

COURSE DESCRIPTIONS

REQUISITES

DI 200 INTRODUCTION TO 2D DIGITAL DESIGN 3 credits

workshop: \$60.00

The focus of the 2D course is to create awareness among students of the importance of the basic skills of digital drafting. The software used in the course is fundamental for the development of creative concepts and drawing to scale.

Prerequisites: TFA 107 Digital Creation and Practice

DI 322 (EID 322) INTRODUCTION TO INDUSTRIAL DESIGN 3 credits

workshop: \$40.00

The course covers the history and basic concepts of Industrial Design. Students are stimulated to explore the application of their artistic and creative talent using industrial designers' functional techniques and teamwork. The course emphasizes the development and evolution of the project selected by the student and allows for exposure to new alternatives and visual ideas.

Prerequisites: TFA 103 Basic Drawing or TFA 205 Basic Design

DI 323 (EID 323) TECHNIQUES OF VISUAL PRESENTATION 3 credits

workshop: \$40.00

The course examines in depth the use of a variety of rendering and presentation techniques used by product designers. Methods of working with plastic, metal, wood, chrome, and glass are explored in exercises with different rendering materials. Emphasis is given to the characteristics and potential of perspective, line/plane, form/volume as basic compositional elements in the presentation of the design. Students are initiated in the use of at scale visual practices.

Prerequisite: EID 322 Introduction to Industrial Design

DI 324 INDUSTRIAL DESIGN I 3 credits

workshop: \$40.00

The course examines the fundamentals, styles and disciplines of Industrial Design at a more advanced level, while providing knowledge of human and ergonomic factors involved in the conceptualization and creation of a product. Students are initiated in handling different materials and use the workshop to construct a 3D model. Includes a final presentation of a prototype.

Prerequisite: EID 323 Visual Presentation Techniques

DI 325 DESIGN WORKSHOP I 3 credits

workshop: \$40.00

Works with small projects in sequence, beginning with the investigation of different designs, followed by assembly techniques, and finally, creating a design for mass production. The functional, ergonomic, practical and aesthetic aspects of a good prototype are discussed.

Prerequisites: EID 324 Industrial Design I

DI 326 FURNITURE DESIGN

3 credits

workshop: \$50.00

History of furniture design; the course discusses the nature of different cultural styles in furniture design. Workshop exercises provide in-depth exploration of techniques for handling different materials used in producing furniture. Students are encouraged to analyze their designs using the vocabulary they have acquired, emphasizing the relationship between ergonomics, function and aesthetics in the piece.

Prerequisite: DI 325 Design Workshop I

DI 327 INTRODUCTION TO DIGITAL DESIGN

3 credits

Workshop: \$60.00

Characteristics and basic principles of three-dimensional digital modeling and rendering. Students use digital exercises to experiment with simultaneous manipulation of the form and volume of the object. The implications of the use of digital media in the design and the production of prototypes are examined. (Software used is that available when the course is offered.)

Prerequisite: DI 324 Industrial Design I

DI 328 PRODUCT DESIGN

3 credits

Workshop: \$40.00

Broadens the student's ability to integrate the processes that have been learned in previous Industrial Design courses while initiating the student in researching the market and community needs in a social context. Students are motivated to analyze and interpret a concept and bring it to fruition in a project: the progression from concept to production.

Prerequisites: EID 326 Furniture Design; DI 327 Digital Design

DI 329 FURNITURE DESIGN II

3 credits

Workshop: \$40.00

Broadens knowledge of different cultural styles or schools of Furniture Design. Projects emphasize techniques that have been acquired, handling different materials, and the vocabulary of innovative forms. Emphasizes function, manufacture, and design of furniture, as well as its economic impact.

Prerequisite: DI 326 Introduction to Furniture Design.

DI 331 PRODUCTION MATERIALS AND TECHNIQUES

3 credits

workshop: \$40.00

The course includes an analysis of industrial materials, their physical characteristics, mechanical properties, use, and the methods to achieve functional and aesthetic finishing. Includes the study of several technological production, manufacturing, finishing, and assembly systems, and the development of techniques and skills used in the graphic representation and documentation of designs.

