Art, Architecture, and Design

The three primary disciplines of the Department of Art, Architecture and Design share a common focus on design, visual literacy, the creative process and the making of the built environment. The emphasis on design as a broad concept begins to shape aesthetic principles, and initiates the structuring of the individual’s creative process. To that end, the department offers undergraduate Bachelor of Arts degrees in four majors: art, architecture, design, and art history. Minor programs are available in studio art, architecture, graphic design, product design, history of the visual arts, history of architecture, and museum studies.

Many studio courses require department permission. The student interested in enrolling in any of the department’s courses should contact the program coordinator to schedule an appointment with an advisor well before preregistration so that he or she can be rostered at the appropriate time.

An art major centers on studio education wherein principal disciplines such as drawing, sculpture, painting and photography are explored. The student is required to engage in an intense concentration in studio work at Lehigh and when appropriate at other Lehigh Valley colleges that offer complementary courses. Studio work is enhanced by courses in history and theory, both within the department and throughout the university.

For the student interested in becoming a creative artist, the major provides a foundation for a life in art, or more immediately the potential path into a graduate degree program in fine art. A major in art may be combined with theater for those interested in costume design, or with architecture and theater for those who aspire to be set designers. A major in art combined with a minor in education is available for students interested in becoming primary, secondary or special education art teachers.

The architecture major is a pre-professional course of study focused on architectural design studios, complemented by art studios, history and theory courses, and introductory materials and building technology courses. The major results in a Bachelor of Arts degree.

The architecture major is a comprehensive undergraduate education that is the first step in a series of educational and apprenticeship requirements leading to professional registration. Architecture majors regularly go on to the most respected graduate schools of architecture, with Harvard, the University of Pennsylvania, University of Virginia, and Washington University in St. Louis, among scores of institutions, actively seeking Lehigh graduates for their programs.

Alternatively, many architecture majors choose to work in fields allied to the discipline, such as interior design, adaptive reuse building, historic preservation, construction management, real estate development, etc. Since for such paths professional architectural registration is not required, the Lehigh degree alone is the springboard to various careers that involve the making of the built environment.

(The Bachelor of Arts degree with a major in architecture should not be confused with the Bachelor of Architecture, a professional five-year degree. Those students who major in architecture and graduate with the Bachelor of Arts degree and wish to pursue a professional career in architecture will be required to obtain a Master of Architecture from an institution offering a graduate program in architecture.)

The Arts-Engineering program, a five-year, dual-degree course of study, allows students to link complementary disciplines of engineering and architecture. The result is two degrees from two different colleges within Lehigh, one a professional degree in engineering, one the pre-professional degree in architecture.

A design major engages students with new technologies, materials and media in developing the creative processes and critical thinking necessary for the modern designer. The major centers on studio wherein an emphasis on visual communication through digital media is complemented by the traditional focus on art making. Courses in art and design history and theory and in specific media techniques supplement the series of required studios.

A student may take a range of department courses in design or may choose a specific concentration in either graphic design or product design. The graphic design concentration introduces students to the tools and media related to print applications, web-based media, exhibition design, publishing and advertising. Product design concerns the creation of objects used in industrial applications, art objects, furniture, toys, exhibits and trade design, electronic products, household items and recreational equipment.

An art history major provides students with a comprehensive education in the history of art and architecture, and an opportunity to learn about the changing form and status of the visual arts and built environment in culture and society. Through introductory and advanced coursework, as well as museum and site visits, students learn how to examine, evaluate, and interpret works of art and architecture, and acquire a working knowledge of the methods, theories and research practices of art historical analysis.

The study of art and its history is a vital and fundamental part of a liberal arts education, and art history is unique among academic fields in the breadth and diversity of its objects of study: drawing, painting, sculpture, and printmaking; architecture, design, and urban planning; photography and film; material culture; as well as a variety of other cultural forms. Students majoring in art history go on to careers in art, architecture, design, curating, communications, imaging, advertising, education, and many other fields. The major also provides an important foundation for students who plan to pursue advanced graduate studies in the arts and humanities. Art history majors choose one of three areas of concentration: history of the visual arts, history of architecture, or museum studies.

All programs are philosophically cross-disciplinary, as students are encouraged to take advantage of the many learning environments that constitute a university. Significant resources for all disciplines in the department include the Lehigh University permanent art collection and archives as well as the numerous on-campus galleries and the Zoellner Art Center. Students are encouraged to make use of the collections and facilities to enhance and enrich studios and courses, and to help shape their own creative work.

The department offers minor programs in studio art, architecture, apparel design, graphic design, product design, history of the visual arts, history of architecture, museum studies that are available to all undergraduate students. The purpose of these minor programs is to enable students from any major to be introduced to the studio practices of art, architecture, and design, and to help form an understanding of the role that art plays in human history and culture.

DEPARTMENTAL HONORS

Exceptional students in art, architecture or design may apply for department honors at the end of their junior year or the beginning of their senior year. To be eligible, a student must have attained a 3.5 GPA in the major program and a minimum overall GPA of 3.0. Candidates should submit to the department chair a written proposal, prepared in consultation with a faculty member who will serve as honors sponsor. The project could result in a research paper, design project, or exhibition. Successful completion of the project will result in a “Department Honors” designation being affixed to the student’s transcript.

