

DESIGN

MODEL PROGRAM

The Design Department recommends that students plan their programs of study around the following sequence. The curricula presented below follow a generalized model, but each student's program will be individualized based on placement testing, transfer credits and individual progress as the student advances.

All students entering the Design Department are required to purchase a laptop, and each discipline within the department has recommended computer hardware and software specifications. The estimated cost is \$2,000–\$3,000 for the computer and software. Refer to the Cornish Website for information: http://www.cornish.edu/design/laptop_info/

Graduates of the Design Department are expected to achieve the following learning outcomes:

- Approach design projects confidently by applying a rigorous design process.
- Research, analyze and synthesize complex information in the development of innovative concepts for clients and audiences.
- Create unique visual expression, grounded in a sophisticated historic and contemporary knowledge of composition, form, style, media and materials.
- Apply advanced manual and digital skills in the creation and production of work.
- Contribute to a team, as well as assume leadership responsibilities.
- Employ strong oral and written communication skills.
- Articulate and continue their learning process in future endeavors.

<i>Design/Foundation</i>	86
<i>Humanities & Sciences</i>	30
<i>College Electives</i>	6
<i>Total Credits for a BFA Degree in Design</i>	122

INTERIOR ARCHITECTURE

FIRST YEAR

FOUNDATION	FALL	SPRING
<i>FN 123 Foundation Studies I: Studio</i>	8	-
<i>FN 124 Foundation Studies II: Studio</i>	-	8
<i>FN 133 Foundation Studies I: C&H Studies</i>	2	-
<i>FN 134 Foundation Studies II: C&H Studies</i>	-	2
<i>HS 113 Foundation Studies I: H&S</i>	5	-
<i>HS 114 Foundation Studies II: H&S</i>	-	5
<i>Total Credits</i>	15	15

SECOND YEAR

	FALL	SPRING
<i>DE 205 Studio I: Conceptual Space</i>	3	-
<i>DE 206 Studio II: Interior Concepts</i>	-	3
<i>DE 207 Design Fabrication</i>	3	-
<i>DE 209 Materials & Sources</i>	-	3
<i>DE 217 Digital 2D/3D Representation</i>	3	-
<i>DE 237 Art History I</i>	3	-
<i>DE 238 Art History II</i>	-	3
<i>DE 252 Lighting Design</i>	-	2
<i>DE 253 Graphic Representation: Drafting</i>	2	-
<i>DE 254 Drawing Space</i>	-	2
<i>Digital or Technique Option</i>	2	2
<i>Total Credits</i>	16	15

THIRD YEAR

	FALL	SPRING
<i>DE 305 Interior Studio III</i>	3	-
<i>DE 306 Interior Studio IV</i>	-	3
<i>DE 337 History of Design</i>	3	-
<i>DE 332 History of Interior Design</i>	-	3
<i>DE 355 Construction Technology</i>	3	-
<i>DE 356 Construction Documents</i>	-	3
<i>DE 378 Digital 3D Modeling</i>	2	-
<i>H&S Course Work</i>	3	3
<i>H&S Course Work</i>	-	3
<i>College Elective</i>	3	-
<i>Total Credits</i>	17	15

FOURTH YEAR

	FALL	SPRING
<i>DE 405 Senior Studio I</i>	3	-
<i>DE 406 Senior Studio II</i>	-	3
<i>DE 433 Professional Practices</i>	3	-
<i>DE 444 BFA Seminar</i>	-	3
<i>Studio Option</i>	3	-
<i>H&S Course Work</i>	3	3
<i>H&S Course Work</i>	2	3
<i>College Elective</i>	3	-
<i>Total Credits</i>	17	12

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VISUAL COMMUNICATION & MOTION DESIGN

Design/Foundation Credits	85
Humanities & Sciences	30
College Electives	6
Total Credits for a BFA Degree in Design	121

FIRST YEAR FOUNDATION

	FALL	SPRING
FN 123 Foundation Studies I: Studio	8	-
FN 124 Foundation Studies II: Studio	-	8
FN 133 Foundation Studies I: C&H Studies	2	-
FN 134 Foundation Studies II: C&H Studies	-	2
HS 113 Foundation Studies I: H&S	5	-
HS 114 Foundation Studies II: H&S	-	5
Total Credits	15	15

