Design (DES)

Courses

DES 040 Product Design I: Form, Process and Concept 4 Credits
Introduction to the field of Industrial Design. Through research, analysis, drawing and prototyping, students will acquire an understanding of the various aesthetic, technological, and business issues a designer must consider when creating a product. Consent of department required.
Prerequisites: (ART 003 or ART 011) and ART 004
Attribute/Distribution: HU

DES 053 Introduction to Graphic Design 4 Credits
This course serves as an introduction to the graphic design process, with a primary focus on concept development and craft. Students examine how to identify and resolve visual problems and learn the basics of design and typography. Creative solutions will be encouraged for projects with practical applications. Topics include logo development and execution, professional typography, image basics and resolution, print production, studio skills and professional practices. Digital applications include Photoshop, Illustrator and InDesign.
Prerequisites: ART 003
Attribute/Distribution: HU

DES 066 Design History 4 Credits
History of product design, graphic design and time-based media in artistic, cultural, technological, and business contexts.
Attribute/Distribution: HU

DES 070 Web Design I 4 Credits
Introduction to the design and fabrication of web pages. Students will learn how to create pages using HTML and web fabrication software, with an emphasis on aesthetic and structure.
Prerequisites: ART 003
Attribute/Distribution: HU

DES 072 (THTR 072) Digital Textile Design 4 Credits
Digital textile printing has brought about revolutionary changes in textile design. Digital Textile Design utilizes digital photography, scanning, drawing and image editing software to create botanical and geometric patterns for textiles.
Attribute/Distribution: HU

DES 073 Special Topics in Design 1-4 Credits
An introduction to methods and techniques of design studio. Designed to acquaint the student with general design elements, covering topics not covered in other specific studio course listings. Instructor permission required.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

DES 079 (ASIA 079) Digital Bridges 2 Credits
Run as an independent study: research ancient Chinese bridges, gardens, and pavilions. Digitize images and website design. Create photographic documentation of the Bridge Project. Produce documentary from historical materials concerning history of Chinese students at Lehigh. Bridge Project students could continue project work in Shanghai and Beijing.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

DES 087 (THTR 087) Performance Design 4 Credits
Introduction to the process of creating integrated designs in theatre production. The study and practice of the principles of visual representation, historical and conceptual research and the study of theatrical styles.
Attribute/Distribution: HU

DES 088 (THTR 088) Digital Rendering 4 Credits
Explore the use of modern technology to develop and communicate design ideas with speed, clarity, and visual punch. Strategies geared toward increasing the young designer’s confidence in presenting artistic concepts. Learn the basics of Photoshop and SketchUp and then apply those skills in creative execution of scenic, costume, and lighting renderings.
Attribute/Distribution: HU

DES 089 (THTR 089) Introduction to Fashion Design 4 Credits
An introduction to conceptual garment design. Research, devise, and develop collections of apparel and accessories. Basic elements of design, fashion theory, design processes, and rendering techniques.
Attribute/Distribution: HU

DES 111 (THTR 111) Sound Design 2 Credits
Introduction to the study of the techniques and equipment used for theatrical sound design. Elements include audio theory, script analysis, field recording and editing audio in digital audio workstations.
Attribute/Distribution: HU

DES 129 (THTR 129, WGSS 129) History of Fashion and Style 4 Credits
Dress and culture in the Western Hemisphere from prehistory to today. The evolution of silhouette, garment forms and technology. The relationship of fashion to politics, art and behavior. Cultural and environmental influences on human adornment.
Attribute/Distribution: HU

DES 138 Introduction to Metalworking 3 Credits
An introduction to welding and metal forming through a series of practical design projects. Exploration of metal as a medium in both art and design. Practical application of design process, presentation and craft. Acquired skills in stick arc welding, MIG welding, plasma torch and other metal bending and forming techniques.
Attribute/Distribution: HU

DES 140 Product Design II: Designing for Others 4 Credits
This course will expose students to client based projects and issues of branding relevant to the product designer. Special emphasis will be given to functionality from a user centered perspective. Projects will also include the use of 3D digital prototyping software and computer based fabrication techniques.
Prerequisites: DES 040
Attribute/Distribution: HU