Professors. Berriissor W. Booth, MFA (Maryland Institute College of Art); Anna Chupa, MFA (University of Delaware); Lucy C Gans, MFA (Pratt Institute); Anthony Viscardi, MARCH (Georgia Institute of Technology)

Associate Professors. Amy Forsyth, MARCH (Princeton University); Brian Wesley Heiss, MARCH (Rice University); Marilyn Jane Jones, MFA (Marywood University); Nikolai P. Nikolov, MARCH (Rice University); Nicholas Sawicki, PHD (University of Pennsylvania); J. Bruce Thomas, PHD (University of California Berkeley)

Assistant Professor. Susan E. Kart, PHD (Columbia University)

Professors Of Practice. William B. Crow, PHD (Columbia University); Peter Lusch, MA (Michigan State University); Jason E. Travers, MFA (University of Pennsylvania); Christine E. Usiler, MARCH (Columbia University)
Emeriti. Tom F. Peters, DSC (ETH Zurich); Ricardo Viera, MFA (Rhode Island School of Design); Ivan Zaknic, MARCH (Princeton University)

**ART MAJOR**
44 credit hours required

<table>
<thead>
<tr>
<th>Foundation</th>
<th>20</th>
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<tbody>
<tr>
<td><strong>ART 001</strong></td>
<td>Art and Architecture History: Ancient to Medieval</td>
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<tr>
<td><strong>ART 002</strong></td>
<td>Art History: Renaissance to Present</td>
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<tr>
<td><strong>ART 003</strong></td>
<td>Two-Dimensional Design</td>
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<tr>
<td><strong>ART 004</strong></td>
<td>Three-Dimensional Design</td>
</tr>
<tr>
<td><strong>ART 011</strong></td>
<td>Drawing I</td>
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</tbody>
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<table>
<thead>
<tr>
<th>History</th>
<th>4</th>
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</thead>
<tbody>
<tr>
<td><strong>ART 220</strong></td>
<td>20th Century Art</td>
</tr>
<tr>
<td>OR <strong>ART 221</strong></td>
<td>Global Contemporary: Recent Art Movements Around the World</td>
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<thead>
<tr>
<th>Studio - Two entry level discipline specific art studios</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ART 007</strong></td>
<td>Digital Photography I</td>
</tr>
<tr>
<td><strong>ART 011</strong></td>
<td>Drawing I</td>
</tr>
<tr>
<td><strong>ART 013</strong></td>
<td>Sculpture I</td>
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<tr>
<td><strong>ART 015</strong></td>
<td>Figure I</td>
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<tr>
<td><strong>ART 034</strong></td>
<td>Plein Air Painting</td>
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<tr>
<td><strong>ART 035</strong></td>
<td>Painting I</td>
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<tr>
<td><strong>ART 052</strong></td>
<td>Introduction to Video Recording and Editing</td>
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<thead>
<tr>
<th>Two ART 217 Studio Workshops</th>
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<tbody>
<tr>
<td><strong>ART 217</strong></td>
<td>Studio Workshop (Repeated twice for the major program)</td>
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<tr>
<th>One Capstone</th>
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<tbody>
<tr>
<td><strong>ART 317</strong></td>
<td>Art Capstone</td>
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</tbody>
</table>

Total Credits 44

**ART HISTORY MAJOR**
44 credit hours are required.

<table>
<thead>
<tr>
<th>Foundation</th>
<th>20</th>
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<tbody>
<tr>
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<td>Art History: Renaissance to Present</td>
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<tr>
<td><strong>ART 003</strong></td>
<td>Two-Dimensional Design</td>
</tr>
<tr>
<td><strong>ART 004</strong></td>
<td>Three-Dimensional Design</td>
</tr>
<tr>
<td><strong>ART 175</strong></td>
<td>Introduction to Museum Work</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Capstone - 1 course from the following List</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ART 317</strong></td>
<td>Departmental Capstone</td>
</tr>
<tr>
<td><strong>ART 389</strong></td>
<td>Honors Project</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Electives - 5 courses from the following list</th>
<th>11-12</th>
</tr>
</thead>
<tbody>
<tr>
<td>See footnote instructions</td>
<td></td>
</tr>
<tr>
<td><strong>ANTH 112</strong></td>
<td>Doing Archaeology</td>
</tr>
<tr>
<td><strong>ANTH 172</strong></td>
<td>North American Archaeology</td>
</tr>
<tr>
<td><strong>ANTH 174</strong></td>
<td>Greek Archaeology</td>
</tr>
<tr>
<td><strong>ANTH 176</strong></td>
<td>Roman Archaeology</td>
</tr>
<tr>
<td><strong>ANTH 178</strong></td>
<td>Mesoamerican Archaeology</td>
</tr>
<tr>
<td><strong>ARCH 134</strong></td>
<td>Architecture and Urbanism of New York City</td>
</tr>
<tr>
<td><strong>ARCH 209</strong></td>
<td>Architecture and Ideas</td>
</tr>
<tr>
<td><strong>ART 069</strong></td>
<td>Special Topics in Art History</td>
</tr>
<tr>
<td><strong>ART/WGSS 121</strong></td>
<td>Women in Art</td>
</tr>
<tr>
<td><strong>ART 124/ AAS 124; GS 124</strong></td>
<td>Arts of the Black World 16th-20th Centuries</td>
</tr>
<tr>
<td><strong>ART 125/ AAS 125; GS 125</strong></td>
<td>Art and Architecture of Africa from Colonial to Contemporary Times</td>
</tr>
<tr>
<td><strong>ART 169</strong></td>
<td>Special Topics in Art History</td>
</tr>
<tr>
<td><strong>ART 220</strong></td>
<td>Modern Art of the 20th Century (WI)</td>
</tr>
</tbody>
</table>

**ART 221** | Global Contemporary Art |
**ART 223** | Writing Your Way Into the Arts |
**ART 228** | Photography as Contemporary Art |
**ART 269** | Special Topics in Art History |
**ART 370** | Special Topics in Museum and Curatorial Studies |
**ART 375** | Museum Internship |
**DES 066** | Design History |
**DES 266** | History of Contemporary Design |
**HIST 183** | France from Medieval to Modern: Soc., Pol. & Art |
**HIST 253** | Paris: Plan of Metropolis |
**HIST 350** | 19th Century Paris and the Invention of Modernity |
**MLL 100** | Introduction to International Film |
**PHIL 123** | Art, Beauty, and Aesthetic Experience |
**PHIL 223** | Figures/Themes In Aesthetics |
**THTR 129** | History of Fashion and Style |

1 At least 3 of the 5 classes must be at the 200 level or above and at least 1 must be a Writing Intensive course. Additional courses taught in AAD or in other disciplines may be substituted for the classes listed here at the discretion of the student’s major advisor. Courses taken during study abroad must be pre-approved with the student’s advisor if they are intended to fulfill requirements for the major.

