

School of Visual and Performing Arts

The School of Visual and Performing Arts consists of the Departments of Design, Fine Arts, Media & Film, Music, and Theatre. The School is dedicated to providing a quality educational experience, fostering the knowledge, skills, creativity and professionalism necessary to prepare students for the arts disciplines. Our students learn their discipline in an arts-intensive environment that combines the professional training of a studio and performance-based conservatory with a liberal arts foundation. Programs range from the applied, career-driven degrees, with a focus on the specific major, to the broader Liberal Arts degrees, allowing for a wide spectrum of coursework with an arts emphasis

National Accreditations:

*National Association of Schools of Music,
National Association of Schools of Art and Design,*

*National Association of Schools of Theatre,
Foundation for Interior Design Education Research (FIDER)*

Dean

*Dean, Carole Shaffer-Koros, Ph.D.
VE-114A (908) 737-4375*

ACADEMIC DEGREES, PROGRAMS

- B.A. in Art History
- B.A. in Fine Arts
 - Teacher Certification Option
- B.S. in Graphic Communications
 - Graphic Communications Management Option
 - Graphic Communications Technology Option
- B.I.D. in Industrial Design
- B.F.A. in Interior Design
- B.A. in Media and Film
 - Broadcast Option
 - Multicultural Programming and Management Option
 - International Broadcast Journalism
 - Film Option
- B.A. in Music
- B.A. in Music Education
 - Teacher Certification Option
- B.F.A. in Studio Art
 - Photography
- B.A. in Theatre
 - Teacher Certification Option
- B.F.A. in Theatre Performance
- B.F.A. in Theatre Design and Technology
- B.F.A. in Visual Communications
 - Graphic Design
 - Advertising Design

SCHOOL OF VISUAL AND PERFORMING ARTS

DEPARTMENTS, FACULTY

Design

Faculty: D'Amico, Derman, Gonnella (Chairperson), Holloway, Johnson, LaCapra, Landa, Lokuta, Nwako, O'Shea, Riegler, Robbins, Topper

Fine Arts

Faculty: Amorino, Buncamper, Cornish, Crupi, DeSiano (Chairperson), Harris, Jochnowitz, Kachur, King-Black, Mayhall, Nicolescu, Shaw, Troy, Tuerk, Velez, Victoria

Media & Film

Faculty: Londino (Chairperson), McHugh, Mirrer, Oakes, Tung

Music

Faculty: Chen-Hafteck, Connors, Halper, Hoyle, Marchena, Scelba (Chairperson), Schraer-Joiner, Terenzi

Theatre

Faculty: Charlsen, Choate, Evans, Hart, Logue (Chairperson), Wiggins

Design

Chairperson: Prof. Rose Gonnella
VE 305, (908) 737-4430

The Department of Design offers the Bachelor of Fine Arts (BFA) in Interior Design and Visual Communications (Graphic Design or Advertising Design), the Bachelor of Industrial Design (BID), and the Bachelor of Science in Graphic Communications.

The BFA and BID degrees offer intensive professional study for students seeking careers in design. Emphasis is placed upon creativity and function in designing products, environments, and communication messages.

A portfolio review following initial admission to the University, is required for acceptance into the BFA and BID programs. Information regarding the portfolio requirement may be obtained from The Department of Design.

Students enrolled in the BFA and BID programs are required to maintain a 3.0 grade point average in major requirements to continue in the program and to receive the degree.

The BFA and BID programs are fully accredited by the National Association of Schools of Art and Design (NASAD). The Interior Design program is also accredited by the Council for Interior Design Accreditation (formerly FIDER).

The BS degree is designed to meet the needs of students seeking careers in print communication imaging technologies and the management of those technologies. Emphasis is on production, imaging and management competencies.

B.S. DEGREE GRAPHIC COMMUNICATIONS

Coordinator: Dr. Greg D'Amico
TECH-116 (908) 737-3531

Students interested in preparing for training in the print communication technologies and the management of these technologies have the opportunity to work toward a Bachelor of Science degree in Graphic Communications. The curriculum in this area is built on a technical and managerial education and has a balanced program of studies drawn from a variety of disciplines relating to business and industry. Included are a sound knowledge and understanding of specialized technical Graphic Communications areas and Management Science classes. Also, general courses in communication skills, humanities, social sciences, physical science and mathematics are part of the curriculum. Graphic Communications students may choose between two different courses of study:

Graphic Communications Management and Graphic Communications Technology

Note: Students completing the Graphic Communications Management Option automatically receive a Minor in Management Science upon graduation.

B.S. DEGREE

OPTION: GRAPHIC COMMUNICATIONS MANAGEMENT

GENERAL EDUCATION REQUIREMENTS 48-53⁵

FOUNDATIONS REQUIREMENTS² 12-13²

GE	1000	Transition to Kean ¹	1
ENG	1030	College Composition ⁵	3
MATH	1000	Algebra for College Students	3
COMM	1402	Speech Communication as Critical Citizenship	3
GE	2023	Research and Technology	3

DISCIPLINARY/INTERDISCIPLINARY DISTRIBUTION REQUIREMENTS

<i>Humanities</i>			9
* ENG	2403	World Literature	3
(Select two courses from different areas)			
Fine Arts or Art History			3
Philosophy or Religion			3
Foreign Languages			3
Music or Theatre			3
Interdisciplinary			3
<i>Social Sciences</i>			9
* HIST	1000	History of Civil Society in America	3
ECO	1020	Principles of Economics I	3
(Select one course from the following)			
Psychology			3
Economics or Geography			3
Political Science			3
Sociology or Anthropology			3
Interdisciplinary			3

<i>Science & Mathematics</i>			10-11
*CPS	1031	Intro to Computers	3
(Select two courses from the following, one must be a lab science):			
Biology			3, 4
Chemistry or Physics			3, 4
Astronomy, Geology or Meteorology			3, 4
Interdisciplinary			3, 4