SECOND YEAR

	FALL	SPRING
DE 201 Visual Communication	3	-
DE 202 Systems Communication or DE 204 Sequential Communications	-	3
DE 221 Drawing III or DE 225 Drawing for Motion	3	-
DE 237 Art History I	3	-
DE 238 Art History II	-	3
DE 261 Typography I	3	-
DE 262 Typography II	-	3
Studio Option	-	3
Digital or Technique Option	2	2
Digital or Technique Option	2	2
Total Credits	16	16

THIRD YEAR

	FALL	SPRING
Studio Option	3	3
Studio Option	3	3
DE 337 History of Design	3	-
DE 334 History of Visual Communication or DE 336 History of Motion Design	-	3
H&S Course Work	3	3
H&S Course Work	2	3
College Elective	3	-
Total Credits	17	15

FOURTH YEAR

	FALL	SPRING
DE 401 or 403 Senior Studio I	3	-
DE 402 or 404 Senior Studio II	-	3
DE 432 or 434 Professional Practice	3	-
DE 444 BFA Seminar	-	3
Studio Option	3	-
H&S Course Work	3	3
H&S Course Work	-	3
College Elective	3	-
Total Credits	15	12

COURSE DESCRIPTIONS

DE 201 Visual Communication

3 Credits, Fall

This studio course focuses on refining the student's ability to understand and utilize visual language. The theory of semiotics provides a framework for image analysis and visual experimentation. Projects emphasize research, analysis, critical thinking, and concept development.

DE 202 Systems Communication

3 Credits, Spring

This studio course expands the theoretical concepts developed in DE 201 Visual Communication. Projects focus on mapping semiotic relationships and an exploration of the visual language of cartography. Students examine the visual vocabulary defining our culture and experiment with communicating challenging conceptual ideas.

DE 204 Sequential Communication

3 Credits, Spring

This studio course expands the theoretical concepts developed in DE 201 Visual Communication. Projects focus on both temporal and spatial metaphors for time-based media including motion graphics, interactive design, and gaming design. Through hands-on projects, supported with lectures, students explore a variety of conceptual approaches to communicate narrative and non-narrative forms of visual expression.

DE 205 Int. Studio I: Conceptual Space

3 Credits, Fall

This studio course introduces students to the language of the built environment and its spatial and formal elements. Students analyze and explore the dual nature of space as both functional and expressive, and investigate how the built environment communicates both statically and dynamically over time. Design exercises evolve from the exploration of the expressive potential of the more abstract elements of the built environment to their sequential ordering and composition into forms and spaces.

DE 206 Int. Studio II: Interior Concepts

3 Credits, Fall

This studio course focuses on human dimension and activity, and the psychological and social implications of space, form, and

DESIGN COURSE DESCRIPTIONS *(continued)*

color. Projects introduce the interior design concepts of anthropometrics, proxemics, universal design, and design psychology. Students integrate the design vocabulary and explorations from DE 205 with these new concepts in the development of space.

DE 207 Design Fabrication

3 Credits, Fall

This course introduces students to shop safety, fabrication methods, and equipment in a context of design exploration. Processes will focus on wood, with an introduction to a range of materials such as plastic, textiles, glass, masonry and metals. Coursework will include demonstrations, readings, and a range of studio exercises including scale models/prototypes.

DE 209 Materials & Sources

3 Credits, Spring

This course explores the physical and visual properties of a wide range of materials used in the development of the built environment. Through a series of guest speakers, field trips and lectures, students develop a system for materials research, data gathering, and analysis that leads to an understanding of the functional, aesthetic, economic, and environmental aspects of materials, as well as their relevance to design. The course culminates in an application of materials to a conceptual studio project.

DE 217 Digital 2D/3D Representation

3 Credits, Fall

This course introduces techniques for representing interior architectural spaces in the digital environment. Using AutoCAD, students begin with basic 2D floor plans and build an understanding of the digital medium to develop complex environments visualized through realistic 3D computer renderings. Students apply the knowledge acquired in this course to interior design studio projects.

