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New England School of Art and Design

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THE
NEW ENGLAND
SCHOOL OF ART
& DESIGN

28 NEWBURY STREET / BOSTON / MASSACHUSETTS 02116



Course Descriptions / Class Schedule 1987-88

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GENERAL INFORMATION

Course Codes

Within each Department courses are listed sequentially according to the assigned course code. In general, courses with even numbered course codes are offered during the Fall Semester and courses with odd numbered course codes are offered during the Spring Semester. Courses with course codes consisting of two numbers (e.g. G10,11) will run for both Fall and Spring Semesters (i.e. the full school year).

Course Format

Information regarding instructor, semesters offered, credits, duration and frequency of class meetings, and class times is listed with each course description.

Prerequisites

Where applicable, specific course prerequisites are listed with individual course descriptions. Most courses in the Departments of Graphic Design, Interior/Environmental Design, Fashion Illustration and Fine Arts have as a prerequisite the completion of the Foundation Program or its equivalent. Exceptions to this provision may be made only with the permission of the course instructor and the appropriate Major Department Chairman. Courses listed under the Foundation Department have no specific prerequisites (except where noted) other than normal admissions requirements. Eligibility for registration in Major Department courses with specific prerequisites requires that a grade of C or better be earned in the prerequisite course.

Departmental Requirements

For information regarding course requirements within each Department, please see *Departments/Course Requirements*, in the General Catalogue.

Course Offerings

Course offerings, content and format are subject to change, alteration or deletion in accordance with changing needs, course enrollment and the availability of qualified instructors. All such changes are subject to the approval of the Commonwealth of Massachusetts, Department of Education.

FOUNDATION DEPARTMENT

The completion of the Foundation Program or its equivalent is a prerequisite for entry into any of the Major Programs. Courses listed under the Foundation Department are first year courses and are not ordinarily elective for students enrolled in any of the Major Programs. However, part-time students, transfer students lacking specific courses and students required to repeat courses may elect courses from this list.

B02

Drawing Foundations I: Observational Drawing

Audrey Goldstein, Gabrielle Barzagli

This is a basic drawing course which will focus on the process of drawing from an observed situation—that is, making drawings of something that is seen, be it an object, a still-life or an environment. The course will approach drawing from a point of view which will emphasize accurately recording that which is observed and will introduce students to the concepts and procedures necessary for generating such drawings. Assignments and exercises will be aimed at developing three basic abilities: 1) Perceptual acuity—the ability to see accurately. 2) Motor control skills—the ability to get the hand (with the pencil) to go where you want it to. 3) Tool use and handling—the ability to use drawing tools proficiently and comfortably. The development and coordination of these three basic abilities will enable the student to generate drawings that correspond accurately with the observed world. That is the primary objective of the course.

fall semester, 2 credits

two 2 hour meetings per week

section 1: Mon. 9:00-11:00 AND

Wed. 9:00-11:00 (Goldstein)

section 2: Mon. 11:30-1:30 AND

Wed. 11:30-1:30 (Goldstein)

section 3: Mon. 2:30-4:30 AND

Wed. 2:30-4:30 (Barzagli)

B04

Drawing Foundations II: Drawing Systems

Linda Brown

This basic drawing course will focus on the various systems, methods and techniques which can be used to convey form and spatial information on a two-dimensional drawing surface. The course will approach drawing from a point of view which emphasizes accurately conveying information about the form of an object and the spatial relationships of one object to another, and will explore the variety of languages or systems which the artist may choose from to convey this kind of information. For example, a cross-contour system of lines can be used to describe the surface of an object, or the same object can be subjected to a light source and its form expressed in terms of light and shadow (chiaroscuro). Yet another possible approach would be to convey the form of the object as a function of uniform steps in space (topographical). This course will introduce students to these and other

drawing systems and through assigned problems will develop a familiarity with each. In addition, the course will present specific techniques such as cross-hatching, pointillism and line-weight control which can be used within the drawing systems being studied. By learning to understand the various drawing systems and the particular aspects of form and space which they emphasize, the student will be better prepared to choose a system appropriate to the desired results.

fall semester, 2 credits

two 2 hour meetings per week

section 1: Mon. 9:00-11:00 AND

Thurs. 9:30-11:30

section 2: Mon. 11:30-1:30 AND

Thurs. 3:00-5:00

section 3: Mon. 2:30-4:30 AND

Thurs. 12:30-2:30

B05

Representational Drawing

prerequisite: B02

Linda Brown

The aim of this course is to establish proficiency in the skills involved in representational drawing and a corresponding refinement in the use of drawing materials. Attention will be given to strong resolution of problems and the quality of "finish" in drawings. In addition the issues of interpretation and expression within a representational context will be introduced. Materials to be used will include various artist's pencils, drawing pens and ink, and pastels.