<i>Health and Physical Education</i>			2-3
ID	1225	Issues/Values of Contemporary Health	3

OR			
Physical Education			2

CONCENTRATION⁴ 6-8

MAJOR AND CAPSTONE REQUIREMENTS⁵ 67

<i>Business Core</i>			27
ACCT	2200	Principles of Accounting	3
MGS	2030	Business Organization and Management	3
MGS	2120	Business Statistics	3
MGS	3013	Small Business Management	3
MGS	3051	Business Law I	3
MGS	3030	Human Resources Management	3
MGS	3410	Basic Marketing	3
GCOM	4620	Estimating & Purchasing in Gr Comm	3
GCOM	4630	Print Communications Management (WE)	3
<i>Major Specialization</i>			37
GCOM	1600	Intro to Graphic Communications	3
GCOM	3603	Black & White Photography I	3
GCOM	3609	Digital Photography	3
GCOM	3610	Offset Lithographic Prepress	3
GCOM	3611	Offset Lithographic Presswork	3
GCOM	3612	Desktop Publishing in Business and Education	3
GCOM	3620	Internet Publishing & Applications in Graphic Communications	3
GCOM	4608	Color Separation	3
GCOM	4610	Printing Production Workshop	4
GCOM	4635	Digital Imaging	3
(Select one of the following courses)			
GCOM	3605	Color Photography: Printing Color Negatives	3
OR			
GCOM	3607	Black and White Photography II	3
<i>Major/GE Capstone Course</i>			3
GCOM	4660	Research, Writing & Publishing in Graphic Communications	3

FREE ELECTIVES 8-13 (50% at 3000-4000 level)

TOTAL 128

¹ Required of all Freshmen and Transfers with fewer than 10 credits

² See prerequisites and equivalencies on page 33

³ Additional 3 credit course paired with Reading may be required by placement testing only

⁴ Not required of students with a second major, minor or collateral

⁵ ENG 1030, all major courses, including the Capstone, require a grade of C or better

* Required Distribution Course

** 3 credits satisfy the GE Capstone requirement

B.S. DEGREE

OPTION: GRAPHIC COMMUNICATIONS TECHNOLOGY

GENERAL EDUCATION REQUIREMENTS 48-53⁵

FOUNDATIONS REQUIREMENTS² 12-13

GE 1000	Transition to Kean ¹	1
ENG 1030	College Composition ³	3
MATH 1000	Algebra for College Students	3
COMM 1402	Speech Communication as Critical Citizenship	3
GE 2023	Research and Technology	3

DISCIPLINARY/INTERDISCIPLINARY DISTRIBUTION REQUIREMENTS

<i>Humanities</i>		9
*ENG 2403	World Literature	3
(Select two courses from different areas)		
Fine Arts or Art History		3
Philosophy or Religion		3
Foreign Languages		3
Music or Theatre		3
Interdisciplinary		3
<i>Social Sciences</i>		9
* HIST 1000	History of Civil Society in America	3
ECO 1020	Principles of Economics I	3
(Select one course from the following)		
Psychology		3
Economics or Geography		3
Political Science		3
Sociology or Anthropology		3
Interdisciplinary		3

Science & Mathematics 10-11

*CPS 1031	Intro to Computers	3
(Select two courses from the following, one must be a lab science)		

Biology		3, 4
Chemistry or Physics		3, 4
Astronomy, Geology or Meteorology		3, 4
Interdisciplinary		3, 4

Health & Physical Education 2-3

ID 1225	Issues/Values of Contemporary Health	3
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OR

Physical Education		2
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CONCENTRATION⁴ 6-8

MAJOR AND CAPSTONE REQUIREMENTS⁵ 67

<i>Area of Specialization</i> 49		
GCOM 1600	Intro to Graphic Communications	3
GCOM 2602	Screen Printing	3

GCOM 3603	Black & White Photography I	3
GCOM 3605	Color Photography	3
GCOM 3607	Black & White Photo II	3
GCOM 3609	Digital Photography	3
GCOM 3610	Offset Lithographic Prepress	3
GCOM 3611	Offset Lithographic Presswork	3
GCOM 3612	Desktop Publishing in Business and Education	3
GCOM 3620	Internet Publishing & Applications in Graphic Communications	3
GCOM 3625	Print Finishing & Packaging Applications	3
GCOM 3635	Quality & Productivity in Graphic Communications	3
GCOM 4608	Color Separation	3
GCOM 4610	Printing Production Workshop	4
GCOM 4635	Digital Imaging	3
GCOM 4650	Graphic Communications Technology Seminar	3
<i>Management</i> 15		
ACCT 2200	Principles of Accounting	3
MGS 3030	Human Resources Management	3
MKT 3410	Basic Marketing	3
GCOM 4620	Estimating & Purchasing in Graphic Communications	3
GCOM 4630	Print Communications Management (WE)	3
<i>Major/GE Capstone Course</i>		
GCOM 4660	Research, Writing & Publishing in Graphic Communications	3

FREE ELECTIVES 8-13

TOTAL 128

(50% of free electives must be taken at the 3000-4000 level)

¹ Required of all Freshmen and Transfers with fewer than 10 credits

² See prerequisites and equivalencies on page 33

³ Additional 3 credit course paired with Reading may be required by placement testing only

⁴ Not required of students with a second major, minor or collateral

* Required Distribution Course

⁵ ENG 1030, all major courses, including the Capstone, require a grade of C or better

** 3 credits satisfy the GE Capstone requirement

B.I.D. DEGREE

INDUSTRIAL DESIGN

Prof. Matt Johnson, Coordinator
TECH-109B, (908) 737-3542

The B.I.D. degree prepares graduates for entry into the field of consumer product design and development. This program utilizes the resources and facilities of the Department of Design, the Department of Fine Arts as well as additional technical and laboratory facilities of the University. With a broad foundation in Liberal Arts it emphasizes both studio and computer design skills. Conceptualization and modeling techniques are developed in conjunction with production and manufacturing technologies. Emphasis is on creative problem solving, design aesthetics and technical competency in the development of innovative, useful consumer products.

