INTERIOR DESIGN

Total Credits: 70 | Studio Credits: 46 | Academic Credits: 24

SEMESTER I
Credits: 18 | Studio Credits: 12 | Academic Credits: 6

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drawing I</td>
<td>3</td>
</tr>
<tr>
<td>2D Design I: Black and White</td>
<td>3</td>
</tr>
<tr>
<td>3D Design I</td>
<td>3</td>
</tr>
<tr>
<td>Foundation Seminar</td>
<td>3</td>
</tr>
<tr>
<td>Art History I</td>
<td>3</td>
</tr>
<tr>
<td>Writing and Literature I</td>
<td>3</td>
</tr>
</tbody>
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SEMESTER II
Credits: 17 | Studio Credits: 11 | Academic Credits: 6

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>Drawing II</td>
<td>3</td>
</tr>
<tr>
<td>2D Design II: Color</td>
<td>3</td>
</tr>
<tr>
<td>3D Design II</td>
<td>3</td>
</tr>
<tr>
<td>Drawing for Interior Design I</td>
<td>2</td>
</tr>
<tr>
<td>Art History II</td>
<td>3</td>
</tr>
<tr>
<td>Writing and Literature II</td>
<td>3</td>
</tr>
</tbody>
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SEMESTER III
Credits: 18 | Studio Credits: 12 | Academic Credits: 6

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interior Design I</td>
<td>4</td>
</tr>
<tr>
<td>Drawing for Interior Design II</td>
<td>2</td>
</tr>
<tr>
<td>AutoCAD</td>
<td>2</td>
</tr>
<tr>
<td>Color and Materials</td>
<td>2</td>
</tr>
<tr>
<td>Construction Systems</td>
<td>2</td>
</tr>
<tr>
<td>Art History III</td>
<td>3</td>
</tr>
<tr>
<td>Writing and Literature III</td>
<td>3</td>
</tr>
</tbody>
</table>

SEMESTER IV
Credits: 17 | Studio Credits: 11 | Academic Credits: 6

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<th>Course</th>
<th>Credits</th>
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<tbody>
<tr>
<td>Interior Design II</td>
<td>4</td>
</tr>
<tr>
<td>4D Design</td>
<td>3</td>
</tr>
<tr>
<td>Digital Representation for Interior Design</td>
<td>2</td>
</tr>
<tr>
<td>Lighting Design</td>
<td>2</td>
</tr>
<tr>
<td>Modern Space</td>
<td>3</td>
</tr>
<tr>
<td>Liberal Arts Elective</td>
<td>3</td>
</tr>
</tbody>
</table>
Foundation Seminar
FN121, 3 Credits
This innovative course gives students an introduction to the six majors offered at the Delaware College of Art and Design. Each unit is an introduction to the responsibilities and creative possibilities of each area of study. Students are given the opportunity to experience each of the areas of concentration and the opportunity to interact with the head of each department. Class projects emphasize the broad applications of critical abilities and creative solutions across the major fields of study. A common theme reinforces the interconnectedness of all visual disciplines. After completion of the course, students are able to make a more informed choice in the selection of their major. The course also provides the opportunity for all incoming students to assist local organizations with various design needs they may have through community service. The community service element to this class allows students to make connections and provides art and design opportunities students may have not otherwise explored.

Drawing I
FA151, 3 credits
This course is an introduction to the languages of drawing. Moving from the simple description of an object to problems that use line, shape, value, proportion, and composition to build visual structures, the course ultimately leads to the organization of the entire drawing surface as a spatial metaphor. Emphasis is placed on the analogous relationship between the perception of nature and the drawing process. Both the analytical and inventive aspects of drawing are investigated through a variety of media and motifs. As in all the foundation courses, frequent group critiques, individual conferences and evaluations will provide feedback to facilitate individual growth. Approximately half of the class time will be spent investigating the human figure as a subject for observation and invention.

Two-Dimensional Design I: Black and White
FN131, 3 credits
This course introduces the basic elements of two-dimensional design: line, shape, value, proportion, space, texture and balance. Students use black and white media to examine the basics of visual organization. Examples of excellent design from a wide variety of sources are presented to broaden students' knowledge of historical frameworks and promote creative thinking. Students acquire a fundamental vocabulary and grammar of design that can be applied to all fields of the visual arts to evoke sensory and emotional, as well as intellectual and aesthetic responses.