DE 220 Figure Drawing

2 Credits, Fall/Spring

Students expand their drawing skills with an intense focus on the figure. Emphasis is on gesture, proportion, foreshortening, value and line. Students experiment with a variety of dry and wet media. Ongoing homework and sketchbook assignments inform class work. *Open to non-majors with permission.*

DE 221 Drawing III

3 Credits, Fall

Students focus on visually communicating ideas through drawing, both abstractly and from direct observation, while experimenting with media and techniques. Assignments combine technique and concept to encourage students' problem-solving abilities. Projects stress perspective and compositional concerns in black, white, and color media. Students' concepts dictate the selection of media, technique, composition, and format. Students use the computer as a drawing tool and integrate digital drawing throughout the semester.

DE 225 Drawing For Motion

3 Credits, Fall

Students experiment with drawing to imply motion. The assignments integrate technique and concept to develop students' problem-solving abilities in the realm of drawing with the added dimension of time. Students explore expressive and technical approaches to a range of narrative drawing, animated gesture drawing, and drawing for storyboards.

DE 226 2D Animation 2 Credits, Spring

Classical 2D animation principles and techniques are introduced with a continued emphasis on drawing and media technique through a series of exercises and projects. The focus is on creating convincing movement through the creation of sequential images.

DE 237 Visual Art History I

3 Credits, Fall

This course introduces students to an overview of image-making and architectural construction from early history to 1600. The focus is primarily on objects and structures made in the lands around the Mediterranean Sea and northern Europe. Students study these items in relationship to the Western art tradition. Students gain an appreciation of the aesthetic values of these cultures and an understanding of the historical, socio-political, religious, scientific, and other contexts for the creation of art and architecture.

NOTE: This course can satisfy H&S elective requirements for non-major students.

DE 238 Visual Art History II

3 Credits, Spring

This course introduces students to a survey of art from the Renaissance to the early twentieth century. Students study the stylistic development of painting, sculpture,

architecture, and photography within the context of changing political, religious, intellectual, and cultural environments. The course uses textbook illustrations, slides, videos, and art museums to examine the art of various time periods. Class lectures and discussion augment the text and other readings.

NOTE: This course can satisfy H&S elective requirements for non-major students.

DE 245 Book Design I

2 Credits, Fall/Spring

This course introduces traditional and innovative approaches to the book as an artistic medium and cultural form. Students gain an increased vocabulary of expressive possibilities through demonstrations and practice of bookbinding techniques, letterpress printing, and a variety of related skills. Class projects challenge students to apply conceptual thinking and content development to the craft skills they have learned.

DE 252 Lighting Design 2 Credits, Spring

The course is designed to familiarize the student with the fundamentals of lighting as a primary element of design. The student will be made aware of the language of light and the tools available to the designer, and how they can be used to properly illuminate any environment. Topics covered include: lighting metrics; applications; codes and regulations compliance; and building systems interface.

DE 253 Graphic Representation: Drafting

2 Credits, Fall

This studio course introduces the conventions of architectural representation. Projects focus on technical hand drawing skills and integrate digital media. Students develop the vocabulary, techniques, and skills to explore and communicate the design of space and form through perspective, design process drawing, orthographic projection, and presentation.

DE 254 Drawing Space 2 Credits, Spring

This course emphasizes the conventions of architectural representation and the development of fluency with expressive freehand drawing. Projects incorporate the use of color and its effective application to specific interior conditions. All projects reinforce the process of information gathering, ideation, 2D visualization of perspectival interior space and execution with appropriate material selection for presentations.

DESIGN COURSE DESCRIPTIONS *(continued)*

DE 259 Media Techniques

2 Credits, Fall/Spring

An introduction to the practical application of a range of illustration materials and media types. Through demonstrations, in-class exercises and comparative assignments, students build technical skills and increase knowledge of media.

DE 261 Typography I *3 Credits, Fall*

This course is an overview of contemporary type as well as the traditions and history that formed it. Through lectures, studio projects, and in-class exercises, students explore the basic mechanics involved in recognizing the communicative potential of type. At the end of the semester, students have the “tools” to include type as part of a working creative repertoire.

DE 262 Typography II *3 Credits, Spring*

This course emphasizes type as a communicative and aesthetic tool, and explores legibility and meaning through composition. Historical studies continue with an emphasis on late twentieth century designers/typographers. Students explore concepts through the development of individual interpretations. With advanced exercises, such as working with grids and self-authoring copy, students develop further typographic fluency.