spring semester, 2 credits

two 2 hour meetings per week

section 1: Mon. 9:00-11:00 AND

Thurs. 9:30-11:30

section 2: Mon. 11:30-1:30 AND

Thurs. 3:00-5:00

section 3: Mon. 2:30-4:30 AND

Thurs. 12:30-2:30

B07

Life Drawing I

prerequisite: B02

Audrey Goldstein, Gabrielle Barzagli

An introductory course in drawing the human figure which will emphasize learning to judge proportions accurately and, through the use of basic drawing skills, developing a basic proficiency in adapting the three-dimensional reality of the figure onto the two-dimensional surface of the paper. The class will develop an understanding of anatomy and its influence on surface structure and form in order that the student may be better equipped to deal with both the observation and drawing of the model. It is the interaction of the figure observed and the process of drawing that observation that is the focus of this course. Use of an anatomical text and study of the drawing of past artists will aid the student in understanding the processes involved. Materials to be used will include charcoal, pencils, ink, chalks.

spring semester, 2 credits

two 2 hour meetings per week

section 1: Mon. 9:00-11:00 AND

Wed. 9:00-11:00 (Goldstein)

section 2: Mon. 11:30-1:30 AND

Wed. 11:30-1:30 (Goldstein)

section 3: Mon. 2:30-4:30 AND

Wed. 2:30-4:30 (Barzagli)

B08

Introduction to Lettering I

David Forman

This course is an introduction to letters as graphic symbols, tracing their development from Imperial Roman Capitals to modern type faces. Students will become familiar with the traditional tools and materials used in hand lettering while developing skill in Roman and Italic letter forms. They will also explore the way in which weight, structure and spacing affect visual texture and readability through a series of design problems using both traditional and contemporary approaches.

fall or spring semesters, 1 credit

one 2 hour meeting per week

section 1: Wed. 11:30-1:30 (fall only)

section 2: Wed. 2:30-4:30 (fall or spring)

B22
Painting Foundations I

Bill Maynard, Harry Bartnick

This is a basic painting course which will introduce students to the basic procedures, tools and materials necessary for oil painting. Through a series of structured exercises and problems the student will learn sound technical approaches to the use of these media while exploring the surface, tactile and optical qualities of paint. Assignments will range from the representational to the abstract in order to encourage and foster basic proficiency in the handling of the form, spatial and plastic aspects of painting.

fall semester, 1.5 credits

one 3 hour meeting per week

section 1: Tues. 10:00-1:00 (Bartnick)

section 2: Wed. 10:30-1:30 (Maynard)

section 3: Fri. 10:00-1:00 (Bartnick)

B23
Painting Foundations II
prerequisite: B22

Bill Maynard, Harry Bartnick

Building upon the experiences of *Painting Foundations I*, this course is aimed at establishing competence in the utilization of acrylic and watercolor media in conveying form and spatial information. Through both portrait and still life situations the special properties of these media will be explored. Watercolor will be introduced to familiarize the student with the qualities inherent in transparent painting media.

spring semester, 1.5 credits

one 3 hour meeting per week

section 1: Tues. 10:00-1:00 (Bartnick)

section 2: Wed. 10:30-1:30 (Maynard)

section 3: Fri. 10:00-1:00 (Bartnick)

B30
Color I: Principles & Techniques
Harry Bartnick

The study of color is supportive of all other studio disciplines and is a vital prerequisite to any other visual medium. We will approach the study of color through the medium of paint. In this way the student can create and modify the ranges of hue, value and color strength, and apply this experience directly to any other color medium. For this reason, a large segment of the color course is given to mastering color/paint mixing and paint application. Other areas of study include: color 'chords' based on the geometry of the color circle; mixing near-grey tones from complements; harmony of analogous colors; contemporary and traditional views of color proportion; color gradation; temperature contrasts as a means of suggesting space, light, and shadow; the effect which context has on color perception. The student's response through outside homework is of primary importance and will be reviewed in terms of the degree of comprehension and involvement as well as excellence in craft and presentation.

fall semester, 1.5 credits

one 3 hour meeting per week

section 1: Tues. 2:00-5:00

section 2: Thurs. 9:00-12:00

section 3: Fri. 2:00-5:00

B31
Color II: Image & Design
prerequisite: B30
Harry Bartnick

This second semester course in color will take the student into more diverse areas of color exploration. Included will be: creation of spatial illusion through color; representation of the qualities of color through three-dimensional models; phenomena of light transmission, reception and perception; investigation of other color media including direct light (additive color), transparent and projected color. Also covered will be the psychological aspects of color and a study of both past and present views on the use of color in art.