**ARCHITECTURE MAJOR**
62-64 credit hours are required.

<table>
<thead>
<tr>
<th>Foundation</th>
<th>24</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ARCH 001</strong></td>
<td>Art and Architecture History: Ancient to Medieval</td>
</tr>
<tr>
<td><strong>ARCH 002</strong></td>
<td>Architectural History II</td>
</tr>
<tr>
<td><strong>ARCH 003</strong></td>
<td>Two-Dimensional Design</td>
</tr>
<tr>
<td><strong>ARCH 004</strong></td>
<td>Three-Dimensional Design</td>
</tr>
<tr>
<td><strong>ARCH 033</strong></td>
<td>Architectural Drawing</td>
</tr>
<tr>
<td><strong>ARCH 123</strong></td>
<td>Visualization and Fabrication in Architecture</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Architecture Studios</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ARCH 043</strong></td>
<td>Architectural Design I</td>
</tr>
<tr>
<td><strong>ARCH 143</strong></td>
<td>Architectural Design II</td>
</tr>
<tr>
<td><strong>ARCH 243</strong></td>
<td>Architectural Design III</td>
</tr>
<tr>
<td><strong>ARCH 343</strong></td>
<td>Architectural Design IV</td>
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<table>
<thead>
<tr>
<th>Additional Studios</th>
<th>11-12</th>
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<tbody>
<tr>
<td>Select three of the following:</td>
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<tr>
<td><strong>ART 007</strong></td>
<td>Digital Photography I</td>
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<td>Painting I</td>
</tr>
<tr>
<td><strong>ART 052</strong></td>
<td>Introduction to Video Recording and Editing</td>
</tr>
<tr>
<td><strong>ART 111</strong></td>
<td>Drawing II</td>
</tr>
<tr>
<td><strong>ART 113</strong></td>
<td>Sculpture II</td>
</tr>
<tr>
<td><strong>ART 115</strong></td>
<td>Figure II</td>
</tr>
<tr>
<td><strong>ART 135</strong></td>
<td>Painting II</td>
</tr>
<tr>
<td><strong>DES 148</strong></td>
<td>Furniture Design I</td>
</tr>
<tr>
<td><strong>DES 248</strong></td>
<td>Furniture Design II</td>
</tr>
<tr>
<td><strong>ARCH 033</strong></td>
<td>Architectural Drawing</td>
</tr>
<tr>
<td><strong>ARCH 123</strong></td>
<td>Visualization and Fabrication in Architecture</td>
</tr>
<tr>
<td><strong>ARCH 211</strong></td>
<td>Architectural Drawing/Analysis and Expressions</td>
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<thead>
<tr>
<th>History and Theory</th>
<th>7-8</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ARCH 210</strong></td>
<td>20th Century Architecture</td>
</tr>
<tr>
<td><strong>ARCH 107</strong></td>
<td>History of American Architecture</td>
</tr>
</tbody>
</table>
ARCH 159  
Modern History and Sustainable Architecture in Munich

ARCH 174  
Greek Archaeology

ARCH 134  
Architecture and Urbanism of New York City

ARCH 176  
Roman Archaeology

ARCH 187  
Synthetic Space

ARCH 209  
Architecture and Ideas

ARCH 212  
The Architecture of Carlos Scarpa/ Theory and Practice

ARCH 214  
Architecture and the City since WWII

ARCH 342  
Theory of Form and Materials

ARCH 134  
Architecture and Urbanism of New York City

ARCH 176  
Roman Archaeology

ARCH 335  
Issues in Contemporary Architecture

PHIL 123  
Art, Beauty, and Aesthetic Experience

HIST 334  
American City in the Twentieth Century

DES 066  
Design History

ART 124  
The Arts of the Black World 16th-20th Centuries

ART 125  
Art and Architecture of Africa from Colonial to Contemporary Times

ART 221  
Global Contemporary: Recent Art Movements Around the World

Materials and Technology  
ARCH 157  
Architectural Technology I  4

ARCH 158  
Architectural Technology II  4

Total Credits  62-64

For the Architecture Major, students must fulfill the mathematics and physical science requirements with the following:

**Mathematics Requirement**
Select one of the following:

- MATH 021 & MATH 022  Calculus I and Calculus II
- MATH 051 & MATH 052  Survey of Calculus I and Survey of Calculus II
- MATH 075 & MATH 076 & MATH 022  Calculus I, Part A and Calculus I, Part B and Calculus II
- MATH 075 & MATH 076 & MATH 052  Calculus I, Part A and Calculus I, Part B and Survey of Calculus II

**Physical Science Requirement**

- PHY 012  Introductory Physics Laboratory I  1

Select one of the following:

- PHY 010  General Physics I  4
- or PHY 011  Introductory Physics I  4

A typical first-year might consist of:

<table>
<thead>
<tr>
<th>First Year</th>
<th>First Semester</th>
<th>Credits</th>
<th>Second Semester</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>ART 001</td>
<td>4</td>
<td>ARCH 002</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>MATH 021 or 051</td>
<td>4</td>
<td>MATH 022 or 052</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>ENGL 001</td>
<td>3</td>
<td>PHY 010 or 011 (Or)</td>
<td>4</td>
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<tr>
<td></td>
<td>ART 003</td>
<td>4</td>
<td>ART 004</td>
<td></td>
</tr>
<tr>
<td></td>
<td>First-year seminar</td>
<td>1</td>
<td>PHY 012</td>
<td>1</td>
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<tr>
<td></td>
<td>ENGL 002</td>
<td>3</td>
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</tbody>
</table>