DE 264 Autobiographical Comics

2 Credits, Fall/Spring

Storytellers are often told, “Start with what you know.” This all-levels comics class focuses on generating story ideas inspired by students’ own lives, and expressing those stories as autobiographical comics. This will be primarily a studio class, focusing on writing, storytelling, drawing expressively, and keeping comic journals. By the end of the term, students will have created comics of various lengths, including assembling a mini-comic. Drawing skills very helpful but not necessary. *Non-majors welcome and encouraged!*

DE 266 Narrative Photography

2 Credits, Fall

Students create photography, both still and sequential, to support narratives. Students explore contemporary and historical use of narrative photography while learning the art of visual storytelling. Through studio projects, students learn basic photographic skills.

DE 271 Interactive Publishing I

2 Credits, Fall

Through lectures, demonstrations, and hands on projects, students learn the basics of interactive publishing. Students create their own website and learn the basics of interactive design including HTML, CSS, javascript, and other industry web standards.

DE 272 Interactive Publishing II

2 Credits, Spring

This course introduces students to concepts and design approaches associated with designing for the Internet. Special attention is paid to the transition from print design to web design. Through lectures, demonstrations, and hands on projects, students examine issues of usability, information architecture, audience expectations, and design integrity specifically related to the web.

DE 273 Advanced Digital Imaging

2 Credits, Fall

Through lectures, demonstrations, and hands on projects, students refine and expand their skills in creating and manipulating digital images using Adobe Photoshop and Illustrator. Students create digital illustrations from scratch, seamlessly combine photos, and create abstract visual effects. Skills include sophisticated masking, advanced filters, precise color and lighting adjustments, and controlling output.

DE 278 Digital 3D Animation I

2 Credits, Fall

In this course, students explore the fourth dimension of computer graphics: time. Using industry-standard 3D software for film, broadcast, and video games, students learn to rig and animate characters and props using both skeletal and non-skeletal deformers. Through tutorials, in-class demonstrations, and homework assignments, students explore topics including movement, timing, and acting so as to learn how to bring objects to life. At the end of this course, students should have a basic understanding of animation, as well as a greater feel for timing. *Open to non-majors with permission.*

DE 280 Digital 3D Animation II

2 Credits, Spring

In this course, students continue the exploration of the fourth dimension of computer graphics, time, which they began in DE 278. Using industry-standard 3D software for film, broadcast, and video games, students learn to

rig and animate characters and props using both skeletal and non-skeletal deformers. Through tutorials, in-class demonstrations, and homework assignments, students explore topics including movement, timing, and acting so as to learn how to bring objects to life. At the end of this course, students should have an intermediate level understanding of animation, as well as a greater feel for timing and character/environment development. Open to non-majors with permission.

DE 283 Motion Design Production/Editing

2 Credits, Fall

This course introduces students to several production and editing techniques utilized in Motion Design. Through tutorials, in-class demonstrations, and assignments, students explore several analog approaches to production; such as stop motion/cell animation, scale set design and chroma keying. In addition, students will also be introduced to basic skills such as video importing, editing, transitions and filters using Final Cut Pro.

DE 285 Motion Graphics I

2 Credits, Fall

This course introduces students to the creation of visual motion effects using Adobe After Effects. Through lectures, demonstrations, and hands on projects, students learn the basics of creating graphics in motion.

DE 286 Motion Graphics II

2 Credits, Spring

This course is an intermediate-level follow-up to DE 285 Motion Graphics I, which introduced students to the creation of visual motion effects using Adobe After Effects. Through lectures, demonstrations, and hands-on projects, students move beyond the basics of creating graphics in motion.

DE 296 Tutorial Study

2-3 Credits, Fall/Spring

Tutorial study is a variable credit course defined as college-level complementary training which may include study, research, or other learning experience. Students may apply for tutorial study after meeting with their department chair and by submitting a Tutorial Study application to the Registrar. This course meets once a week for the full semester.