Students are required to maintain a 3.0 grade point average in major requirements to continue in the program and to receive the BID degree.

The Design Internship course, DSN-3001, is only taken with Industrial Design faculty approval.

The program is fully accredited by the National Association of School of Art and Design (NASAD).

GE 1000	Transition to Kean ¹	1
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GENERAL EDUCATION REQUIREMENTS 49 – 53

FOUNDATION REQUIREMENTS² 12-15

ENG 1030	Composition ³	3
MATH 1000	College Algebra	3
COMM 1402	Speech Communication as Critical Citizenship	3
GE 2023	Research & Technology	3

DISCIPLINARY/INTERDISCIPLINARY DISTRIBUTION REQUIREMENTS 34

<i>Humanities</i>		9
*ENG 2403	World Literature	3
FA 2300	Visual Thinking	3
ID 3230	Understanding Images	3

Social Sciences 9

*HIST 1000	History of Civil Society in America	3
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Choose two of the following from different areas:

Psychology		3
Economics		3
Political Science		3
Sociology or Anthropology		3
Interdisciplinary		3

Science & Mathematics 7

*CPS 1031	Introduction to Computers	3
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(Choose one lab science from below)		
Biology		4
Chemistry or Physics		4
Astronomy, Geology or Meteorology		4
<i>Health/Physical Education</i>		
PED 2500	Intro to Biomechanics Concentration ⁴	6
<i>Concentration⁴</i>		
AH 1700	Art from Prehistory through the Middle Ages	3
AH 1701	Art from the Renaissance to the Modern World	3

MAJOR/GE CAPSTONE REQUIREMENT⁵

DSN 4000	Critical Perspectives in Design	3
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MAJOR REQUIREMENTS ⁶

Foundation Requirements ⁶

FA 1100	2-D Design	3
FA 1101	3-D Design	3
FA 1230	Drawing I	3
DSN 1001	Drawing for Designers	3
FA 3277	Sculpture: Modeling & Casting	3
TECH 2421	Materials and Automated Processes	3
VC 2240	Computers in Graphic Design	3

Area of Emphasis ⁶

IND 1300	Intro to CAD in ID	4
IND 1308	Intro to Industrial Design	3
IND 1310	History of Industrial Design WE	3
IND 2300	Design Fundamentals	3
IND 2330	CAD & 3-D Modeling	3
IND 2301	Model Design	3
TECH 2410	Computer Animation & Rapid Prototyping	3
IND 2302	Design Delineation	3
IND 2308	Industrial Design Studio I	3
FA 3288	Furniture Making I	3
DSN 3001	Design Internship	3
IND 3308	Industrial Design Studio II	3
IND 3330	Advanced CAD Systems	3
AH 3740	History of Modern Art	3
IND 4308	Industrial Design Studio III	3
IND 4310	Portfolio: Industrial Design	3

Two additional courses, chosen with departmental advisement 6

FREE ELECTIVES 3-6

TOTAL 132

Writing Emphasis Requirement: All students are required to complete one "Writing-Emphasis" course. The "W-E" course should be within the major program. Consult your major program advisor for specific information.

¹ Required of all Freshmen and Transfers with fewer than 10 credits
² See prerequisites and equivalencies on page 33
³ Additional 3 credit course paired with Reading may be required by placement testing
⁴ Not required of students with a second major, minor or collateral
 * Required Distribution Course
⁵ ENG 1030 and the Capstone, require a grade of C or better
⁶ Major requirements must have a 3.0 GPA and a minimum grade of C

B.F.A. DEGREE

INTERIOR DESIGN

Coordinator, Prof. Linda O'Shea
 VE 308A, (908) 737-4434

This B.F.A. degree program prepares graduates for entry into the interior design field, and with the basic educational background necessary for eventual professional certification. The curriculum includes in-depth study of the principles and practice of interior design as well as a broad foundation in the liberal arts, studio arts and art history. Emphasis is on aesthetic awareness, creative development, and effective design solutions based on human needs in the contemporary environment.

Students are required to maintain a 3.0 grade point average in major requirements to continue in the program and to receive the BFA degree.

The program is fully accredited by the Council for Interior Design Accreditation (formerly FIDER) and by the National Association of Schools of Art and Design (NASAD).

GE 1000 Transition to Kean¹ 1

GENERAL EDUCATION REQUIREMENTS 48-50

FOUNDATION REQUIREMENTS ² 12-13

GE 1000	Transition to Kean ¹	1
ENG 1030	College Composition ³	1
MATH 1000	Algebra for College Students	3
COMM 1402	Speech Communication As Critical Citizenship	3
GE 2023	Research & Technology	3

DISCIPLINARY/INTERDISCIPLINARY DISTRIBUTION REQUIREMENTS 33-34

<i>Humanities</i>		9
* ENG 2403	World Literature	3
FA 2300	Visual Thinking	3
ID 3230	Understanding Images	3
<i>Social Sciences</i>		9
*HIST 1000	History of Civil Society in America	3

(Select two of the following from different areas)

Psychology	3
Economics	3
Political Science	3
Sociology or Anthropology	3
Interdisciplinary	3

Science & Mathematics 7

*CPS 1031 Introduction to Computers 3

Choose one lab science below:

Biology	4
Chemistry or Physics	4
Astronomy, Geology or Meteorology	4

Health/Physical Education 2-3

ID 1225	Issues Contemporary Health	3
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OR

Physical Education	2
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CONCENTRATION ⁴ 6