Three-Dimensional Design I
FN141, 3 credits
This course investigates the relationship between material, manipulation and idea as found in the worlds of both nature and artifacts. An understanding of the expressive possibilities of line, plane and mass in a three-dimensional space is arrived at through the investigation of materials, techniques and tools in the creation of three-dimensional forms. The course addresses practical matters of craftsmanship in conjunction with the overall aesthetic considerations of the work. Excellence in both concept and execution is encouraged in each assignment. Creative solutions are encouraged through rigorous and innovative problems.

Writing and Literature I
AS111, 3 credits
Students develop their analytical and writing skills through composition assignments emphasizing clarity and structure in response to readings that explore the human condition and concepts of the divine from antiquity through the first millennium C.E. These include multicultural mythological and religious writings, Classical literature, and Asian poetry, drama, and philosophy.

Art History I
AH111, 3 credits
Students are introduced to the methodologies of art history. The study of Pre-Historic, ancient Near Eastern and Egyptian, Classical, Byzantine, Islamic, early Indian and Chinese art offers students an opportunity to examine representations of the human figure, the natural world, and the divine. Through the visual analysis of two-dimensional works, sculpture, and architecture, students are encouraged to develop their critical thinking skills as well as their descriptive and analytical writing skills.
Drawing II  
FA152, 3 credits
This course is an introduction to the languages of drawing. Moving from the simple description of an object to problems that use line, shape, value, proportion, and composition to build visual structures, the course ultimately leads to the organization of the entire drawing surface as a spatial metaphor. Emphasis is placed on the analogous relationship between the perception of nature and the drawing process. Both the analytical and inventive aspects of drawing are investigated through a variety of media and motifs. As in all the foundation courses, frequent group critiques, individual conferences and evaluations will provide feedback to facilitate individual growth. Approximately half of the class time will be spent investigating the human figure as a subject for observation and invention.

Two-Dimensional Design II: Color  
FN132, 3 credits
This course reinforces the fundamentals of visual organization studied in Two-Dimensional Design I and introduces the element of color. Color theory is studied through painting and collage. The basics of color mixing are emphasized as students examine color interaction, color perception and color observation. Students explore the expressive potential of color, the use of color to describe spatial structure and the effects of light on color in addition to the effects of colors on each other. Students study both formal color schemes and the use of color in relevant art historical styles.

Three-Dimensional Design II  
FN142, 3 credits
This course investigates the relationship between material, manipulation and idea as found in the worlds of both nature and artifacts. An understanding of the expressive possibilities of line, plane and mass in a three-dimensional space is arrived at through the investigation of materials, techniques and tools in the creation of three-dimensional forms. The course addresses practical matters of craftsmanship in conjunction with the overall aesthetic considerations of the work. Excellence in both concept and execution is encouraged in each assignment. Creative solutions are encouraged through rigorous and innovative problems.

Drawing for Interior Design I  
ID203, 2 credits
This course offers an introduction to the process of visual communication for interior designers. Students practice the proper use of drafting equipment through the development of two dimensional drawings such as floor plans, sections and elevations. Students learn basic drafting conventions for implementing interior design projects. The course also focuses on three dimensional drawings: axonometric and isometric projections with limited perspective techniques. Students develop freehand sketching and color rendering techniques.

Art History II  
AH112, 3 credits
Students begin this course with the consideration of pre-modern Japanese, ancient African, and Pre-Columbian art before turning to Europe to study the art of the Early Middle Ages through the Baroque and Rococo. Writing assignments emphasize increasing sophistication in comparison and contrast and formal analysis, while critical review is introduced.

Writing and Literature II  
AS112, 3 credits
Students refine their critical thinking and writing skills through compositions emphasizing form and technique in response to readings that explore social and political relationships across cultures. These include selections from the literature of ancient Japan and Africa as well as Medieval and Renaissance Europe.
Interior Design I  
*ID201, 4 credits*

Students approach reality based design projects through a process of analysis and conceptual development. The studio starts with an exploration of drawing as an expressive and analytical tool. As students develop all the tools they need to design spaces, they define clear, believable programs for commercial and residential uses. After analyzing site and program conditions they establish a design concept, proceed with design development and create final presentations using hand drawn techniques, 3D models and material boards.