Total Credits: 32

**DESIGN MAJOR**

48 hours credit hours required

**Foundation**

| ART 001  | Art and Architecture History: Ancient to Medieval |
| ART 002  | Art History: Renaissance to Present |
| ART 003  | Two-Dimensional Design |
| ART 004  | Three-Dimensional Design |
| ART 011  | Drawing I |

**History**

| ART 220 or ART 221 | 20th Century Art |
| or ART 221         | Global Contemporary: Recent Art Movements Around the World |

**Core Concentration**

| DES 053 | Introduction to Graphic Design |
| DES 153 | Graphic Design: Word and Image |
| DES 253 | Graphic Design: Brand Experience |

Plus three elective studios from the following:

| ART 007 | Digital Photography I |
| ART 035 | Painting I |
| DES 040 | Product Design I: Form, Process and Concept |
| DES 070 | Web Design I |
| DES 170 | Web Design II |
| DES 385 | Fusion: Design Practice |

**Product Design**

| DES 040 | Product Design I: Form, Process and Concept |
| DES 140 | Product Design II: Designing for Others |
| DES 240 | Product Design III: Materials to Market |

Plus three elective studios from the following:

| ART 013 | Sculpture I |
| DES 053 | Introduction to Graphic Design |
| DES 070 | Web Design I |
| DES 148 | Furniture Design I |

Total Credits: 48

**Architecture Courses**

ARCH 002  Architectural History II  4 Credits
Survey of architecture from the Renaissance to the present, examined in the context of culture formation, design concepts, and the built environment.

Attribute/Distribution: HU

ARCH 010 (CEE 010)  Engineering/Architectural Graphics and Design 3 Credits
Graphical communication of civil engineering or architectural projects using manual techniques and commercial state-of-the-art computer software. Topics include visualization and sketching; orthographic, isometric and other drawings; points, lines and planes in descriptive geometry; site design; overview of geographical information systems and 3D applications. Teamwork on design projects with oral and graphical presentations. Open to a limited number of architecture, design arts or other students with project roles consistent with students' background. Not available to students who have taken MECH 10.

Attribute/Distribution: ND

ARCH 033  Architectural Drawing  4 Credits
Introduction to architectural hand drawing including orthographic, paraline, and perspective drawing types. Studio course.

Attribute/Distribution: HU
ARCH 034 Digital Drawing and 3D Modeling 4 Credits
In our increasingly visual world we often need to present ideas in realistic, expressive, and engaging ways. This introductory course presents the basics of digital drawing and rendering through the lens of architecture, but is intended for students of all disciplines interested in visual communication. This project-based course focuses on the essentials of AutoCAD, SketchUp, and Revit supplemented with V-Ray and Photoshop for rendering.
Attribute/Distribution: HU
ARCH 035 Seoul: Everyday Life, Culture, and History 3 Credits
This course, a study abroad winter term program, deals with the physical and cultural environment of the city of Seoul. The capital of South Korea is known for its rich historical heritage and economic and technological developments. Students will have opportunities to discuss and experience cultural, technological, and political currents of the city, as well as its traditions. The class will visit places of significance in the city.
Attribute/Distribution: HU, SS
ARCH 043 Architectural Design I 4 Credits
Fundamental design studio for architecture majors. Composition, spatial concepts; precedent; materials and detail; light and color in architecture. Instruction in basic communication techniques.
Repeat Status: Course may be repeated.
Prerequisites: ART 004
Attribute/Distribution: HU
ARCH 071 Special Topics in Architecture 1-4 Credits
Directed projects for students in architecture. Student must initiate contact with sponsoring professor. Permission of Instructor required.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU
ARCH 107 History of American Architecture 4 Credits
Survey of American building from European colonization to the present.
Prerequisites: ART 001 and ARCH 002
Attribute/Distribution: HU
ARCH 123 Visualization and Fabrication in Architecture 4 Credits
This course concentrates on visualization and fabrication in architecture. Students are introduced to advanced architectural diagramming and model-making as well as conventional and digital representation skills. This course investigates architectural graphics as an active means of communication and as a generative element in organizing architectural space. Precedents and examples are extensively researched. All exercises are designed to enhance students' ability to imagine and visualize complex architectural forms and spaces. Various architectural materials are employed and tested.
Attribute/Distribution: HU
ARCH 134 Architecture and Urbanism of New York City 4 Credits
This course deals with the architecture and urbanism of New York City. It focuses on the twentieth century and occasionally covers other historical periods as well. With the direction of the instructor, students visit and analyze, formally and historically, important structures and places of the city such as museums, transportation hubs, offices, parks and other landmarks of interest. Cultural and sociological as well as architectural readings are offered and discussed. There are six mandatory field trips to New York City led by the instructor. Consent of instructor required.
Attribute/Distribution: HU
ARCH 143 Architectural Design II 4 Credits
Studio format, introductory course in architectural design which introduces students to new ways of thinking about architecture and the perception of space, three-dimensional composition, drawing, and model-making. Previous or concurrent courses in studio art and/or architectural history are recommended.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU
ARCH 157 Architectural Technology I 4 Credits
The two-course sequence (ARCH 157 & ARCH 158) introduces the use of building materials, components and systems (slabs, walls, trusses, facade systems, etc.) while providing students with the knowledge to design and construct comfortable, technically sound and aesthetically pleasing buildings.
Attribute/Distribution: HU
ARCH 158 Architectural Technology II 4 Credits
The two-course sequence (ARCH 157 & ARCH 158) introduces the use of building materials, components and systems (slabs, walls, trusses, facade systems, etc.) while providing students with the knowledge to design and construct comfortable, technically sound and aesthetically pleasing buildings.
Attribute/Distribution: HU
ARCH 159 Modern History and Sustainable Architecture in Munich 3 Credits
This Lehigh faculty-led study abroad program allows students from an array of majors to earn three credits over winter break. The program will explore the history, culture, and architecture of Munich, a capital and center of the southern state of Germany, Bavaria. The program of study does not require German language skills.
Attribute/Distribution: HU, SS
ARCH 171 Special Topics in Architecture 1-4 Credits
Directed projects for students in architecture. Student must initiate contact with sponsoring professor. Must have major standing in department and/or consent of instructor.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU
ARCH 174 (ANTH 174, ART 174, CLSS 174) Greek Archaeology 4 Credits
Ancient Greek cultures from the neolithic to hellenistic periods. Reconstructions of Greek social dynamics from study of artifacts.
Attribute/Distribution: SS
ARCH 176 (ANTH 176, ART 176, CLSS 176) Roman Archaeology 4 Credits
Cultures of the Roman Empire. Reconstructions of social, political, and economic dynamics of the imperial system from study of artifacts.
Attribute/Distribution: SS
ARCH 187 Synthetic Space 4 Credits
This course addresses formal concerns in contemporary architecture. Synthetic space exists between the actual and the virtual, between the analogue and the digital. The course will be a pure exploration of the possibilities of space, through animation and creative model making and deployment of parametric modeling software, film sets and motion graphics. Software tutorials will be given as needed.
Attribute/Distribution: HU
ARCH 200 Architecture and Ideas 4 Credits
Examination of philosophical, technological, and cultural forces shaping Western architecture and urbanism. Writing intensive.
Prerequisites: ART 001 and ARCH 002
Attribute/Distribution: HU
ARCH 210 20th Century Architecture 4 Credits
History and theories of modern and contemporary architecture. Analysis of buildings, architects, theories and manifestos from the early 20th century to the present.
Prerequisites: ART 001
Attribute/Distribution: HU
ARCH 211 Architectural Drawing/Analysis and Expressions 3 Credits
This studio course is part of the Lehigh in Italy summer program and will utilize several different architectural drawing techniques to study aspects of architecture from analysis of a piazza to architecture in detail. It will employ pencil sketching, charcoal drawing, and watercolor. These drawings will act as a way of seeing the Italian urban landscape and supplement the study and analysis of the Italian architects’ contemporary work. Fulfills an art studio elective requirement.
Attribute/Distribution: HU
ARCH 212 The Architecture of Carlos Scarp/Theory and Practice 3 Credits
This course which is part of the Lehigh in Italy summer program will survey several of the Venetian architect's most famous works. Meet with architects who worked with Scarp and completed his unfinished projects. Explore thematic principles behind Scarp's work, their origin and roll in his unique process of design.
Attribute/Distribution: HU