AH 1700	Art from Prehistory through Middle Ages	3
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AH 1701	Art from Renaissance to Modern World	3
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MAJOR/GE CAPSTONE REQUIREMENT⁵

DSN 4000	Critical Perspectives in Design	3
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MAJOR REQUIREMENTS ⁶ 75

Foundation Requirements ⁶ 18

DSN 1001	Drawing for Designers	3
FA 1100	2-D Design	3
FA 1101	3-D Design	3
FA 1230	Drawing I	3

Select two of the following courses:

FA 2200	Introduction to Painting	3
FA 2210	Watercolor	3
FA 3288	Furniture Making I	3
FA 3290	Woodworker's Art	3
FA 3282	Jewelry: Fabrication	3

Area of Emphasis ⁶ 57

INT 1100	Introduction to Interior Design	3
INT 2100	Drafting for Interior Design	3
INT 3100	Interior Design Studio I	3
INT 3110	Interior Design Studio II	3
INT 3120	Drafting & Graphic Presentation	3
INT 2110	Computer-Aided Design for Interiors I	3
INT 3140	Computer Aided Design for Interiors II	3
INT 3130	Construction Materials and Finishes for Interior Design	3
INT 3131	Environmental Controls for Interiors	3
AH 3790	History of Furniture/ Interiors	3

AH	3792	History of Architecture	3
INT	4111	Interior Design Studio III	3
INT	4112	Interior Design Projects I	3
INT	4113	Interior Design Projects II	3
INT	4121	Graphic Presentation for Interior Design I	3
INT	4122	Graphic Presentation for Interior Design II	3
INT	4140	Interior Design Business Practices	3
INT	4132	Human Factors in Interior Design (WE)	3

Select one additional course related to the field of interior design, chosen with departmental advisement.

FREE ELECTIVES 2-6

TOTAL 130

Writing Emphasis Requirement: All students are required to complete one "Writing-Emphasis" course. The "W-E" course should be within the major program. Consult your major program advisor for specific information.

¹ Required of all Freshmen and Transfers with fewer than 10 credits

² See prerequisites and equivalencies on page 33

³ Required by placement testing only

⁴ Not required of students with a second major, minor or collateral

⁵ Eng 1030 and the Capstone, require a grade of C or better

⁶ Major requirements must have a 3.0 GPA, and a minimum grade of C

* Required Distribution Course

** 3 credits satisfy the GE Capstone requirement

B.F.A. DEGREE:

VISUAL COMMUNICATIONS (GRAPHIC DESIGN OR ADVERTISING DESIGN)

Coordinator: Prof. Martin Holloway
VE 303A, (908) 737-4413

This B.F.A. degree is a studio-oriented design program. The student develops expertise in the creation of visual messages for graphic design and advertising. The curriculum includes a concentration in one of these design disciplines, and a broad foundation in the liberal arts, studio arts and art history. Emphasis is on creative problem-solving, design competence, and technical skills. The program of study also develops skills in critical thinking, and oral and written communications.

Students are required to maintain a 3.0 GPA in major requirements to continue in the program and to receive the BFA degree.

The program is fully accredited by the National Association of Schools of Art and Design. (NASAD)

GENERAL EDUCATION 48-52

FOUNDATION REQUIREMENTS 12-13¹

GE	1000	Transition to Kean ¹	1
ENG	1030	Composition ⁵	3
MATH	1000	Algebra for College Students	3
COMM	1402	Speech Communication as Critical Citizenship	3
GE	2023	Research and Technology	3

DISCIPLINARY/INTERDISCIPLINARY DISTRIBUTION REQUIREMENTS 33-34

<i>Humanities</i>			
*ENG	2403	World Literature	3
FA	2300	Visual Thinking	3
ID	3230	Understanding Images	3
<i>Social Sciences</i>			
*HIST	1000	History of Civil Society in America	3

Choose two of the following from different areas:

Psychology	3
Economics	3
Political Science	3
Sociology or Anthropology	3
Interdisciplinary	3

<i>Science and Mathematics</i>			
*CPS	1031	Introduction to Computers	3

(Choose one from below, must be a lab science)

Biology	4
Chemistry or Physics	4
Astronomy, Geology or Meteorology	4

<i>Health/Physical Education</i>			
ID	1225	Issues Contemporary Health	3

OR			
Physical Education	2		

CONCENTRATION⁴ 6

AH	1700	Art from Prehistory through Middle Ages	3
AH	1701	Art from Renaissance to Modern World	3

MAJOR/GE CAPSTONE REQUIREMENT⁶ 3

DSN	4000	Critical Perspectives in Design	3
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MAJOR REQUIREMENTS⁶ 75

<i>Foundation Requirements⁶</i>			
FA	1100	Two-Dimensional Design	3
FA	1101	Three-Dimensional Design	3
FA	1230	Drawing I	3
DSN	1001	Drawing for Designers	3
FA	2100	Color Theory	3
FA	2200	Introduction to Painting for Fine Arts Majors	3

FA	3270	Photography	
OR			
GCOM	3603	Black & White Photo I	3
<i>Area of Emphasis⁶</i>			54
(Select one of the two areas)			

<i>Graphic Design</i>			
VC	2201	Intro to Visual Communications (WE)	3
VC	2202	Studio Skills	3
VC	2210	Typography I	3
VC	2240	Computers in Graphic Design I	3
VC	3204	Graphic Design Fundamentals	3
VC	3210	Typography II	3
VC	3220	Advertising I (WE)	3
VC	3240	Digital Pre-Press	3
AH	3740	Modern Art	3
AH	3748	History of Visual Communications	3
VC	4201	Portfolio: Visual Communications	3
VC	4210	Editorial Design	3
VC	4211	Identity and Information Design	3
VC	4212	Promotional Design	3
VC	4240	Computers in Graphic Design II	3