Prerequisites: DI 322 Introduction to Industrial Design and DI 323 Visual Presentation Techniques

DI332 FURNITURE DESIGN III
workshop: \$40.00

3 credits

Explores the use of furniture as an essential element of architectural space. The principal objective is to create awareness in students of the human scale and human factors in Furniture Design and the relationship with space. Several theories and historic materials will be studied in which furniture becomes a complement to architecture. The course will also introduce students to cutting edge strategies for the development, conceptualization, and construction of furniture.

DI 400/401 INDUSTRIAL DESIGN SEMINAR
EG 400/401 THESIS

4 credits
2 credits

The Industrial Design seminar is only offered to candidates for graduation. The fundamental purpose the seminar is to encourage independent work, self-discipline, and an analytical approach. The seminar is a full year course and requires the development and exploration of a theme in the proposed work. Includes an analytical essay describing the process, the objectives of the piece, the rationale, the medium used, and a bibliography.

ELECTIVES

ETP 209 PERSPECTIVE

3 credits

workshop: \$15.00

Introduction to perspective as a system for visual representation. The course is based on exercises in which theoretical knowledge is used to create the illusion of three dimensions with different kinds of perspective.

ESC 304 BASIC CERAMIC SCULPTURE

3 credits

workshop: \$25.00

This course focuses on clay as a sculptural medium. Students explore the properties, uses and techniques of constructing a piece with clay, as well as firing and coloration, to create sculptural shapes. Includes an introduction to the history of ceramics.

DI 330 INTRODUCTION TO TRANSPORTATION DESIGN

3 credits

workshop: \$40.00

Study of the history and basic concepts of transportation design. Initiates students in the processes of two- and three-dimensional representation of designs of vehicles, equipment and transportation devices. Exploration and development of new alternatives and visual ideas in several projects.

Prerequisite: DI 323 Visual Presentation Techniques

EID 201 DIGITAL MODELING AND SCULPTURE

3 credits

workshop: \$60.00

Introduction to the use of digital technology as a tool and/or facilitating instrument for the creation of sculpture. Explores the interdisciplinary possibilities for applying knowledge in personal creative work, by working simultaneously with projects in and out of virtual space. Brief introduction to concepts of three-dimensional animation.

Prerequisite: TFA 107 Basic Digital Creation and Practice

ESC 202 BASIC METAL SCULPTURE 3 credits
workshop: \$25.00

This course initiates the student into the knowledge of metal sculpting, using construction, one of the fundamental methods of modern Sculpture. Stress is placed on assembly, line and plane construction, positive and negative spaces, and form repetition.

DI 380 INTERNSHIP up to a maximum of 6 credits

Offers the student the opportunity to acquire work experience in his or her concentration while studying. In addition, it allows the student to meet professionals in the field and establish professional ties that may lead to employment opportunities on graduation. To be eligible, students should be in their third or fourth years of study with a GPA of 2.5 or more.

DI 390 SPECIAL SEMINAR 1 to 3 credits
workshop: \$10.00/credit

An open course that allows for different content, from seminars with critics or visiting curators to travel abroad.

Minor Concentrations

Every student who intends to do a Minor concentration must complete the process of declaration at the Orientation Office, no later than during the second year of study in the month of March. In order to declare a Minor concentration in Art Education, the student will go through the same evaluation established for students in this field. Minor concentrations will consist of eighteen (18) credits in addition to their credits already established by the different academic departments. Additional courses for the Minor in Industrial Design are as follows:

DI 322 Introduction to Industrial Design
DI 323 Techniques of Visual Presentation
DI 325 Design Workshop I
DI 200 Introduction to 2D Digital Design
DI 327 Introduction to 3D Digital Design
DI 328 Product Design

The Federal Pell Scholarship will cover such courses as long as the student does not go over 150% of the credits established in its BFA.