ARCH 214 Architecture and the City since WWII 4 Credits
Architectural and urban theories and projects from 1945 to the present. Analysis of the relationship between architecture and the city.
Prerequisites: (ARCH 002 or ART 002)
Attribute/Distribution: HU

ARCH 243 Architectural Design III 4 Credits
Design principles of space and form and questions of “materiality,” "structure,” “modes of representation” and the “process of making.”
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ARCH 253 (GS 253, HIST 253) Paris: Plan of Metropolis 3 Credits
The splendor of modern Paris is due in large part to bold, large scale modernization and changes in the city's patterns during the 19th century. This course, which is part of the Lehigh in Paris summer program, will cover a century of change and focus on the major accomplishments of its visionary planners.
Attribute/Distribution: HU

ARCH 271 Special Topics in Architecture 1-4 Credits
Directed projects for advanced students in architecture or architectural criticism. Must have major standing in the department or permission of the instructor. Student must contact sponsoring professor and complete a contract sheet at preregistration.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ARCH 300 Apprentice Teaching 1-4 Credits
Supervised participation in various aspects of the teaching of a course. Transcript will identify department in which apprentice teaching was performed. Consent of department chair required. The transcript will reflect the subject area in which the teaching was done.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ARCH 311 Portfolio 1 Credit
The concept, layout, and preparation of a portfolio for graduate school application or employment search, including graphic techniques and reproduction method. Student must contact sponsoring professor.
Prerequisites: ARCH 243
Attribute/Distribution: HU

ARCH 335 Issues in Contemporary Architecture 4 Credits
Seminar on selective architectural topics from the 1960s to the present. Analysis of important architectural projects and theories. Interaction among architecture and social, economic, political and technological changes.
Prerequisites: ARCH 001 and ARCH 002
Attribute/Distribution: HU

ARCH 342 Theory of Form and Materials 4 Credits
Study of the genesis of form, its representation and its interrelationship to related artistic disciplines. Formal notions will be studied, compared and manipulated through the role of time, scale, perceptual analysis and material transformation. Consent of instructor required.
Attribute/Distribution: HU

ARCH 343 Architectural Design IV 4 Credits
The design of buildings and building groups, with the emphasis on urban design and the city.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ARCH 389 Honors Project 1-8 Credits
Repeat Status: Course may be repeated.

Art Courses

ART 001 Art and Architecture History: Ancient to Medieval 4 Credits
Survey of art and architecture around the globe, from the world's earliest artistic and architectural production through the 14th century. European, Middle Eastern, African, Asian and Central and South American works are covered. The course also serves as an introduction to the vocabulary, concepts, and methods of art and architectural history.
Attribute/Distribution: HU

ART 002 Art History: Renaissance to Present 4 Credits
Survey of art and architecture from the Renaissance through the contemporary era. Examining developments in painting, sculpture, and built environment, as well as the rise of media such as printmaking and photography, the course explores the changing form and status of the visual arts in modern culture and society.
Attribute/Distribution: HU

ART 003 Two-Dimensional Design 4 Credits
This class will present the foundations necessary to understand, discuss and create in the two-dimensional visual world. Using variety of materials and techniques and digital media, students will explore the concepts of line, form, value, texture, space and color. Required for all Architecture, Art, Art History and Design majors.
Attribute/Distribution: HU

ART 004 Three-Dimensional Design 4 Credits
An introduction to the basic elements and principles of design. Involves use of various materials to solve 3D design problems in studio and computer lab. Problem solving in variety of materials for 3D design including assemblages, models, constructions, and conceptual forms. Required for all majors in department.
Attribute/Distribution: HU