Three VC courses, chosen with departmental advisement 9

<i>Advertising</i>			
VC	2201	Introduction to Visual Communications (WE)	3
VC	2202	Studio Skills	3
VC	2210	Typography I	3
VC	2240	Computers in Graphic Design I	3
VC	3204	Graphic Design Fundamentals	3
VC	3210	Typography II	3
VC	3220	Advertising I (WE)	3
VC	3231	Cartooning	3
VC	3240	Digital Pre-Press	3
AH	3740	Modern Art	3
AH	3748	History of Visual Communications	3
VC	4201	Portfolio: Visual Communications	3
VC	4212	Promotional Design	3
VC	4220	Advertising II	3
VC	4221	Design for Advertising	3

Three VC courses, chosen with departmental advisement 9

FREE ELECTIVES 5-7

TOTAL 130

¹ Required of all Freshmen and Transfers with fewer than 10 credits

² See prerequisites and equivalencies on page 33

³ Additional 3 credit course paired with reading may be required by placement testing

⁴ Not required of students with a second major, minor or collateral

⁵ Eng 1030 and the Capstone, require a grade of C or better

⁶ Major requirements must have a 3.0 GPA, and a minimum grade of C

* Required Distribution Course

** 3 credits satisfy the GE Capstone requirement

*Writing Emphasis Requirement: All students are required to complete one "Writing-Emphasis" course. The "WE" course should be within the major program. Consult your major program advisor for specific information.

A program change is anticipated for 2006-2007. Please check for new information in the near future.

DESIGN COURSES

GENERAL DESIGN

DSN 1001 Drawing for Designers (3)

A studio course in drawing with an emphasis on the visualization of elements used in design applications. Use of a variety of wet and dry media, to produce both sketches and highly rendered work. Students will develop competencies in the use of drawing as a communications tool.

Prerequisites: FA 1230 (or permission of the instructor)

DSN 3001 Design Internship (3)

Work related experience at sites approved by the Design department, providing students with on-the-job opportunities specific to their major and individual career goals.

Prerequisites: Junior status. Completion of 12 S.H. in Design and permission of instructor.

DSN 4000 Critical Perspectives

in Design

Lecture course surveying the landmark events, ideas, and individuals that have shaped design since the early 19th century. Emphasis upon theory and critical analysis as they apply to design. Design viewed in the broad context of cultural, technological and intellectual conditions that define modern and post-modern thought.

Prerequisites: six credits of art and/or design history.

DSN 4002-4003 Independent Study in Design I & II (3)

Independent projects in a specific field of interest in the Department of Design. The topic of study should be appropriate and beneficial to the student's field of professional study. Projects are determined by the instructor and student together and are closely supervised by the instructor.

Prerequisites: Permission of instructor; Completion of Foundation and 12 credits of BFA or BID Programs.

DSN 4004-4005 Co-op in Design I & II (3,3)

Approved and supervised work experience related to the student's major and career goals.

Prerequisites: Permission of instructor, completion of 12 SH in Design.

DSN 4006 Special Topics in Design

Studio/lecture in a specially chosen creative area of design, application – industrial design, interior design, visual communications or collaborative projects among these disciplines. Studio and writing assignments address special topics not covered in required or existing course offerings. Emphasis on expanding the student's vision of applied design.

Prerequisites: English Composition 1020 or 1030; and one of the following: VC 3204, or INT 3100 or IND 3308.

DSN 4007 Special Topics in Design

Studio in a specially chosen creative area of design, application – industrial design, interior design, visual communications or collaborative projects among these disciplines. Studio and writing assignments address special topics not covered in required or existing course offerings. Emphasis on expanding the student's vision of applied design.

Prerequisites: English Composition 1020 or 1030; and one of the following: VC 3204, or INT 3100 or IND 3308.

GRAPHIC COMMUNICATIONS

GCOM 1600 Introduction to Graphic Communications (3)

An introductory hands-on course in graphic communications. Emphases will include paste-up, camera work, stripping, proofing, desktop publishing, plate-making, printing processes, paper, ink, print-finishing/bindery and emerging technologies.

GCOM 2602 Screen Printing (3)

A comprehensive course in screen printing. Emphases will include types and uses of frames, fabrics, squeegees, inks, stencil preparation, single and multicolor printing on various shapes and materials.

Prerequisite: GCOM 1600 or permission of instructor.

GCOM 3603 Black and White Photography I (3)

Basic black and white photography with emphases on camera operation, film processing, photographic printing and print finishing techniques. Emphasis will also be placed on photography as a communications medium and the creative, social, economic and technological contributions of the field.

Prerequisite: Students must have their own appropriate camera.

GCOM 3605 Color Photography: Printing Color Negatives (3)

Advanced color photography and color printing with emphases on exposure, the use of color enlargers, processing color photographic paper and color theory as it relates to color negative film and prints.

Prerequisite: GCOM 3603 or FA 3270.

GCOM 3607 Black and White Photography II (3)

Advanced black and white photography with emphases on the zone system, lighting techniques, advanced camera operation and advanced darkroom techniques.

Prerequisite: GCOM 3603 or FA 3270.

GCOM 3609 Digital Photography (3)

An introductory course in modern digital photography applications, including the use of digital cameras, photo CDs, scanners. Study of image manipulation and image output, and of basic digital imaging software such as Photoshop.

Prerequisites: GCOM 3603 or permission of the instructor.

GCOM 3610 Offset Lithographic Prepress (3)

An introductory course in the basic elements of prepress technology in graphic communications. Emphases will be placed on prepress operations such as: layout, camera work, halftone photography, image stripping and imposition, proofing, plate-making, computer-to-plate imaging and safety considerations.

Prerequisite: GCOM 1600 or permission of instructor.

GCOM 3611 Offset Lithographic Presswork (3)

An introductory course in the basic elements of offset press technology in graphic communications. Emphases will be placed on press and post-press operations in areas such as: proofing, platemaking, press systems and their operation, printing inks, paper, finishing, binding, and safety considerations.