spring semester, 1.5 credits

one 3 hour meeting per week

section 1: Tues. 2:00-5:00

section 2: Thurs. 9:00-12:00

section 3: Fri. 2:00-5:00

B34
Basic Design I: Visualization & Process
Michael Brodeur

The ultimate goal of this course is to develop on the part of the student an understanding of and basic proficiency in the logic and structure of two-dimensional organization. All visual communications consist of the various elements of the visual language (i.e. line, value, shape, texture, color, etc.), and to form an effective communication the divergent elements must be successfully combined resulting in a unified whole. This course will introduce the student to the constituent elements of this language and will provide the principles of organization by means of which the student can successfully create unified and exciting visual statements. Exercises and outside assignments will progress from the simple to the more complex in order to enable the student to handle the variables involved. Emphasis will be placed upon the "designing process" and various visualization techniques utilized in the development of solutions to problems of visual communication. In addition, basic tools, media and technical skills necessary for effective visual communication will be introduced.

fall semester, 2 credits

two 2 hour meetings per week

section 1: Mon. 9:00-11:00 AND

Thurs. 12:30-2:30

section 2: Mon. 11:30-1:30 AND

Fri. 11:30-1:30

section 3: Mon. 2:30-4:30 AND

Thurs. 3:00-5:00

B35
Basic Design II: Application & 3-D Principles
prerequisite: B34
Michael Brodeur

A continuation of *Basic Design I*, this course will emphasize the application of principles, studied during the first semester in abstract terms, to a variety of applied situations ranging from the functional to the expressive. This course will also expand the principles of organization from the flat two-dimensional surface into the area of three-dimensional space and form. Additional tools and materials will be introduced throughout the semester. The student will also be encouraged to apply his/her developing critical faculties to the practical problem of analyzing and critiquing artwork.

spring semester, 2 credits

two 2 hour meetings per week

section 1: Mon. 9:00-11:00 AND

Thurs. 12:30-2:30

section 2: Mon. 11:30-1:30 AND

Fri. 11:30-1:30

section 3: Mon. 2:30-4:30 AND

Thurs. 3:00-5:00

B40
Pictorial Space I: Perspective
Michael Brodeur, Ross Horrocks

Perspective is a system of contour control developed at the beginning of the Renaissance which enables the artist to create a naturalistic illusion of three-dimensional space on a flat surface. The course will introduce the principles and practices of perspective and explore the relationship that these concepts have to the development of images from imagination, observation and plans. Both freehand and mechanical processes will be covered in the development of images where the student's primary focus is the effective control of the illusion of space.

fall semester, 2 credits

two 2 hour meetings per week

section 1: Tues. 2:00-4:00 AND

Fri. 9:00-11:00 (Brodeur)

section 2: Tues. 9:00-11:00 AND

Fri. 11:00-1:00 (Horrocks)

section 3: Tues. 11:30-1:30 AND

Fri. 2:00-4:00

B41**Pictorial Space II:
20th Century Art Movements
Michael Brodeur**

From the Renaissance through the 19th century artists created images that conveyed the illusion of three dimensions. Beginning in the late 19th century, however, and with accelerating pace and interest in the 20th century, artists began to experiment with alternative spatial systems. This course is designed to give students a 'hands-on' familiarity with 20th century art movements such as cubism, neoplasticism, abstract expressionism and others that undertook important experiments with the nature of space.

spring semester, 1 credit**one 2 hour meeting per week****section 1: Tues. 9:00-11:00****section 2: Tues. 11:30-1:30****section 3: Tues. 2:00-4:00****B50A****Foundation Computer Graphics
Steve Gildea**

Foundation Computer Graphics is a course designed to give all NESAD students a basic understanding of computers and their use as a graphic medium. In addition to graphics assignments students will learn the vocabulary of computer graphics and DOS, knowledge which is applicable to many different computer systems. Field trips and presentations of graphics done with advanced computer graphics systems will provide a broad knowledge of the discipline.

fall or spring semester, 1 credit**one 1 hour meeting per week****section 1: Tues. 11:00-12:00 (fall or spring)****section 2: Tues. 12:30-1:30 (fall or spring)****section 3: Wed. 11:30-12:30 (spring only)****section 4: Wed. 1:00-2:00 (spring only)****B70A,71A****Ideas of Western Art I & II
Charles Giuliano**

This is a two semester lecture course designed to acquaint the student with the major concepts and ideas of Western art. The role of the artist within a cultural context will be explored as it relates to the image making process. Emphasis will be placed on the interplay of the ideas of the past with the image making process of our contemporary society. The objective of this course is to provide a path by means of which the student may take the ideas and lessons extracted from the study of art history and turn these ideas into meaningful insights that are utilized in the studio.

fall and spring semesters**1.5 credits per semester****one 1.5 hour meeting per week****section 1: Thurs. 10:00-11:30****section 2: Thurs. 12:30-2:00****section 3: Thurs. 3:00-4:30****B80****Seminar
Faculty and Guests**

A series of lectures, discussions and demonstrations by faculty members and guest speakers which is designed to expose the first year student to the career objectives of the Major Programs in order that an informed choice of a major field of study may be made at the end of the Foundation year.

fall or spring semester, .5 credit**one 1 hour meeting per week****Wed. 9:30-10:30****GRAPHIC DESIGN DEPARTMENT****G04****Reprographics
Christine Hardiman**