Drawing for Interior Design II  
*ID204, 2 credits*

This course is focuses on one and two point perspective with an emphasis on accuracy and expressive presentation. Students explore different methods including three dimensional computer renderings, photographic as well as hand drawn techniques. They combine different techniques to find an expressive media for use in their design projects and continue development of axonometric projection system. Students also learn techniques for digital portfolio preparation.

AutoCAD  
*ID205, 2 credits*

This course covers the basic concepts and techniques of Computer-Aided Design and Drafting (CADD). The primary program used for this course is AutoCAD, the leading program in the industry. Two-dimensional drawing creation, editing techniques and major commands are applied to design projects. Students focus on presentation techniques and professional office production practices. Students will work with CADD in advanced coursework, and the course will prepare them for transfer to a four year degree program.

Construction Systems  
*ID208, 2 credits*

This is an introduction to the structural principles and construction methods of buildings. Students need to understand how buildings work from a structural and materials objective to enable actualization of an interior design project. Interiors structure and construction are examined, and students begin their first technical drawings of interior construction elements. The construction process and the professions involved are studied.

Lighting Design  
*ID209, 2 Credits*

This course provides the fundamentals of lighting theory and practice and its interaction with visual perception and aesthetics in interior spaces. The basic functions of lighting are studied, analyzed and critiqued as design elements. Students examine the different types of light sources including natural and artificial sources and their integration into design projects. Students are asked to transfer this information to lighting plans and specifications. Whenever possible, field inspection of lighting installations adds to theoretical information presented in the classroom.

Art History III  
*AH211, 3 credits*

Students return to the study of the art of Asia (India, China, and Japan) and Africa and consider the art of the Americas after 1300 and that of Pacific cultures before undertaking the study of Modern (post-1780) European and American Art. Students' analytical skills are further developed through independent investigation culminating in a research paper undertaken in conjunction with Writing and Literature III.

Writing and Literature III  
*AS211, 3 credits*

Students focus on developing the skills needed to prepare and write a research paper in conjunction with Art History III. They continue to cultivate an appreciation of the connections between the literary and visual arts through readings from Asia, Africa, the Americas and Europe through the twentieth century.
Four-Dimensional Design
FN152, 3 credits
Through the use of traditional and time based media, students are introduced to basic concepts of art and design in space and time. Assignments direct students in creating works that utilize attributes of time and movement, elements of moving image, serial, sequential, and narrative ordering, still and moving image editing, sound and image relations, and object and even analysis. In focusing on the relations between students’ spacing and timing skills, this course extends and supplements the other Foundation courses, and prepares students for further work with computers, video, photo, sound and animation.

Interior Design II
ID202, 4 credits
Students continue the design process using hand drawn and computer based imaging for commercial and residential projects. Students incorporate a greater level of detail, lighting design and sustainability into their projects. The capstone project combines skills from other interior design courses into a more ambitious project including color renderings, perspectives and computer generated 3D modeling. Students are encouraged to combine hand drawn and computer generated graphics to create new rendering techniques that best reflects their design concept.

Color and Materials
ID207, 2 credits
This is an introduction to materials used as a means of expression by the interior designer. The course examines the functional and aesthetic properties of specific interior finishes and materials that are available to the designer. Through projects and research, students examine the parameters of material selection for a space with particular focus on sustainability and “green” spaces. Projects are integrated with other courses to give the students an overall presentation for a portfolio.

Digital Representation for Interior Design
ID211, 2 credits
Students will continue to develop skills and apply new techniques in the AutoCAD program. In addition three dimensional space will be explored with the creation of digital models, focusing on the relationships of volume, form, plane and surface along with developing methods of presenting work. The primary program to be used will be SketchUp but other digital methods will also be discussed.

Modern Space: The Designer and Nature
AS220, 3 credits
Until the last century, human success depended on our ability to conquer nature and overcome our own weaknesses. In the 20th Century, we proved our ability to exercise overwhelming control over the environment with powerful new technologies and discovered profound insights into the workings of human psychology. In this course, students will explore ways that designers have internalized their surroundings and translated emotional response to the environment into physical form. We will examine the theories and practices by which designers and artists transform the increasingly fragile natural environment into powerful interior landscapes.

PRE-REQUISITE: Successful completion of Art History III

Liberal Arts Elective
3 credits
The course offerings to fulfill the Liberal Arts Elective change each semester. Previous courses have covered topics from biology to the relationship of art and geometry, to the sensational ’70s.