Prerequisite: GCOM 3610 or permission of instructor.

GCOM 3612 Desktop Publishing in Business and Education (3)

Comprehensive understanding of the use of microcomputers to produce documents and presentations for instructional purposes and for professional publication in the graphic communications industry. Emphasis will include the preparation of manuscripts for publication, proper use of charts and graphs for clarity of expression, simple and complex illustrations.

Prerequisite: GCOM 1600 or permission of instructor.

GCOM 3620 Internet Publishing & Applications in Graphic Communications (3)

Analysis of Internet publishing and applications which includes using web authoring tools, preparation of graphic and text elements. The use of color, text, hyperlinks, sound, posting web pages on the Internet, copyright issues and new media publishing will also be covered.

Prerequisites: GCOM 1600 and GCOM 3609 or approval of instructor.

GCOM 3625 Print Finishing & Packaging Applications (3)

Print finishing and packaging applications, involving bindery materials and techniques, planning, imposition, and labeling systems. Emphasis on developments and technical problems in packaging and the growth and development of the field.

Prerequisites: GCOM 3610 and GCOM 3611 or approval of instructor.

GCOM 3635 Quality & Productivity in Graphic Communications (3)

Analysis of quality control procedures and their effect on productivity as applied to graphic communications technologies from a management perspective. Emphasis will include quality concepts and tools, review of approaches to quality programs, training issues, and graphic communications workflow.

Prerequisites: GCOM 1600 or permission of instructor.

GCOM 4608 Color Separation (3)

Comprehensive understanding of the principles of color separation and its application in the graphic communications industry. Emphases will include the interaction of color and light, color analysis methods, handling of various originals, masking techniques, color measurement systems and color proofing.

Prerequisites: GCOM 3610, GCOM 3612, or permission of instructor.

GCOM 4610 Printing Production Workshop (4)

A course designed to equip the student with the management skills and technical knowledge essential to offset lithography with emphasis on the development of pre-press skills through production of actual printing jobs.

Prerequisite: GCOM 3611 or permission of instructor.

GCOM 4620 Estimating & Purchasing in Graphic Communications (3)

Estimating practices leading toward the development of cost centers and production standards in the generation of accurate cost estimates of printed materials. Estimating procedure covers paper, ink, digital imaging, desktop publishing/electronic prepress, etc.

Prerequisites: GCOM 1600 or approval of the instructor.

GCOM 4630 Print Communications Management (3)

A study of functions and management structure of the graphic communications business, including organizational theory and practices, printing office procedure, production, human resources, sales, marketing, purchasing, and financial assessment.

Prerequisites: GCOM 1600, MGS 2030 or permission of instructor.

Writing Emphasis course.

GCOM 4635 Digital Imaging (3)

An advanced course in digital imaging techniques including image input devices, structure, manipulation and color representation, imaging file formats, sizing, compression, the addition of text to image file, and various output devices.

Prerequisites: GCOM 3609 or GCOM 3612 or permission of instructor.

GCOM 4650 Graphic Communications Technology Seminar (3)

Analysis of emerging technologies in the graphic communications field. Topics of discussion include management theory and trends, printing technology development and adoption, distribution models, research, and supply chain considerations.

Prerequisites: GCOM 1600 or permission of instructor.

GCOM 4660 Research, Writing & Publishing in Graphic Communications (3)

Research methods and writing in the field of graphic communications. Examination and analysis of contemporary issues in graphic communications through the use of models in management, marketing and emerging technologies.

Prerequisites: GCOM 4630 or permission of instructor.

INDUSTRIAL DESIGN

IND 1300 Drafting & CAD in Industrial Design

A comprehensive studio course introducing the standards, methods and applications of drafting and CAD in the field of design. Emphasis is on lettering, freehand sketching, problem solving, and the instrument and computer aided development of presentation and working drawings. Orthographic and axonometric projection, dimensioning, sections, geometric construction, and descriptive geometry. Special consideration will be given to the place of these tools in the entire continuum of the creative problem solving process in industrial design.

Prerequisite: None

IND 1308 Introduction to Industrial Design (3)

A lecture course examining career and business practices in the field of Industrial Design. Emphasis on the integration of human and social factors, aesthetics, problem solving and communication skills as well as the client/designer relationship.

Prerequisite: None

IND 1310 History of Industrial Design (3)

A lecture course surveying the history of Industrial Design from the Industrial Revolution to the present, highlighting major design movements, consumerism and the socio-political influences on modern design.

Prerequisite: None

Writing Emphasis Course

IND 2300 Industrial Design Fundamentals (3)

A studio course based on the fundamental elements of visual form, two-dimensional and three-dimensional visualization techniques, and the design process as related to contemporary industrial design.

Prerequisites: None

IND 2301 Model Design (3)

A studio course based on the planning, material selection, and fabrication techniques of model making. An emphasis on the examination of the fundamental elements of models, mock-ups, and prototypes, and their appropriate concurrent relationship to the total design process.

Prerequisites: IND 2300 or permission of instructor.

IND 2302 Design Delineation (3)

A studio course in design planning, material selection, execution and presentation. Emphasis on examination of projection and presentation alternatives, and their relationship to the total design process.

Prerequisites: IND 2300, DSN 1001 or permission of the instructor.

IND 2308 Industrial Design Studio I (3)

An introductory studio course in the development of design ideas, problem solving strategies, and concept presentation skills. Emphasis on the exploration of design methods, employing various materials and manufacturing processes.

Prerequisites: IND 2301

IND 2330 CAD & 3-D Modeling

This course presents a comprehensive introduction to the methods and applications of three dimensional modeling using Computer Aided Design systems. Emphasis is placed on use of CAD hardware and software as industrial design tools in the creative problem solving process.

