interior elements (floor, wall, stairs, openings, etc.) and materials. Develops an understanding of the relationship between interior elements, materials and the architectural shell. Explores various design scales with a specific focus on how resolved technical details can express formal ideas. Prerequisites: PHY 104, and ARC 202 or IDE 202.

IDE 302 Interior Design Studio IV (12-0-6). Continues the intent and purpose of IDE 301. Emphasizes the development of programming strategies within a defined cultural context. Concentrates on the phenomenological aspects of interior environments and explores the spatial and perceptual implications of artificial lighting and materials. Explores the conceptual and spatial implications of furniture layout, selection and design. Prerequisite: IDE 301.

IDE 311 Illustration and Rendering (4-0-3). (Cross-listed as ARC 311). Covers illustration and rendering techniques that enable students to express their ideas faster with more precise results. Covers freehand color drawing techniques using markers,

color pencils and watercolors. Prerequisite/concurrent: ARC 201 or IDE 201.

IDE 315 Modeling and Rendering (4-0-3). (Cross-listed as ARC 315). Presents a rationalized, geometrical approach to the perception and description of form. Selected examples of architectural form are first rigorously analyzed to re-derive their constructional logic and then are “built” as detailed electronic models. Explores the potential of digital design technologies as instruments to achieve vivid, authentic, holistic simulations of architectural reality, appropriate to the testing of architectural ideas. Taught in a modified studio format. Prerequisite: ARC 301 or IDE 301. Lab/tech fee rate B applies.

IDE 324 Modern Practices in Interior Design (3-0-3). Focuses on 19th and 20th century interior design theories and practices, exposing students to the various international schools of thought. Lectures and discussions focus on practitioners who have influenced contemporary practices worldwide. Prerequisite: IDE 223.

IDE 335 Furniture Design Basics (4-0-3). (Formerly ARC 410). Explores the basic function and design of furniture as it relates to human factors, such as anthropometrics and ergonomics. Provides a link between historical, theoretical and practical experience. Defines the elements of form, function and aesthetic by exploring experimental concepts and adopting alternative ways of thinking about the objects that surround us. Applies furniture models built to scale, or other presentation techniques, to effectively support the evolution of new concepts. Prerequisite: IDE 235 or ARC 232.

IDE 352 Environmental Control Systems in Interior Design (2-3-3). (Formerly ARC 352). Provides an integrated presentation of environmental control systems (lighting, heating, ventilating, air conditioning, sanitary and acoustics) with special attention to the needs of interior designers. Presents systems as they influence one another and as they constrain interior space planning and design. Prerequisite: PHY 104. Prerequisite/concurrent: ARC 201 or IDE 201. Lab/tech fee rate A applies.

IDE 364 Introduction to Computer-Aided Drawing (0-2-1). (Cross-listed as ARC 364). Provides training for mainstream CAD applications using the Windows operating system. Develops basic familiarities and proficiency with applications commonly encountered during professional training. Graded as P/F. Prerequisite: ARC 202 or IDE 202. Lab/tech fee rate B applies.

IDE 365 Computer-Aided Design (4-0-3). (Cross-listed as ARC 365). Systematically introduces computer-aided architectural design. Discussion and training focus on a variety of CAAD applications in order to show the similarities (basic principles of CAAD) and the idiosyncrasies of the individual applications, as well as modeling of existing interior spaces utilizing selected CAAD applications. Prerequisite: ARC 201 or IDE 201. Lab/tech fee rate B applies.

IDE 366 Applied Computer-Aided Design (4-0-3). (Cross-listed as ARC 366). Systematically introduces the basic practice of computer-aided architectural design. Presentation and training focus on two mainstream production CAAD applications, ArchiCAD and AutoCAD, with the intent to develop basic familiarity and proficiency with the applications most likely be encountered in offices during professional training. Introduces AutoCAD on PCs running the Windows NT operating system. Extends topics introduced in IDE 365 to include detailed treatment of tool palettes and inter-platform compatibility. Prerequisite: ARC 201 or IDE 201. Lab/tech fee rate B applies.