DES 148 Furniture Design I 4 Credits
Design methodology, fabrication techniques, and methods of design presentation.
Attribute/Distribution: HU

DES 153 Graphic Design: Word and Image 4 Credits
This course explores techniques of image making in relation to analyzing and creating meaning in graphic and typographic messages. Students solve visual communication problems with visual, conceptual and social impact. Assignments may include book covers, posters, music packaging, and promotional materials. Students will work in both traditional and digital media. May be repeated for credit once under different instructor.
Repeat Status: Course may be repeated.
Prerequisites: ART 053 or DES 053
Attribute/Distribution: HU

DES 154 (THTR 154) Scene Painting 4 Credits
Study and practice of basic and advanced methods of painting for the theatre. Includes basic elements and principles of design, color theory, the influence of light, atmosphere and aesthetics for the theatre.
Attribute/Distribution: HU

DES 155 (THTR 155) Model Building and Rendering 4 Credits
The art and practice of model building and rendering for the stage. Special techniques including scale furniture, soldering, acrylic painting and hand drafting.

DES 164 Ergonomics 4 Credits
Introduction to physical, emotional, and psychological ways design interacts with people. Analyze real design problems and create solutions.
Attribute/Distribution: HU

DES 170 Web Design II 4 Credits
Creation of dynamic content in web design. Various 2D animation software applications and simple scripting will be explored.
Prerequisites: DES 070
Attribute/Distribution: HU
DES 173 Special Topics in Design 1-4 Credits
Directed projects in design with selected readings as required. Student must initiate contact with sponsoring professor. Instructor permission required. Repeat Status: Course may be repeated. Attribute/Distribution: HU

DES 186 (THTR 186) Lighting Design 4 Credits
An introduction to the art and practice of lighting design for the theatre. Script analysis, research, and the interplay of lighting technology and design. Students will develop a sense of the dramatic while creating a portfolio of lighting designs. Repeat Status: Course may be repeated. Prerequisites: DES 240 or DES 253

DES 188 (THTR 188) Scenic Design 4 Credits
An introduction to the art and practice of scenic design for the theatre. Script analysis, research, drafting and modeling techniques. Students will develop a sense of the dramatic while creating a portfolio of scenic designs. Repeat Status: Course may be repeated. Prerequisites: DES 148 or THTR 087 or DES 087 and (THTR 186 or DES 186 or THTR 188 or DES 188 or THTR 189 or DES 189)

DES 248 Furniture Design II 4 Credits
Advanced fabrication. Contemporary art issues and furniture history. Repeat Status: Course may be repeated. Prerequisites: DES 148

DES 253 Graphic Design: Brand Experience 4 Credits
Students examine the basic principles of corporate identity and develop a clear understanding of the process of creating brands. Projects will offer a framework for looking at business strategy as it relates to the creative process of design. Emphasis will be placed on creating visual elements that support a brand and the steps a designer takes to create a consistent brand. In addition, students will develop self-promotion materials and identity systems. May be repeated for credit once under different instructor. Repeat Status: Course may be repeated. Prerequisites: DES 053

DES 260 Exhibit Design 4 Credits
Team projects in development of exhibits for museums, conferences, or educational centers. Project work is supplemented by lectures and demonstrations. Teams will produce real and virtual exhibit prototypes and will design and maintain an exhibit website. Repeat Status: Course may be repeated. Prerequisites: DES 053

DES 266 History of Contemporary Design 4 Credits
History of modern design from mid 19th century to the present. Studies and discussion of contemporary issues and technology in Design Arts. Topics will include green design, digital technology, current legal and ethical principles, and other issues. Repeat Status: Course may be repeated. Prerequisites: DES 053

DES 268 Advanced Design Projects 1-4 Credits
Advanced projects or studies applying Design Arts practices or theories. Consent of instructor required. Repeat Status: Course may be repeated. Prerequisites: DES 240 or DES 253