Prerequisites: IND1300 or equivalent

IND 3308 Industrial Design Studio II (3)

An intermediate level studio course synthesizing and refining skills learned in related courses in Industrial Design. Students will design a single product as a member of a design team. Refinement of studio and communication skills resulting in the creation of a product prototype.

Prerequisite: IND 2308

IND 3330 Advanced CAD Systems (3)

A studio course incorporating two-dimensional and three-dimensional computer-aided design systems. Application packages will be presented and analyzed including rendering systems; visualization techniques; database capabilities; wire, surface, and solid modeling; and finite element analysis.

Prerequisites: TECH 3220 or permission of instructor.

IND 4308 Industrial Design Studio III (3)

An advanced studio course refining and synthesizing knowledge and skills learned in previous courses in Industrial Design. Students will research and develop individual products.

Prerequisite: IND 3308

IND 4310 Portfolio: Industrial Design (3)

A studio course in the development of a comprehensive, professional representation of work in Industrial Design. Verbal, written and visual applications designed to strengthen underdeveloped areas of the portfolio.

Prerequisite: IND 4308 or permission of instructor.

INTERIOR DESIGN**INT 1100 Introduction to Interior Design (3)**

Studio experiences introducing the design and utilization of interior spaces for residential, business, industrial, public and multi-use purposes; role of the interior designer in integrating social, technical, aesthetic and cultural information into the process of design.

INT 2100 Drafting for Interior Design (3)

A studio introduction to architectural drafting techniques, conventions, floor plans, elevations and details applied to interior design planning.

INT 2110 Computer-Aided Design for Interiors I (3)

An introductory studio course on the use of computer-aided design applications in the field of Interior Design. Includes uses of this technology in initial concept development, design refinement, and proposal presentation.

Prerequisites: INT 2100

INT 3100 Interior Design Studio I (3)

Exploration of the fundamentals of interior design through the application of freehand sketching, schematic analysis, drafting, and graphic presentation to problems of small scale residential or commercial settings with an emphasis on basic human factors.

Prerequisites: INT 1100 & INT 2100.

INT 3110 Interior Design Studio II (3)

Studio course involving projects reinforcing the elements and principles of interior design as they apply to selected architectural surroundings. Initial explorations of the fundamentals of interior design through the application of freehand sketching, schematic analysis, drafting, and graphic presentation to problems of small scale residential or commercial settings with an emphasis on basic human factors.

Prerequisite: INT 3100

INT 3120 Drafting & Graphic Presentation (3)

Continued studio explorations of architectural drafting techniques and conventions, axonometric projection, one-point and two-point perspective, color and black and white media, applied to the needs of interior design communication.

Prerequisite: INT 1100 & INT 2100.

INT 3130 Construction Materials and Finishes for Interior Design (3)

Lectures reviewing the methods, characteristics and application of interior construction materials, finishes, and textiles.

Prerequisite: INT 1100 & INT 2100.

INT 3131 Environmental Controls for Interiors (3)

Lectures introducing the array of structural, mechanical, electrical, plumbing, acoustical and lighting systems that interact to shape and sustain health, safety and welfare in interior environments.

Prerequisite: INT 3130 & INT 3120.

INT 3140 Computer-Aided Design for Interiors II (3)

Continued studio exploration of the use of computer-aided applications in the field of Interior Design. Includes use of this technology in initial concept development, design refinement and proposal presentation.

Prerequisites: INT 2110

INT 4111 Interior Design Studio III (3)

Application of programming, space planning, materials, furnishings, drafting and graphic presentation to the design of various interior environments.

Prerequisite: INT 3110, INT 4121 & concurrent with INT 4122.

INT 4112 Interior Design Projects I (3)

Studio explorations in designing a variety of commercial, public, merchandising, and residential spaces. Field trips are required.

Prerequisite: INT 4111.

INT 4113 Interior Design Projects II (3)

Continued studio explorations in designing a variety of commercial, public, merchandising, and residential spaces. Field trips are required.

Prerequisite: INT 4111.

INT 4121 Graphic Presentation for Interior Design I (3)

Studio exercises in drafting, perspective drawing and the graphic presentation of interior design concepts that explore the communication of design ideas.

Prerequisite: INT 3120 & concurrent with INT 3110.

INT 4122 Graphic Presentation for Interior Design II (3)

Further applications of drafting, perspective and the graphic presentation of interior spaces that explore the communication of design intentions.

Prerequisite: INT 4121 & concurrent with INT 4111.

INT 4132 Human Factors in Interior Design (3)

Lectures surveying the contribution made by interior designers to the health, safety and well being of clients and the public; review of the basic physiologic, psychological and social needs that designers must accommodate.

Prerequisite: INT 4111.

Writing Emphasis Course

INT 4140 Interior Design Business Practices (3)

Lectures reviewing business procedures, business and professional structures, and the legal and ethical dimensions of the interior design profession.

Prerequisite: INT 4111.

INT 4142 Special Projects for Interior Design (3)

A studio workshop course of advanced interior design projects undertaken from concept to completion of installation. On-campus projects or off-campus nonprofit assignments provide an actual involvement in the design, specifications and resources within a designated budget. Students work together under supervised instruction. As projects vary, course may be repeated twice. Field trips and additional fees may be required.

Prerequisite: Permission of interior design coordinator.

VISUAL COMMUNICATIONS**VC 2201 Introduction to Visual Communications**

Lecture course examining the media used in graphic design and advertising. Career opportunities in the professional field. Examination of related occupations. Trends and developments in graphic design and advertising.

Writing Emphasis Course.

Prerequisite: Permission of instructor.

VC 2202 Studio Skills

Studio course developing competence in the hand skills required for graphic design. Image making media. Visualizing techniques. Three-dimensional packaging techniques. Presentation techniques.

Prerequisites: FA 1100, FA 1101, FA 1230.