IDE 374 Environmentally Sustainable Design (4-0-3). (Cross-listed as ARC 374). Develops a greater focus on holistic and sustainable approaches to design. Covers issues such as demand and supply of energy and water, and the generation of waste. Reiterates principles of reduce, reuse and recycle. Predominant emphasis is on practical strategies directly applicable in design. Material is presented as lectures and seminars, supplemented with readings. Prerequisite/concurrent: PHY 104 or PHY 100 or PHY 101.

IDE 397 Internship in Interior Design (0-0-0). Requires a minimum of six weeks of on-the-job experience with an approved professional firm. Requires students to document the work undertaken in a formal report submitted to the department by mid-semester of the following term. Graded as P/F. Registration fee applies. Prerequisite: senior standing.

IDE 405 Interior Design Studio V (12-0-6). Requires a comprehensive design project integrating all aspects of design, theoretical, technological and representational, allowing students various scales of investigation within one design problem. Prerequisite: IDE 302 or ARC 302.

IDE 406 Interior Design Studio VI (12-0-6). Research-directed design studio focusing on a topic related to some aspect of architectural design (history/theory, technology, representation, heritage resource management, etc.). Students pursue directed research in support of a design investigation. Prerequisites: IDE 397 and IDE 405.

IDE 432 Advanced Detailing (4-0-3). Continues the work of IDE 235 Interior Construction, focusing on advanced levels of detailing, design development, conceptual and technical drawing, specifications and craftsmanship. Prerequisite: IDE 235 or ARC 232.

IDE 460 Exhibition Design (4-0-3). (Formerly IDE 503). Equips students with the essential research, planning and design tools to conceive, prepare and produce persuasive exhibition and educational environments such as product shows, museums and gallery interiors. Explores issues of planning, lighting, stagecraft, narrative composition and human perception. Prerequisite: IDE 202 or ARC 202.

IDE 461 Project Management (3-0-3). (Cross-listed as ARC 461 and DES 461). (Formerly IDE 431). Introduces the basic and advanced concepts of running design projects. Explores the design process and project phases, analyzing them in detail under the project management concept of delivering projects “on time, on budget, every time.” Prerequisite: senior standing.

IDE 462 Design Management (3-0-3). (Cross-listed as ARC 462 and DES 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 architectural office. Prerequisite: ARC 397 or IDE 397.

IDE 465 Advanced Computer-Aided Design (4-0-3). (Cross-listed as ARC 465). Concentrates on the specific demands on CAD systems by the architecture and building professions. Covers application of CAD systems to the different phases of planning: preliminary design, design, construction documents, extraction of volumetric data and transfer to spreadsheet and/or database software, rendering software, post-rendering work in pixel-editing software, technical drawing layout software, etc. Prerequisite: ARC 301 or IDE 301. Lab/tech fee rate B applies.

IDE 491 Final Project Research (6-0-3). (Formerly IDE 401). Requires students to choose a design topic with the guidance of an advisor and approval of the faculty. Each student prepares an individual program for IDE 492 Final Project Design, concluding with a formal, bound document. Prerequisites: IDE 302, IDE 335, IDE 352 and consent of the department.

IDE 492 Final Project Design (12-0-6). (Formerly IDE 490). Requires individual design resolution based upon the research findings initiated in IDE 491. The final project is developed under the guidance and advice of a faculty member and is presented and defended in a formal public jury. This course may substitute for IDE 406. Prerequisites: IDE 405, IDE 491, IDE 397 and consent of the department.

IDE 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: ARC 302 or IDE 302.

IDE 498 Studio Abroad (3 to 6 credits). Provides studio activities conducted in regional and international sites promoting a global-oriented approach to design. Prerequisites: consent of department, and ARC 302 or IDE 302.