ART 007 Digital Photography I 4 Credits
Intensive work in photography as fine art using digital input and output. Lectures, demonstratons, critiques.
Attribute/Distribution: HU

ART 011 Drawing I 4 Credits
Concepts and practice of drawing, both traditional and contemporary. Includes drawing from life and an introduction to materials and techniques.
Attribute/Distribution: HU

ART 013 Sculpture I 4 Credits
Projects directed toward developing design in sculpture. Exploration of materials and their application. Emphasis on sculptural form as it relates to techniques.
Attribute/Distribution: HU

ART 015 Figure I 4 Credits
Drawing and modeling in clay from direct observation of the human figure. Fundamental principles of drawing and two- and three-dimensional design through analysis of the human form. Inclass exercises cover basic scale, proportion, structure, drawing media and techniques, and clay modeling. Emphasis on personal expression, the human figure as vehicle for narrative, abstract or formal drawings or sculpture.
Attribute/Distribution: HU

ART 034 Plein Air Painting 4 Credits
Students will paint outdoors during weekly excursions to local sites. An additional lecture and critique period will present the fundamentals of materials and technique. Summers. No prior experience required.
Attribute/Distribution: HU

ART 035 Painting I 4 Credits
Painting in oil beginning with color mixing and basic layering techniques. Students learn the basic mechanisms for creative expression. Emphasis on understanding the physical nature of the materials. Studio.
Prerequisites: ART 003 or ART 004 or ART 011
Attribute/Distribution: HU
ART 037 Survey of Printmaking 4 Credits
An introduction to the fundamentals of printmaking. Students will gain an understanding of the technical processes and the visual language of different printmaking techniques. Students examine historical approaches and context while exploring contemporary modes of expression. Students are encouraged to complete a drawing studio before taking this course.
Prerequisites: ART 003
Attribute/Distribution: HU

ART 052 Introduction to Video Recording and Editing 4 Credits
We will consider the interaction of image, sequence, motion, time and audio with video to create associative, abstract, documentary and narrative videos. Workshops in camera use, editing, concept development, lighting, sound and DVD authoring.
Attribute/Distribution: HU

ART 068 Color Theory 4 Credits
Application of color in design. Color in graphics, product, digital imaging, and all related fields of design.
Attribute/Distribution: HU

ART 069 Special Topics in Art History 1-4 Credits
Directed projects for students in the history of art or architecture. Consent of instructor required.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ART 073 Introductory Studio Practice 1-4 Credits
An introduction to the methods and techniques of studio art. Designed to acquaint the student with general studio practice, covering topics not covered in other specific studio course listings.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ART 077 The Laws of Light 3 Credits
In this course students will learn the laws of light and how to apply them to situations inside the studio and out. Course starts by exploring the physics of light through class demonstrations. Then we will use different light sources and modifiers to experiment with a wide range of lighting scenarios. We will also focus on problem solving on set, as it is vital to understand what must be achieved in camera and what can be added in Photoshop.
Attribute/Distribution: HU

ART 111 Drawing II 4 Credits
Projects in creative drawing designed to build on concepts and practices initiated in basic drawing and life drawing.
Prerequisites: ART 011
Attribute/Distribution: HU

ART 113 Sculpture II 4 Credits
Development of principles and techniques in Sculpture I. Modeling, casting, fabrication and carving. Emphasizes an approach to sculptural form and an exploration of the evolution of modern sculpture.
Prerequisites: ART 013
Attribute/Distribution: HU

ART 115 Figure II 4 Credits
Projects in figure modeling and drawing from direct observation of the human figure, designed to build on concepts and practices initiated in Figure I. Students may elect to concentrate in one particular medium, although the primary investigation of form will always incorporate both two and three dimensional work.
Prerequisites: ART 015
Attribute/Distribution: HU

ART 121 (WGSS 121) Women in Art 4 Credits
A history of women artists from Renaissance to present day, with emphasis on artists of the 20th and 21st century from a global perspective. We explore attitudes toward women artists and their work as well as the changing role of women in art world. There may be required visits to museums and/or artists’ studios.
Attribute/Distribution: HU

ART 124 (AAS 124, GS 124) Arts of the Black World 16th-20th Centuries 4 Credits
This course covers artistic practices originating in Africa that subsequently influenced countless world cultures. The material covers artistic production and theory of arts of the enslaved populations in the AnteBellum South, early African American painting through the Harlem Renaissance, the religious arts of Haiti (Vodou) and Cuba (Santeria), and contemporary production from Black Brazilian, American and European artists. Students should be prepared to attend Museums/galleries during the semester.
Attribute/Distribution: HU

ART 125 (AAS 125, GS 125) Art and Architecture of Africa from Colonial to Contemporary Times 4 Credits
This course is structured around case studies of art and architecture from early traditions up through the present. The focus is on cultural production, religious art and architecture (local as well as Christian and Muslim traditions), craftsmanship, style, materials, trade, and international exhibition of art objects in Museums. The literature draws from art historical, anthropological, and historical analyses as well as museum studies. Students should be prepared to attend Museums/galleries during the semester.
Attribute/Distribution: HU

ART 135 Painting II 4 Credits
A sustained exploration of paint media. Students concentrate on developing a body of related images using various media and approaches.
Prerequisites: ART 035
Attribute/Distribution: HU

ART 152 Experimental Animation and Video 4 Credits
An exploration of time, motion and interactivity in a series of conceptual and technical projects dealing with advanced digital imaging and nonlinear video editing. We will consider the interaction of image, sequence, motion, animation, and audio with video.
Prerequisites: ART 052
Attribute/Distribution: HU