VC 2203 Calligraphy Fundamentals (3)

An approach to beautiful lettering as it evolved from cursive writing of the Renaissance to contemporary typefaces. In-depth study of Chancery Cursive, Black Letter, Uncial and Roman faces. Emphasis on execution employing both visual and mechanical aspects.

VC 2210 Typography I (3)

Studio course introducing the study of typography in visual communications. Emphasis upon form of letters, words, and pages; and upon the body of knowledge required for professional typographic applications.

Prerequisite: FA 1100.

- VC 2240 Computers in Graphic Design I (3)**
Studio course providing the foundation for use of the computer as a design and production tool in graphic design. Use of page-layout, drawing, and image editing software.
Prerequisites: FA 1100, FA 1230.
- VC 3202 Corporate and Institutional Uses of Graphic Design (3)**
Principles of evaluating design and working with graphic designers, printers, photographers and other communications professionals. Applications in areas of marketing, product and corporate image, sales promotion and in-house publications.
Prerequisite: FA 1100.
- VC 3204 Graphic Design Fundamentals (3)**
Studio course introducing the process of graphic design. Studio, research, and problem solving methodologies; and design applications - identity and information, editorial, promotional, and advertising. Foundation for advanced graphic design coursework.
Prerequisite: VC 2210.
- VC 3210 Typography II (3)**
Studio course continuing the study of typography in visual communications. Emphasis upon function and personal expression within the context of graphic design problem solving.
Prerequisite: VC 2210.
- VC 3220 Advertising I (3)**
Studio/lecture in the creative area of advertising design for mass communication. The fundamentals of print and web will be covered. Students will create advertisements with a visual and verbal component. Copy writing for advertising will be studied.
Prerequisites: Completion of ENG 1020 or ENG 1030 or their equivalents.
- VC 3221 Copywriting for Advertising (3)**
A studio/lecture course developing copywriting for advertising. The fundamentals of writing will be primarily for print, as well as radio, TV, and the web will be covered. Students will create advertisements with a visual and verbal component. Emphasis will be on the copywriting and design necessary to create advertisements building on prior knowledge of strategy and concept information.
- VC 3231 Cartooning (3)**
Studio course developing skills in cartoon drawing, rapid rendering, and creative visualization. The history of cartooning; cartooning techniques and methods. Cartoon formats including comic panels, strips, pages.
- VC 3240 Digital Pre-Press (3)**
Studio course developing skills used in the preparation of artwork for reproduction by commercial printing processes including: tools, introduction to printing technology, single and multi-color printing, process printing, paper and ink selection, specs and measures, paste-up and mechanical techniques.
Prerequisite: VC 2240.
- VC 3290 History of Visual Communications (3)**
A historical survey of visual communications from ancient times to the present including illustration, book design, printing, graphic design, advertising, photography, film and the electronic media.
- VC 4201 Portfolio (3)**
Studio course for the creation, organization and presentation of the student's final portfolio of creative work. Review of career options, interview techniques. May be repeated once for credit.
Prerequisites: Permission of instructor.
- VC 4202 The Design Studio (3)**
Studio course serving as a practical workshop in editorial and communication design. Design and production of printed material for university programs and departments and for local non-profit agencies. May be repeated once for credit.
Prerequisite: Permission of instructor.
- VC 4210 Editorial Design (3)**
A studio course in the application of graphic design elements and principles to support and amplify the viewpoint of written messages. Formats may include magazines, newspapers, books, brochures, and web sites. May be repeated once for credit.
Prerequisites: VC 3204.
- VC 4211 Identity and Information Design (3)**
A studio course in the application of elements and principles of graphic design. Visual identity is the use of design to project a memorable graphic image of corporations, institutions, or other organizations. Information design is the use of pictorial or schematic graphics to communicate specific information in a concise visual manner. May include logos, multiple design applications with coordinated visual elements, pictograms, maps, and diagrams. May be repeated once for credit.
Prerequisite: VC 3204.
- VC 4212 Promotional Design (3)**
A studio course in the application of graphic design elements and principles. Promotional design is the use of graphics to meet marketing objectives for products and services. May include branding, packaging, point of purchase, selling kits, and sales promotion concepts. May be repeated once for credit.
Prerequisite: VC 3204.
- VC 4213 Three Dimensional Graphic Design (3)**
A studio course in the application of graphic design elements and principles. Includes packaging, display, exhibit and environmental design. Emphasis on creative problem-solving with specific practical objectives and limitations.
Prerequisites: FA 1101, VC 3204
- VC 4220 Advertising II (3)**
Advanced studio/lecture course covering the creative area of advertising design for mass communication. In-depth study of print campaigns, web banners and television advertising. Emphasis on the strategy, concept formation, copy writing and design direction necessary to create campaigns. May be repeated once for credit.
Prerequisite: VC 3220.
- VC 4221 Design for Advertising (3)**
Studio course focusing on the design of advertising. In-depth study of format, typography, imagery (photography, illustration, graphics) and techniques that relate to the design of print, web banners, promotional web sites and television. Emphasis on experimentation and development of range of design solutions.
Prerequisite: VC 3220.
- VC 4232 Cartooning II (3)**
Studio course offering advanced exploration of the applications and uses of cartooning skills in the areas of advertising, promotion, publishing, graphic design, and illustration.
Prerequisite: VC 3231 or permission of instructor.
- VC 4240 Computers in Graphic Design II (3)**
Studio course in the advanced use of the computer as a design and production tool in graphic design. Advanced use of page-layout, drawing, and image editing software. May be repeated once for credit.
Prerequisite: VC 2240.
- VC 4241 The Web Design Studio (3)**
Studio course serving as a practical workshop in online editorial and communication design. Design and production of actual web sites for university programs, departments and non-profit organizations. May be repeated once for credit.
Prerequisites: VC 2240, VC 4240 and permission of instructor.