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DESIGN COURSE DESCRIPTIONS *(continued)*

DE 297 Group Study 2 Credits, Fall/Spring
Group Study is defined as project based study, research, or other learning experience, that is developed by student(s) or a department to augment existing curricula. Group study must be approved by the department and structured by clearly defined criteria and with learning outcomes. There is a five student minimum enrollment required for all group study courses with a maximum enrollment of nine students per course. Students may not enroll in more than one Group Study per semester.

DE 298 Independent Study
1-4 Credits, Fall/Spring
Focuses on a special project of the student's choice and design that is unavailable within the regular curriculum. Sophomore standing and permission from Department Chair required.

DE 305 Interior Studio III
3 Credits, Fall
Focused on small-scale buildings with varying degrees of contextual complexity, this studio emphasizes the understanding of design as an analytical process that extends from programmatic analysis to formal development of design ideas, to their translation into functional environments that house specific cultural rituals and belief systems. Assignments emphasize the understanding and expressive use of materials and structure in conjunction with environmental and aesthetic considerations.

DE 306 Interior Studio IV
3 Credits, Spring
Focused on medium-scale buildings with varying degrees of contextual complexity, this studio emphasizes the understanding of design as an analytical process that extends from programmatic analysis to formal development of design ideas, to their translation into functional environments that house specific organizational structures. Assignments emphasize the understanding and expressive use of materials and structure in conjunction with environmental and aesthetic considerations.

DE 307 Illustration II
3 Credits, Fall/Spring
In today's diverse consumer market, illustration exists through many forms of expression breaking with traditional roles of the illustrator. The role and definition of the practice of

illustration has expanded to new hybrids of creative activity. Through a variety of projects, students will explore the translation, production and distribution of their visual ideas. Through the integration of type and image, students gain an opportunity to discover new possibilities for illustrated visual expression.

DE 308 Product & Packaging
3 Credits, Spring
The objective of this class is to familiarize the student with the influence and impact of design in our global marketplace and social community. Students focus on creating packaging identity with a "global design consciousness" that is environmentally responsive and user-friendly in its attempt to improve our general livelihood. Students examine the question of how cultural identity and influences can, or should, contribute to product identity, function and social development in the product marketplace. Through in-depth research and strategy development, students explore content, materials, and product lifecycle, to develop design solutions that enhance the marketplace.

DE 309 Environmental Design
3 Credits, Fall
Students observe and experiment within the interior and exterior environments to meet aesthetic criteria, practical needs or a specific physical-psychological experience within built, natural or human environments for functional and artistic expression. Historical studies within art and architectural history and experimental art and architecture of the 21st century are applied to cultural environments as well as climatic environments. The course application of environmental terminology and human factor conditions are through a series of lecture and studio projects. Field trips will explore human behavior, physical environments, habitats and design new concepts for social and aesthetic spaces. Projects will be expressed in a variety of medias such as model making, sculpture, painting, video and construction drawings; this may revolve around entertainment, displays, objects, interiors or public art areas.

DE 310 Dynamic Information Design
3 Credits, Spring
Effective information design is essential with the increasing amount of critical data that has the potential to influence decision making. Designers play a critical role as visual translators in clarifying complex data,

organizing information and processes, and developing aesthetic systems. Students analyze the relationships of information and visual interpretation applied to local and international topics. Effective communication of complex information is the goal.

DE 311 Motion Studio 3 Credits, Fall
With a focus on visual storytelling, this production geared course allows students to utilize learned design skills, while continuing to develop motion, process workflow and conceptual approaches to project design. Through a series of film screenings, students continue to practice analytical skills, with the use of deconstruction, philosophical/psychological interpretation and critical evaluation. A concurrent series of motion production assignments, including short film production and client based projects will utilize storytelling and conceptual skills, while developing strengths in presentation and packaging design.

DE 312 Illustration I 3 Credits, Fall/Spring
This course is designed to further explore and develop the drawing and paintings skills of the individual utilizing a series of assignments that challenge, inform, and support growth of visual, conceptual, and technical abilities. Starting with three unique drawing assignments that have varied subject matter and media approaches, students will progress to a group of painting problems that stress concept, approach, and the use of appropriate media and supports.