ART 169 Special Topics in Art History 1-4 Credits
Directed projects for students in the history of art or architecture. Consent of instructor required.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ART 173 Special Topics in Studio Practice 1-4 Credits
Directed projects in art. Permission of instructor required.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ART 174 (ANTH 174, ARCH 174, CLSS 174) Greek Archaeology 4 Credits
Ancient Greek cultures from the neolithic to hellenistic periods. Reconstructions of Greek social dynamics from study of artifacts.
Attribute/Distribution: SS

ART 175 Introduction to Museum Work 4 Credits
Introduction to the world of museums, surveying theory and practice through readings and class discussions in all aspects of museums (A to Z), art galleries and art/historical management. The course combines in situ (LUAG/Museum Operation) instruction, conversations with museum professionals and hands on experience. Students complete several interactive (PB & CL) exercises/projects.
Attribute/Distribution: HU

ART 176 (ANTH 176, ARCH 176, CLSS 176) Roman Archaeology 4 Credits
Cultures of the Roman Empire. Reconstructions of social, political, and economic dynamics of the imperial system from study of artifacts.
Attribute/Distribution: SS
ART 183 (GS 183, HIST 183) France from Medieval to Modern: Soc., Pol. & Art 3 Credits
France's artistic, cultural, social, artistic and political development from early kingship and dominance of the Church in the Middle Ages to the grandeur of Versailles in the Age of Absolutism; radical transformations of culture and society during the French Revolution and advent of the Modern Nation-State; to twentieth century developments including the two World Wars, imperialism and impact of post-war globalization. Offered in summer only through Lehigh Study Abroad Office as part of Lehigh in Paris program.
Attribute/Distribution: HU

ART 213 Sculpture Workshop 4 Credits
An advanced studio emphasizing sculpture within a contemporary context. Through the exploration of various concepts, material processes and rigorous critique, the student works toward developing their own unique vision and practice.
Repeat Status: Course may be repeated.
Prerequisites: ART 013 and (DES 004 or ART 004)
Attribute/Distribution: HU

ART 215 Figure III 4 Credits
Further exploration of the human figure as the subject of art. More advanced students may elect to concentrate in either two or three dimensional representations in any media. The emphasis will be on personal interpretation and independent work with the instructor.
Prerequisites: ART 115
Attribute/Distribution: HU

ART 217 Studio Workshop 4 Credits
Studio Workshop is available to any student who has completed a first level discipline specific art studio such as Drawing I, Figure I, Painting I, Digital Photography I or Sculpture I and is designated for intermediate to advanced work in a specified medium. Course may be repeated.
Repeat Status: Course may be repeated.
Prerequisites: ART 011 or ART 007 or ART 013 or ART 015 or ART 035 or ART 052
Attribute/Distribution: HU

ART 220 Modern Art of the 20th Century 4 Credits
What was modern art, and how do we make sense of it? Modern artists revolutionized the art world of the 20th century, exploding its boundaries and conventions in ways that still challenge us today. This course explores modern art's origins and development. It offers a closer look at the leading artists, works, and debates of the period, and an introduction to the methods we use to understand and interpret them. Includes museum visits.
Attribute/Distribution: HU

ART 221 (AAS 221, GS 221) Global Contemporary Art 4 Credits
Course examines artworks from around the world c. 1980s to the present. Topics include revolutionary arts, globalization, EcoArt, postcolonial arts, phenomenological, experiential and new media arts. Global feminist projects, design/build production, graffiti and popular arts are covered regularly. International Art Biennials, exhibitions and the built environment are featured. Art Theory is explored through iconographic, formal and contextual (political, social, financial) analysis. Movements are situated in historical frameworks as well as in their international scope and value. Writing Intensive.
Attribute/Distribution: HU

ART 222 Seminar in Art History 4 Credits
In this seminar students undertake sustained and focused study of select themes and topics from the history of art. Particular attention is devoted to learning the methods, theories, and research practices that art historians use to interpret and understand art. Seminar topics change annually.
Repeat Status: Course may be repeated.
Prerequisites: ART 002 or ART 001
Attribute/Distribution: HU

ART 223 Writing Your Way Into the Arts 2,3 Credits
A seminar course designed to build proficiency in the writing of personal statements, application materials, and portfolio narratives for students who are considering careers, internships, and graduate studies in the visual, performing, and creative arts or related fields. Specifically useful for juniors and seniors preparing for future opportunities after graduation. Writing intensive.
Attribute/Distribution: HU

ART 227 (LAS 227) Latino Visual Arts and Culture in American Art 4 Credits
Because art has no country, but the artist does, is contemporary art a product of globalization? Is Latino and Latin American art, culture and art criticism a nationalistic platform of cultures. Who's who in the current Latino and Latin American art world? Students will utilize works from the university (LUAG) collection and/or research and interview a contemporary artist at his or her studio (if possible) for essays or media projects.
Attribute/Distribution: HU

ART 228 (LAS 228) Photography as Contemporary Art 4 Credits
A history of photography in an in-situ class, at the LUAG Teaching Collection Visual Laboratories and Integrated Open Storage classroom. The course will explore the power of photographs as a dominant 21st Century universal visual art form, emphasizing Latino and Latin American photography. The students will progressively work their way through today's explosive array of digital, one channel video, photobase and conceptual discourses of our remix culture through evolutionary image-making of the 20th and 19th Century, and the uses of photographic processes that have enriched our perceptions and our world. Readings, group discussions and individual research. The course will conclude with a final project/paper: a one figure or theme paper and a small group/team project (to be determined later). This will constitute the transformative approach to study the state of photography today.
Attribute/Distribution: HU

ART 229 Special Topics in Art History 1-4 Credits
ART 229. Special Topics in Art History (1-4) Directed projects for advanced students in the history of art or architecture. Consent of instructor required.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ART 273 Special Topics in Studio Practice 1-4 Credits
Individually directed projects for advanced students capable of undertaking independent creative work in studio art. Consent of instructor required.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