This course is designed to familiarize students with a wide range of graphic arts processes through the study and practice of various methods involved in preparing original art (drawings, designs, photographs) for reproduction and printing. A major emphasis will be placed on learning to operate and control the photostat camera with a variety of image-receiving materials (films, papers, etc.). The course will also include an in-depth introduction to the half-tone through exercises with several types of contact screens (e.g. elliptical dot, line, mezzotint, etc.). Proofing systems such as 3M color-key and chromatek color transfers will also be used throughout the course, thus providing the student with valuable practical skills.

fall or spring semester, 1.5 credits**one 3 hour meeting per week****section 1: Tues. 2:00-5:00****section 2: Thurs. 1:00-4:00****G06,07****Graphic Design Production
Christine Hardiman**

The principles and techniques used in the development of art work from design through to final printing. Layout, comprehensive, paste-up and mechanical preparation will be considered in relation to the various printing media. Field trips and lectures by individuals employed in the various areas of the graphic design production field will familiarize the student with a wide variety of techniques and operations. Also included will be an introduction to practical business aspects such as making estimates, quotations and contracts and adhering to a realistic schedule.

fall and spring semesters**1 credit per semester****one 2 hour meeting per week****section 1: Wed. 9:00-11:00****section 2: Wed. 11:30-1:30**

G08,09**Production Workshop**

prerequisite: G06,07

Joe Eiler

This course will stress the practical application of the principles and techniques developed in *Graphic Design Production*. Emphasis will be placed on increasing sophistication in the use of tools and materials and increasing refinement in terms of the speed and accuracy of their application. Where possible, design problems encountered in other courses will be followed through to production stage and examined for practicability.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

Fri. 1:30-4:30

G10,11**Typography for the Designer**

Laura Golly, Steve Lyons

The study and practical application of typography and typographic design as they relate to clear communication by the graphic designer. Major areas of study will include: the history and evolution of alphabets and type faces; typographic terminology; type classification and identification; copyfitting; type selection and specification; typesetting equipment and technology; typographic design and legibility. The aim of this course is to develop in the student an awareness of the enormous impact typography has on design. In addition, the course seeks to develop practical skills which will allow the student to intelligently discuss, select, order and evaluate type and its appropriateness to a given task. Students in this course will also learn about modern computerized typesetting equipment and may have class projects set in type.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

section 1: Wed. 9:00-11:00 (Lyons)

section 2: Wed. 11:30-1:30 (Lyons)

section 3: Wed. 2:00-4:00 (Golly)

G12,13**Advanced Typography**

prerequisite: G10,11

Virginia Just

A senior level course designed to reinforce and refine the skills developed in *Typography for the Designer*. It is the goal of this course to help the student understand that typography is an integral part of any design/advertising solution. Thus the course will involve projects relating directly to other Senior level courses such as *Advertising Design II* and *Graphic Design II*. Assignments will involve work in areas such as newspapers, magazines, billboards, packaging and tabular material such as charts and coupons.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

Thurs. 9:00-12:00

G14**Introduction to Computerized Typesetting**

Kathy Murray, Jessee Carter

This course will provide an intensive, in-depth introduction to the practical use, operation and application of computerized typesetting equipment. Hands-on time with computerized typesetting equipment (the School's Compugraphic MCS Powerview 10/8000 system) will form an integral part of the course and students will execute actual composition exercises throughout the course. In addition to covering typesetting functions the course will include lessons in computerized editing and file management. Basic typesetting terminology, conventional rules of typography, and typeface classification and recognition will also be discussed. In order that students may have sufficient time to use the equipment enrollment will be limited to six persons.

fall or spring semester, 2 credits

one 1 hour class and one 2 hour

lab per week

section 1: Wed. 2:00-5:00 (Murray)

section 2: Fri. 9:30-12:30 (Carter)

G24**Illustrating for Publications**

Bonnie Dann

This course is designed for students who are considering a career in illustration. We will concentrate on editorial or publishing assignments and try to simulate the professional working process from the time the illustrator receives the manuscript to the time the piece goes on press. Emphasis will be placed on developing the ability to create powerful, effective illustration within a set of guidelines and restrictions. For each assignment the student will receive a manuscript, a layout and color restrictions or specifications. We will discuss methods of interpreting the manuscript to develop visual ideas. We will shoot 35mm photographs to use as reference. The students will present sketches to the class and accept input from others in the class functioning as art directors would. We will discuss printing reproduction methods and the potential problems specific pieces could have. The finished pieces from this class will be the beginning of a professional illustrators portfolio.