DE 313 Design for Social Change
3 Credits, Spring
Design can create significant social change. It can be used as a tool to address domestic and global social issues like poverty, health, clean water, economic empowerment, access to financial services, and basic services. Social design challenges are complex, systemic, and human. Designers who work in this field strive to represent the needs of underserved, underrepresented, and disadvantaged communities. The challenges these "social impact" designers face are different from those that corporate designers face. This class delineates those challenges.

This course addresses all aspects of design in large-scale and small-scale social problem-solving. We'll do projects spotlighting a variety of clients in the private, public, and social

DESIGN COURSE DESCRIPTIONS *(continued)*

sectors. We'll bring in experts in the fields of global health and social migration (refugees) to talk through design approaches. And we'll discuss how grand ideas go bad through errors in cultural and human knowledge.

DE 314 Comics: Essential Tools

3 Credits, Spring

This course examines and builds on the basics of creating comic art covered in DE 264 including drawing and design, storytelling, and choreographing narratives. This is primarily a studio class and includes color, variations in page and book design, life drawing, examination of contemporary and historical comics and cartoonists, and workshops with other professional cartoonists. Students create a final independent project and will be encouraged to submit their work to publications.

DE 316 Book Illustration *3 Credits, Spring*

A selection of story material is furnished. You may use your own writing if in usable form before class starts (not a writing class). Goal is halfscale dummy and four sequential camera-ready double pages. Published examples will be on hand to discuss and study.

DE 317 Type in Motion *3 Credits, Fall*

This class examines typography in a moving format. Given today's complexities of communication it is vital to clearly define your own visual message and ensure that it is understood as your intent. Advanced topics include: pacing, story boarding, conceptual development and hierarchy in a three-dimensional plane. Emphasis will be given to concerns of legibility and readability of typefaces in a moving environment.

DE 318 Interactive Narrative

Environments *3 Credits, Spring*

This course introduces a range of digital option experiences, tools, and concepts of game development. Through lectures, demonstrations and hands-on projects, students explore creating innovative new games using lead characters, environments/object, drawings, and modeling to storyboards. Design manipulation will use a range of programs from Final Cut Pro and After Effects, to Soundtrack. Previous experiences such as Photoshop, Illustrator and Cinema 4D will also be revisited to create total gaming compositions.

DE 320 Advanced Storytelling Concepts

3 Credits, Fall

With a focus on psychology, theory and execution of sophisticated narrative techniques, this interdisciplinary approach to storytelling will serve to enhance skills required for generating powerful concepts for the Book Arts, Comics and Motion Design fields. Through a series of critical readings and production assignments, students will further explore the nuances of pacing, plot twist, character development, dialogue, shooting scripts, boarding, production design, concrete forms, narrative philosophies and experimental production techniques.

DE 332 History of Interior Design

3 Credits, Fall

Architecture, interiors and furniture in the twentieth century reflect societal changes and directions. This class explores the currents in design history in the Western world from the early 20th century to the late 20th century. Illustrated lecture format.

NOTE: This course can also satisfy H&S elective requirements for non-major students.

DE 334 History of Visual Communication

3 Credits, Fall

Graphics in the 20th century enjoy a variety of styles and influences in the western world. This class explores graphic design and illustration from the late 19th century arts and crafts to the technology innovations of the late 20th century. Lecture format, illustrated with slides.

NOTE: This course can satisfy H&S elective requirements for non-major students.

DE 336 History of Motion Design

3 Credits, Fall

This course explores the technological and cultural development of motion design, including early animation, film, television and video, up to the most recent innovations in title design and game design. The course will be lecture and seminar format.

NOTE: This course can satisfy H&S elective requirements for non-major students.

DE 337 History of Design *3 Credits, Fall*

Lectures will provide a framework for the study of design throughout history, analyzing processes and artifacts for evidence of production technology, function, iconography, and patronage, as well as formal attributes and developments.

NOTE: This course can satisfy H&S elective or College elective requirements for non-majors.

DE 343 Painting Technique for Illustration *3 Credits, Fall*

This course further advances exploration in drawing and painting from life and costumed models with longer studies and additional rendering techniques such as under painting, glazing, glaze wipe-off, mixed media, crumble, charcoal under layer and other approaches depending on individual explorations.

