

SCHOOL OF DESIGN (SODN)

SODN1011 | Foundation Studio | Lecture/Studio (5 Credits)

Foundation Studio explores design problems and solutions through the understanding of the design process. Emphasis is placed on design thinking, making, and technical, spatial and conceptual composition. Develop effective design solutions through the exploration of fundamental design principles and processes.

SODN1012 | Design Representation | Lecture (3 Credits)

Design Representation is an introduction to methods of visual graphics and the basic tools and skills needed to develop professional presentations. Develop an understanding of analog and digital tools, composition, visual narrative, and verbal and visual communication.

SODN1014 | Industry & Profession | Seminar (1 Credit)

Industry and Profession explores the history, structure, and organization of design practices. Discover and develop communication and collaborative skills along with an appreciation and understanding of the unique roles of design disciplines.

SODN1021 | Drafting Studio | Lecture/Studio (5 Credits)

Drafting Studio introduces the tools, techniques, and principles of architectural drawing through hand and computer-aided methods. Emphasis is placed on architectural representation, technical agility, design standards, and spatial relationships. Communicate design intent through a small-scale design project.

Prerequisite(s): SODN1011

SODN1022 | Packaging Design | Lecture (3 Credits)

Packaging Design explores the creation and design of a product enclosure for the retail environment. Learning is focused on marketability, brand expression, structural application, materials, surface elements, and sustainability.

SODN1023 | Design Principles | Lecture (3 Credits)

Design Principles introduces the fundamental processes and concepts of design thinking and making used in the development of design projects. Explore 2D and 3D space through experimentation, hands-on projects, and iterative making to achieve design outcomes.

SODN1502 | 3D Concepts | Seminar (1 Credit)

Introduction to critical thinking methods as they relate to creative problem solving, using basic elements and principles of design. Explore the design process to create visual responses to abstract concepts.

SODN2012 | BIM Modeling | Lecture (3 Credits)

BIM Modeling introduces Building Information Modeling (BIM) concepts, practices, and drafting techniques. Explore virtual architectural environments that aid in the creation of construction documents and design presentations.

Prerequisite(s): SODN1021

SODN2013 | Detailing | Lecture (3 Credits)

Detailing examines an introduction to construction practices, specifications, fabrication, and appropriate use of materials through sketching, hand-drafting, and computer-aided modeling. Explore the relationship between design intent, craft, and the execution of built work.

SODN2014 | UX/UI Design | Lecture (3 Credits)

UX/UI Design examines the technology, processes, and tools that define digital experiences and interaction between the end user and the product. Learning focuses on how User Experience (UX) and User Interface (UI) design enhance engagement, understanding, and experience through digital product aesthetics and functionality.

SODN2022 | Lighting Design | Lecture (3 Credits)

Lighting Design explores the properties, aesthetic qualities, and technical considerations of artificial and natural light. Examine function, interaction, and lighting controls to enhance interior and exterior environments.

SODN2023 | Portfolio Design | Lecture (3 Credits)

Portfolio Design explores personal brand, visual identity, and professional portfolio through self-reflection, research, ideation, and assessment. Curate and compose current design work, focusing on selection, organization, and presentation for professional career goals.

Prerequisite(s): EGDN2011, Or IARC2011, Or MDES2120, Or ARCH2011

SODN3012 | Sustainable Design | Lecture (3 Credits)

Sustainable Design explores environmental factors and sustainable design strategies through the use of performance assessment tools and metrics. Learning focuses on material, product, and life-cycle with an emphasis on reducing environmental impact and maintaining healthy environments.

SODN3014 | Surface Design | Lecture (3 Credits)

Surface Design explores patterns, color enhancements, and visual problem-solving through traditional and digital techniques. Learning focuses on brand expression, marketability, and production techniques.

SODN3015 | Design Communication | Seminar (1 Credit)

Design Communication explores the skills and techniques of professional presentation and communication. Develop verbal and visual presentations that effectively describe design intent.

SODN3021 | Branding Studio | Lecture/Studio (5 Credits)

Branding Studio explores the communication of visual elements and brand strategy across a project experience. Emphasis is placed on typography, color, visual language, and brand expression. Explore brand through scale, material, technology, and user interaction.

Prerequisite(s): EGDN3011 Or PRDN3011

SODN3022 | Furniture Design | Lecture (3 Credits)

Furniture Design explores aesthetic, ergonomic, and functional issues related to the creation of custom furniture. Learning focuses on responsive design solutions through research, prototyping, and use of materials to develop a personal design approach to designing and making furniture.

SODN3023 | Universal Design | Lecture (3 Credits)

Universal Design explores the legal and ethical responsibility that designers have in the creation of furnishings, objects, spaces, and environments. Learning focuses on ergonomics, anthropometrics, social factors, standards, and regulations and how they impact life safety.

SODN3024 | 2D Design | Seminar (1 Credit)

2D Design explores geometry, form, and patterning through research and hands-on exploration. Discover and develop visual and verbal communication skills for describing 2D forms.

SODN4012 | Design Research | Lecture (3 Credits)

Design Research focuses on the tools, methods, and skills needed to develop and frame the Capstone Studio project. Learning focused on data collection, interpretation, analysis, and synthesis of a comprehensive design brief used to guide the Capstone Studio project through research.

SODN4013 | Designing Careers | Lecture (3 Credits)

Designing Careers prepares students to navigate the professional working environment upon graduation. Learning focuses on enhancing job readiness, career options, refining portfolio, professional communication, personal brand, and networking opportunities.

Prerequisite(s): ARCH4021, Or SODN3021, Or IARC3021

SODN4014 | 3D Design | Seminar (1 Credit)

3D Design explores form through material exploration and experimentation. Develop design solutions using analog and digital tools, composition, prototyping, and visual communication.

SODN4015 | Capstone Research | Lecture (3 Credits)

Capstone Research focuses on the tools, methods, and skills needed to develop and frame the Capstone Studio project. Learning focuses on data collection, interpretation, analysis, and synthesis of a comprehensive design brief used to guide the Capstone Studio project through research.

SODN4024 | 4D Design | Seminar (1 Credit)

4D Design explores the language of design, user experience, and interaction with motion, sounds, and interfaces. Develop design solutions that are influenced by 2D and 3D principles.