ART 275 Museums: Research, Collections Management and Exhibition Planning 4 Credits
Theory and practice in contemporary museums and galleries through readings and class discussion. Practicum at the LUAG/Museum Operation dealing with care of museum collections, collection management, intellectual and practical tasks of preparing and communicating through exhibitions, and the professional responsibilities of the curator and curatorial staff. Students will complete a number of exercises and a research report or equivalent.
Repeat Status: Course may be repeated.
Prerequisites: ART 175
Attribute/Distribution: HU

ART 276 Museums: Education, Communication and Exhibition Design 4 Credits
Theory and practice in contemporary museums and galleries through readings and class discussions. Practicum in the LUAG/Museum Operation dealing with design and installation of exhibitions; educational programming and the community; organization, principles of management and strategic planning; museum advocacy. Students complete a number of exercises and a research report or equivalent.
Prerequisites: ART 175
Attribute/Distribution: HU
ART 277 Digital Photography II 4 Credits
An opportunity to produce a unified body of work and to explore digital photography on a deeper level with an emphasis on conceptually driven images. Experimental process encouraged.
Repeat Status: Course may be repeated.
Prerequisites: ART 007
Attribute/Distribution: HU

ART 300 Apprentice Teaching 1-4 Credits
Repeat Status: Course may be repeated.

ART 317 Departmental Capstone 4 Credits
Departmental Capstone is offered to seniors and qualified juniors and is taught collectively by the departmental faculty. Students focus on understanding and articulating their own interests and vision through research, written work, creation of new works of art, and critique. Instructor permission required.
Repeat Status: Course may be repeated.

ART 350 Special Topics in Graphic Design and Theory Seminar 1-4 Credits
Current topics in graphic communication theory and practice. Will cover preparation, production, and formulation of individual portfolio. Selected readings and discussions in professional ethics as well as legal issues in the field will be covered.
Repeat Status: Course may be repeated.
Prerequisites: ART 253 or DES 253

ART 356 Advanced Seminar in Art History 4 Credits
In this upper level seminar, students undertake advanced study of select themes and topics from the history of art. Special emphasis is accorded to the practical application of art historical methods, theories, and research practices. Students pursue advanced research projects related to the seminar topic, which changes annually.
Prerequisites: ART 001 and ART 002 and ART 220

ART 370 Special Topics in Museum and Curatorial Studies 1-4 Credits
Special project and/or internship for graduate and advanced undergraduates.
Repeat Status: Course may be repeated.
Prerequisites: ART 275 or ART 276

ART 373 Studio Art Internship 1-4 Credits
Practical in-field experience in an artist's studio or art-related apprenticeship opportunity. Requires approval a semester in advance by instructor and host organization.

ART 375 Museum Internship 1-4 Credits
Internship under professional supervision in all areas of museums and/or related organizations, regionally, nationally or abroad in well established or accredited institutions. Students must initiate contact/application. A contractual agreement or letter of acceptance is required. Consent of department required.
Prerequisites: ART 276 or ART 275

ART 389 Honors Project 1-8 Credits
Repeat Status: Course may be repeated.

DES 033 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 design, 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.

DES 078 (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 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.

DES 087 (THTR 087) 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 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
Techniques, materials, and methods of designing sound for theatrical production.
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.
Attribute/Distribution: HU

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.
Attribute/Distribution: HU

DES 189 (THTR 189) Costume Design 4 Credits
An introduction to the art and practice of costume design for the theatre. Script analysis, research, and rendering techniques. Students will develop a sense of the dramatic while creating a portfolio of costume designs.
Attribute/Distribution: HU

DES 240 Product Design III: Materials to Market 4 Credits
In this advanced level studio students will research fabrication techniques and materials, develop ideas into prototypes, outsource production and sell their designs in a competitive retail market. This course confronts the financial realities of being an independent designer while offering an opportunity to create innovative and desirable domestic products.
Prerequisites: DES 040
Attribute/Distribution: HU

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

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
Attribute/Distribution: HU

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.
Attribute/Distribution: HU

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.
Attribute/Distribution: HU

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.
Attribute/Distribution: HU

DES 300 Apprentice Teaching 1-4 Credits

DES 311 Design Portfolio 1-4 Credits
The concept, layout, and preparation of a portfolio for graduate school application or employment search, including graphic techniques and reproduction method. Student must contact sponsoring professor.
Repeat Status: Course may be repeated.
Prerequisites: DES 240 or DES 253

DES 348 Furniture Design III 4 Credits
Advanced fabrication, contemporary art issues and furniture history.
Prerequisites: DES 248
Attribute/Distribution: HU
DES 370 Special Topics in Design 1-4 Credits
Current topics in design, with selected readings, discussions, and studio work as required. Must have completed two 100-level Design courses. Consent of department required.
Repeat Status: Course may be repeated.
Attribute/Distribution: HU

DES 375 Design Internship 1-4 Credits
Practical experience following apprenticeship model. Requires approval of instructor and host prior to beginning of the term, with a memorandum of understanding outlining student work responsibilities and educational objectives for the experience.
Repeat Status: Course may be repeated.
Attribute/Distribution: ND

DES 385 Fusion: Design Practice 4 Credits
Fusion offers students the opportunity to apply graphic design skills to a wide variety of real world projects. Run as a design agency, students work in teams, interact with clients, explore the creative process and gain valuable experience. Design assignments include branding & Identity, poster & promotion design, exhibition design, and a multitude of other opportunities, including interdisciplinary and self-initiated design projects. The focus is on strategic design thinking, project management and collaborative teamwork.
Repeat Status: Course may be repeated.
Prerequisites: DES 053
Attribute/Distribution: HU

DES 387 (THTR 387) Scenography II 4 Credits
Advanced projects in theatrical design. Portfolio readiness and resume preparation.
Prerequisites: (THTR 087 or DES 087) and (THTR 186 or DES 186 or THTR 188 or DES 188 or THTR 189 or DES 189)
Attribute/Distribution: HU

DES 389 Honors Project 1-8 Credits
Repeat Status: Course may be repeated.