fall or spring semester, 1.5 credits

one 3 hour meeting per week

Fri. 1:30-4:30

G26,27**Illustration I**

Dorothea Sierra

In this course students will learn to work in a variety of media used in professional illustration. The markets available to the illustrator and what media are appropriate for a specific market will be discussed. The course will concentrate on developing the ability to draw real objects and real people, often from a client's specifications. Illustrating from a manuscript or from a layout will also be included. Several free projects will be included in the course, but the main emphasis will be learning the skills necessary for meeting a client's specific illustration needs.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

section 1: Mon. 11:00-1:00

section 2: Mon. 2:00-4:00

G28**Applied Illustration****prerequisite: G27****Instructor to be announced**

This senior level course will concern itself with the preparation of illustrations for specific markets within the advertising, graphic design and publishing fields. Areas covered will include illustration for trade and textbooks, newspapers, consumer and trade magazines, catalogues and brochures, and a range of advertising applications (products, people, issues, etc.). Special emphasis will be placed on developing proficiency in a wide variety of media (pencil, pen and ink, watercolor, airbrush, stipple) and on learning different methods of preparing artwork for reproduction. Developing a style appropriate to a particular market will be stressed throughout the course and an important feature of the course will be guest lectures and critiques from professional illustrators and artists' representatives. Also included will be such practical considerations as the role of the art director in buying illustrations, working with a representative, developing a "clip file", and shooting polaroid photos for quick reference.

**fall or spring semesters, 1.5 credits
one 3 hour meeting per week
Mon. 2:00-5:00**

G30**Professional Illustration Seminar****prerequisite: G27****Dorothea Sierra and Guest Illustrators**

The student enrolled in this course will have the opportunity of working with visiting professional illustrators from the Boston area. Each guest illustrator will give an assignment relevant to their expertise. In a period of four weeks the development of concept, technique, professionalism and execution will be emphasized.

**fall or spring semester, 1.5 credits
one 3 hour meeting per week
Wed. 2:00-5:00**

G32,33**Editorial Graphics****Ed Germano**

This course will consist of the study and practice of newspaper and magazine editorial art. Areas considered will include the editorial cartoon, the editorial illustration and news illustrations. Assigned problems will be based on current news developments and on earlier events which still have an effect on contemporary life. Idea research, a creative approach to the problem, layout skills, production knowledge and a familiarity with the purposes of the publication will be stressed.

**fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Thurs. 9:00-12:00**

G36**Marker Rendering****Jamie Aromaa**

This course offers basic instruction in the proper use and technique of rendering with black and white and colored felt-tip markers as applied to advertising layout and design. The objective of this course is to instruct students in how to quickly and effectively render illustration, photography and lettering for layout purposes.

**fall or spring semester
one 2 hour meeting per week
Tues. 11:00-1:00**

G38,39**Techniques & Concepts of Illustration****prerequisite: F03, or instructor permission
Bonnie Dann**

The first semester of this course will be an advanced extension of *Drawing Techniques II* (F02,03). Assignments utilizing various media will be given, but the character of assignments will be much more clearly related to editorial forms of illustration. The concept of translating a verbal idea into a viable visual image while attaining a level of finish worthy of publication is the goal of the first semester. In the second semester assignments will be fewer and each will be treated as finished artwork for publication. Students will have more freedom to pursue individual stylistic and media responses to problems. Class discussions, slide presentations and guest lecturers will offer information regarding the variety of opportunities open to skilled illustrators.

**fall and spring semester, 1.5 credits
one 3 hour meeting per week
Tues. 2:00-5:00**

G40,41**Graphic Design I****Marsha Hewitt**

Emphasizing the creative process from thumbnail sketch to comprehensive, this course will introduce the student to the language, tools and techniques used by the professional graphic designer. Attention will be paid both to conceptualization and presentation in solving design problems, including logos, posters, brochures and mailers. As a survey and overview of graphic design, a goal of the course is to provide the student with sufficient information to allow him or her to choose an area of concentration at the senior level.

**fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
section 1: Mon. 10:00-1:00
section 2: Mon. 2:00-5:00**

G46,47**Package Design****prerequisite: G41, G55****Uldis Purins**

This course will cover both the creative and practical aspects of designing for packages, and will stress the importance of three-dimensionality. The restrictions and requirements of a number of package types (including boxes, polybags, cans, plastics, blister cards) will be examined. Emphasis will be placed on the effective use of typography, photography, illustration and color in a three-dimensional format. Also studied will be basic aspects of marketing: the logic behind a design, product positioning, competitive brands, audience appeal, etc.

**fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Mon. 10:00-1:00**

G48,49**Graphic Design II: Print****prerequisite: G41****Stephen Lyons**

A senior level course for students majoring in Graphic Design, this course will emphasize creative solutions to a variety of typically encountered professional design problems. Areas covered will include design for catalogues, posters, brochures and product sheets. Class time will be divided between lectures, critiques and in-class work.

**fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Tues. 10:30-1:30**

G50**Basic Publication Design****Jean Hammond**

A course in beginning book and magazine design for graphic designers which will focus on the skills necessary to create a text page. Topics covered will include the use of the haber rule, understanding picas, the importance of leading, and what type faces are suitable for text and display. Also covered will be sizing and positioning photographs and illustrations, and estimating the length of a book. In addition to the traditional method of preparing pencil layouts, students will be given the opportunity of setting up sample pages on the School's phototypesetting equipment. Two complete book designs incorporating illustration, graphics and photography (complete with layouts and specifications) will complete the semester.

fall semester, 1 credit**one 2 hour meeting per week****section 1: Fri. 10:30-12:30****section 2: Fri. 1:30-3:30****G51****Intermediate Publication Design****prerequisite: G50****Jean Hammond**

A continuation of *Basic Publication Design*, this course will involve the student in practical, in-depth application of the principles and skills acquired during the first semester. Three major projects will be executed, each following a problem through from concept to completed design. Emphasis will be placed on the development of an increased sensitivity to book and magazine typography, the ability to create complex layouts, and the utilization of each student's talents (whether they be in graphics, illustration or photography). With the added ability to set type on the School's phototypesetter, the student will be able to prepare a professional book and magazine design portfolio.

spring semester, 1 credit**one 2 hour meeting per week****section 1: Fri. 10:30-12:30****section 2: Fri. 1:30-3:30****G54,55****Advertising Design I****Stephen Lyons**

A broad introductory survey of typical problems encountered by the professional advertising designer. The course will stress the development of the methodology most commonly used in advertising design: i.e. the progression from concept to thumbnail, to roughs, to layout. Emphasis will be placed on print media, including newspaper and magazine advertising, direct mail, billboard and point-of-purchase.

fall and spring semesters**1.5 credits per semester****one 3 hour meeting per week****section 1: Thurs. 9:00-12:00****section 2: Thurs. 1:00-4:00****G56,57****Advertising Design II: Print****prerequisite: G55****Alan Holliday**

A survey of a broad range of typical advertising design problems which will stress sophistication in concept, development and execution. Projects will range from single ads to fully developed advertising campaigns and will include work for newspapers, magazines (both trade and consumer), billboards and point-of-purchase. The ultimate goal of the course is the preparation of a professional quality advertising art director's portfolio.

fall and spring semesters**1.5 credits per semester****one 3 hour meeting per week****Fri. 10:00-1:00****G58,59****Advertising Workshop****prerequisite: G55****Jamie Aromaa**

This course is designed for the serious student who plans to make his/her career in the world of advertising agencies and studios. The course will take projects from other senior level advertising design courses and examine them in terms of advertising and marketing theory. The student will learn about trade vs. consumer advertising, hard-sell vs. soft-sell, etc. Advertising concept, copy content and visual solution will be stressed as component parts of a successful whole.

fall and spring semesters**1.5 credits per semester****one 3 hour meeting per week****Tues. 2:00-5:00****G60****Basic Photography****open to freshmen****Jim Haberman, Linda White**

A thorough introduction to the basics of camera use and control, and darkroom procedures for developing and printing black and white photographs. Emphasis will be placed on learning by doing and the course will involve extensive use of the darkroom. An appreciation for aesthetic concerns will be developed by critiques of student work and class discussions of the work of influential photographers.

one 3 hour meeting per week, 1.5 credits**section 4 - fall or spring semester****sections 1, 2, and 3: fall semester only****section 1: Thurs. 9:00-12:00 (Haberman)****section 2: Thurs. 1:00-4:00 (Haberman)****section 3: Tues. 10:30-1:30 (White)****section 4: Fri. 9:30-12:30 (White)****G61****Intermediate Photography****prerequisite: G60****Jim Haberman, Linda White**

This course is a continuation of *Basic Photography* and concerns itself with two major areas: advanced camera and darkroom techniques and the application of these techniques in communicating a personal message. The format of the course will involve extensive use of the darkroom and will feature class critiques of student work and class discussions of the work of influential photographers.

one 3 hour meeting per week, 1.5 credits**section 1 - fall or spring semester****sections 2, 3 and 4: spring semester only****section 1: Wed. 2:00-5:00 (Haberman)****section 2: Thurs. 9:00-12:00 (Haberman)****section 3: Thurs. 1:00-4:00 (Haberman)****section 4: Tues. 10:30-1:30 (White)****G66****Advanced Photography****prerequisite: G61****Jim Haberman**

The aim of this course is to introduce future commercial artists to a wide variety of photographic topics in order that they will be able to deal more effectively with photographs and photographers in their future field of endeavor. The course is designed to expand the basic concepts learned in earlier photography courses, allowing the class members to make more sophisticated images. The majority of the material will cover technical subjects and will be presented as a survey of the many different processes in photography. Among the topics included in the course are studio work, documentary photography, non-silver processes, color photography and the manipulated print.

fall or spring semester, 1.5 credits**one 3 hour meeting per week****Wed. 10:00-1:00****G71****Art Direction for Photography****prerequisite: G41 or G55, G61****Instructor to be announced**