DE 355 Construction Technology

3 Credits, Fall

This course introduces students to basic structural principles and prevalent methods of assembling various building materials and finishes. Through lectures, site visits, studio experiments, and the actual fabrication of an interior residential-based section, students gain insight into the history of structural practice and future directions in preassembled systems.

DE 356 Construction Documents

3 Credits, Spring

This course focuses on the products and legal contract of an interior designer: the construction documents. A wide array of skills and knowledge are required to complete the construction document. Topics include drawing types, drawing format, processes, building codes, accessibility, materials and timelines. Students develop a thorough understanding of the knowledge required, the processes undertaken, the scope of services normally provided, and the groups involved. Advanced topics in AutoCAD are covered.

DE 378 Digital 3D Modeling *2 Credits, Fall*

As the culminating digital course, interior design students will learn to execute the more complex operations available in digital 3D modeling to visualize Junior and Senior projects, including meshes, deformations, nurbs, metaforms, animated walkthroughs, and photorealistic rendering. Students will use these operations for investigating and analyzing complex form and space.

DE 385 Motion Graphic Studio

3 Credits, Fall

This Junior level studio continues the advancement of skills acquisition, integration, and application begun in Digital Motion Graphics I & II. Students are guided through a large-scale, complex project, focusing on the appropriate deployment of time-based toolsets (working primarily in Adobe After Effects),

DESIGN COURSE DESCRIPTIONS *(continued)*

including Layer Management, Time-line, Tracking, Audio, Special Effects, Compositing, Modes, Masks, Mattes, and Color Correction to produce Motion Graphics.

DE 393 Special Topics

3 Credits, Fall/Spring

Special topics in Design.

DE 396 Tutorial Study

2-3 Credits, Fall/Spring

Tutorial study is a variable credit course defined as college-level complementary training which may include study, research, or other learning experience. Students may apply for tutorial study after meeting with their department chair and by submitting a Tutorial Study application to the Registrar. This course meets once a week for the full semester.

DE 397 Group Study

2-3 Credits, Fall/Spring

Group Study is defined as project based study, research, or other learning experience, that is developed by student(s) or a department to augment existing curricula. Group study must be approved by the department and structured by clearly defined criteria and with learning outcomes. There is a five student minimum enrollment required for all group study courses with a maximum enrollment of nine students per course. Students may not enroll in more than one Group Study per semester.

DE 398 Independent Study *1-4 Credits*

Focuses on a special project of the student's choice and design that is unavailable within the regular curriculum. Junior standing and permission from Department Chair required.

DE 401 Sr Studio I: Visual

Communication *3 Credits, Fall*

In this senior studio course, faculty and students join together to address complex integrated design projects. Large lecture forums, small discussion seminars, individual and group presentations, mixed design project teams, as well as ongoing progress critiques are core to the development of these theoretical, research driven projects. Redefining the notion of design, process, material and technical exploration, and visual experimentation are core to the advanced level of design investigation expected within this course.

DE 402 Sr Studio II: Visual

Communication *3 Credits, Spring*

This course allows the culmination of all skills learned at Cornish to unfold into a comprehensive thesis investigation, facilitating a critical look at self-defined criteria as an independent senior thesis project. Emphasis is placed on the entire design process from research and conceptual development through visual translation and production.

DE 403 Senior Studio I: Motion Design

3 Credits, Fall

In this senior studio course, faculty and join together to address complex integrated design projects. Large lecture forums, small discussion seminars, individual and group presentations, mixed design project teams, as well as ongoing progress critiques are core to the development of these theoretical, research driven projects. Redefining the notion of design, process, material and technical exploration, and visual experimentation are core to the advanced level of design investigation expected within this course.

DE 404 Senior Studio II: Motion Design

3 Credits, Spring

This course allows the culmination of all skills learned at Cornish to unfold into a comprehensive thesis investigation, facilitating a critical look at self-defined criteria as an independent senior thesis project. Emphasis is placed on the entire design process from research and conceptual development through visual translation and production.

DE 405 Senior Studio I: Interior Design

3 Credits, Fall

In this senior studio course, faculty and join together to address complex integrated design projects. Large lecture forums, small discussion seminars, individual and group presentations, mixed design project teams, as well as ongoing progress critiques are core to the development of these theoretical, research driven projects. Redefining the notion of design, process, material and technical exploration, and visual experimentation are core to the advanced level of design investigation expected within this course.

DE 406 Senior Studio II: Interior Design

3 Credits, Spring

This course allows the culmination of all skills learned at Cornish to unfold into a comprehensive thesis investigation, facilitating a critical look at self-defined criteria as an

independent senior thesis project. Emphasis is placed on the entire design process from research and conceptual development leading to programmatic and formal strategies for specific formal and spatial experiences.

DE 415 Book Design II

3 Credits, Fall/Spring

By exploring historical and contemporary fine press and artists' books, we will examine the relationship between book design, form, structure, function, concept, and content. We will investigate what makes a book a book; how text informs typographic treatment; how content informs structure; how artists and designers use the book form to express meaning. Through hands-on instruction, students will work directly with the extensive Cornish Book Arts Lab type library. They will develop confidence in hand composition and letterpress operation in order to achieve results. Students will experiment with alternative plates and image-making methods and processes. They will examine traditional and experimental binding structures and examine what makes an appropriate binding. Students will work collaborative projects and independent projects.

DE 416 Publishing Design

3 Credits, Spring

This course addresses the complexities of developing large bodies of text and image into a cohesive multiple-paged format. Students will work through all phases of design, including masthead, page layout, formatting, type choices, working with printers, color considerations, paper stock, editing decisions and so on.

DE 418 Design Internship

1-4 Credits, Fall/Spring

Design Internship. *Arrange with Department Chair. Department Authorization Required.*

DE 432 Professional Practices:

Visual Communications *3 Credits, Fall*

This course prepares students for the job market. Emphasis is on standard business practices and formats, as well as consolidating a body of work in a manner that best expresses the student's abilities, and fits the expectations of the situation at hand. Special attention is given to grammatical and syntactic issues, as well as writing skills. Freelance guidelines, professional business practices, contract

DESIGN COURSE DESCRIPTIONS *(continued)*

negotiation, and usage information are also covered.

Open to DE senior majors only. Junior class level required at time of registration (60+ credits earned)

DE 433 Professional Practices:

Interior 3 Credits, Fall

This course provides an opportunity for critical discussion of contemporary design practice and individual preparation for entering the interior design profession. Through the investigation of practitioners, practice issues, professional resources and representation, students gain insight into the reality, direction, and possibilities for design businesses.

Open to DE senior majors only. Junior class level required at time of registration (60+ credits earned)

DE 434 Professional Practices: Motion

3 Credits, Spring

This course bridges the gap between the illustration student and the working professional. Special attention is given to client interaction, appropriate portfolio preparation, and the development of contacts within the industry.

Open to DE senior majors only. Junior class level required at time of registration (60+ credits earned)

DE 440 Corporate Identity 3 Credits, Fall

This course investigates the professional environment of corporate identity and branding. Students will learn to determine what aspects of identity and branding lead to success or failure, what is "safe" in design and what is experimental as well as why clients may fear the unknown. Emphasis will be placed upon bringing originality to the marketplace.

DE 444 BFA Seminar 3 Credits, Spring

This course brings together senior design students to generate and develop ideas, organize, manage, and stage the year-end design students' public presentations. Students are responsible for the successful presentation of their work to a professional audience through detailed event planning. Students participate by developing individual exhibits in the BFA Show and in groups for the development of all exhibition planning and promotions.

DE 496 Tutorial Study

2-3 Credits, Fall/Spring

Tutorial study is a variable credit course defined as college-level complementary training which may include study, research, or other learning experience. Students may apply for tutorial study after meeting with their department chair and by submitting a Tutorial Study application to the Registrar. This course meets once a week for the full semester.

DE 497 Group Study 2-3 Credits

Group Study is defined as project based study, research, or other learning experience, that is developed by student(s) or a department to augment existing curricula. Group study must be approved by the department and structured by clearly defined criteria and with learning outcomes. There is a five student minimum enrollment required for all group study courses with a maximum enrollment of nine students per course. Students may not enroll in more than one Group Study per semester.

DE 498 Independent Study 1-4 Credits

Focuses on a special project of the student's choice and design that is unavailable within the regular curriculum. Junior standing and permission from Department Chair required.