A senior level course for Graphic Design majors, this course is designed to familiarize students with photography for use in advertising and design. Emphasis will be placed on the art director's role in planning and directing photographic sessions both in the studio and on location. Field trips and guest lectures from professional photographers and art directors will help the design student to understand the techniques, equipment and processes involved in order that they may creatively and intelligently design with photography.

fall or spring semester, 1.5 credits**one 3 hour meeting per week****Mon. 2:00-5:00**

G82**Introduction to Airbrush
Ted Fillios, Paul Weiner**

This course will concentrate on mastering the basic airbrush techniques required to produce both commercial and fine art work. Areas explored will include rendering, photoretouching and production. Within the category of rendering the course will deal with advertising illustration, posters, animation, fine art painting and special effects. Production techniques will cover textiles, toys and ceramics, as well as more straightforward applications of the medium. The early portions of the course will emphasize the development of a working familiarity with airbrush equipment, materials and paints. This will be followed by exercises in line, solid form, brush and wash techniques. The latter portions of the course will progress through to finished renderings and retouching jobs.

one 3 hour meeting per week, 1.5 credits
section 1 - fall or spring semesters
section 2 - fall semester only
section 1: Tues. 2:00-5:00 (Fillios)
section 2: Thurs. 9:00-12:00 (Weiner)

G83**Intermediate Airbrush
Paul Weiner**

Building on the basic skills developed in *Introduction to Airbrush* this course will seek to extend and refine the student's airbrush technique. An increasing emphasis will be placed on the production of finished renderings and illustrations.

spring semester, 1.5 credits
one 3 hour meeting per week
Thurs. 9:00-12:00

G84,85**Advanced Airbrush
Ted Fillios**

prerequisite: G83 or instructor permission
 Geared toward the student who is seeking to develop professional proficiency in airbrush, this advanced workshop will emphasize increasingly sophisticated techniques and applications. Exercises in illustration, rendering and retouching will explore the special potential of the airbrush and provide the student with an opportunity to explore individual directions and interests.

fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Thurs. 1:00-4:00

G86**Computer Design and Illustration
Jill Fitzgerald, Steve Gildea**

This course is designed to introduce students to the use of the computer as a tool for graphic design and illustration. Topics of discussion will include basic computer concepts and systems, computer terminology, and the major applications of computer graphics in industry. Students will be designing with Truevision Image Processing Software using the AT&T TARGA 16 graphics adapter board on IBM PC compatible computers. Portfolios will consist of hard copy produced on a color printer-plotter as well as photographic slides using a film recorder. Students will complete assignments using the computers, the printer and the film recorder. Students taking this course should be prepared to spend a minimum of three hours per week outside of class time on the computers.

fall or spring semester, 1.5 credits
one two hour meeting per week
section 1: Tues. 2:30-4:30 (Gildea)
section 2: Thurs. 10:00-12:00 (Fitzgerald)
section 3: Fri. 10:00-12:00 (Gildea)

G87**Computer Animation
Steve Gildea****prerequisite: G86**

Computer Animation is a course designed to introduce the student to the basics of computer aided animation using Truevision Image Processing Software and Carousel Presentation Software on IBM PC compatibles. Cycle animation and most importantly, animation based on 'tweening' will be explored on the Amiga. Assignments will be recorded on video tape with accompanying sound tracks.

fall or spring semester, 1.5 credits
one 2 hour meeting per week
Wed. 2:30-4:30

G88**Computer Graphics for Business
Jill Fitzgerald****prerequisite: G86**

This course will explore and develop computer graphics applications in business including charts, graphs, sales presentation and training visuals. The course will focus on the use of the Autographix 200A computer graphics presentation system which is designed to generate high quality, high resolution slides, prints, transparencies and video for business needs.

fall semester, 1.5 credits
one 2 hour meeting per week
Thurs. 1:00-3:00 p.m.

G90A,91A**The Business of Art
Deborah Lipman, Robin Emerson**

It is the goal of this course to introduce senior students in the Graphic Design Program to business practices and procedures as they relate to the design and advertising industries. Readings will expose students to professional journals, magazines and reference sources and assignments will include business related writing problems (e.g. resumes, letters, proposals, reports, contracts, etc.).

fall and spring semesters
1.5 credits per semester
one 1.5 hour meeting per week
Tues. 9:00-10:30

G92,93**Corporate Design
prerequisite: G41****Laura Golly**

This course will focus on the creation and application of designs within business and industry. Areas of study will include identification of client problems, definition of objectives to solve the problems, and the establishment of design strategies to accomplish the objectives. Specific emphasis will be placed on the analysis and development of corporate identity systems including the development of logotypes, stationery, signage systems, annual reports and forms. Also included will be graphic design applications to the various advertising, marketing and public relations pieces associated with corporate design. The course will expose the student to the unique aspects of design directed to identify, establish and promote the business community. Emphasis will be given to the role of the artist in the corporate design environment. Also stressed will be the interrelationships between the advertising, marketing, public relations and communications functions for which the designs are created.

fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Wednesday 10:00-1:00

G96A

Broadcast Advertising
prerequisite: G55

John Cooney and Rick Ender

This course will explore and examine the creation of graphics for telecommunications media. Television (including cable and closed circuit), videotape and film will be addressed and students will be made aware of the techniques and applications utilized in these broadcast media. Problems unique to this industry will be discussed and their impact on design solutions explored. Included will be field trips to studios and locations that will expose the student to the wide range of tools and techniques used by professional film, video and A/V producers. Students will thus be given an opportunity to see commercials followed through all stages of production from storyboarding through production to distribution. New technologies in broadcasting and their effect on design will also be discussed.

fall semester, 1.5 credits

one 1.5 hour meeting per week

Mon. 6:00-7:30 (Begins October 5)

INTERIOR / ENVIRONMENTAL DESIGN DEPARTMENT

E12A

Environmental Control Systems: HVAC
Jim Magarian

An introduction to the mechanical systems of heating, ventilating and air conditioning of interior environments will be studied in lecture format. The quality of space and the implications mechanical systems have for environmental/human comfort will be addressed as pertinent issues for the interior design student and his or her own design work.

fall semester, 1.5 credits

one 1.5 hour meeting per week

Tues. 3:00-4:30

E13A

**Environmental Control Systems:
 Electricity, Lighting & Plumbing**
Ernie Durb

An introduction to the control systems which regulate and nourish the built environment, such as electricity, lighting, plumbing and water systems. Issues relating to the quality of space as affected by control systems and the implications on design solutions will be pursued through an examination of interior design students' studio work as case studies.

spring semester, 1.5 credits

one 1.5 hour meeting per week

Tues. 8:30-10:00

E14A

Lighting: Theory, Application & Design I
Anne Robinson

An introduction to the art and science of illumination. This lecture series will discuss lighting principles, the state of the art, and the application of lighting into interior environments for aesthetic, functional and spatial effects. Studio problems will be utilized for the discussion of lighting as well as fixture and source selection.

fall semester, 2 credits

one 2 hour meeting per week

Mon. 9:00-11:00

E15A

Acoustics: Theory, Application & Design
Gregory Tocci

Lectures in sound principles, concepts and the state of the art. Theories as well as the application of materials in interior space for sound control and space acoustics as they affect human experiences will be the vehicle of study for this course. Whenever possible studio problems will be used for discussion, demonstration and class projects.

fall semester, 2 credits

one 2.5 hour meeting per week

Mon. 3:00-5:30

E17A

Lighting: Theory, Application & Design II
prerequisites: E14A, E40

Anne Robinson

A continuation of the introductory course on the art and science of illumination, with greater stress on applications. This lecture and workshop series will draw on the knowledge obtained in *Lighting: Theory, Application & Design I*, enabling the student to become more familiar with the procedures for designing, and the particular design criteria for, specific types of residential and commercial spaces.

spring semester, 2 credits

one 2 hour meeting per week

Mon. 9:00-11:00

E20

Interior Design Studio I

prerequisite: B40 or

departmental permission

James Futral/Nancy Roper

The first interior design studio in a series, this course will address itself to the understanding and meaning of three-dimensional, real space or the "built environment". An objective of the studio will be the student's ability to develop a methodical and rational approach to dealing with problems of light, shadow, color, texture, rhythm, pattern and volume in space. The elements of interior space and the planning of that space will be discussed in seminars and the design solutions particular to individual problems will be investigated through freehand drawing, drafting and models. Projects will be short in duration, sometimes complex in nature and dealing with both commercial and residential environmental situations.

fall semester, 3 credits

two 3 hour meetings per week

Mon. 8:30-11:30 AND Wed. 2:00-5:00

E21

Interior Design Studio II

prerequisite: E20

James Futral/Nancy Roper

Everything being best understood in its context, this design studio will further the investigations of *Interior Design Studio I* through a more complex series of problems of longer duration. Design methodology, spatial planning and environmental systems will become of greater importance in problems of commercial and residential spaces. As in the first studio, the objectives will be the student's understanding of and ability to effectively deal with interior problems of light, color, shadow, sound, texture and volume.

spring semester, 3 credits

two 3 hour meetings per week

Mon. 8:30-11:30 AND Wed. 2:00-5:00

E22

Site Planning & Landscape Design

prerequisite: B40 or departmental permission

Richard List

A course intended to introduce students of interior/environmental design to the fundamental principles, theories and resources necessary to establish a working vocabulary of site planning and landscape design. An understanding of site analysis, climatic conditions, vehicular and pedestrian traffic flow patterns as well as qualitative and documentable aspects of the landscaped/built environment interface enable the student to facilitate personal investigations into landscape design and eventually to effectively design with interior landscaped space.

**fall semester, 1 credit
one 2 hour meeting per week
Wed. 9:00-11:00**

E23

Landscape Design & Interior Plantings

prerequisite: E22

Richard List

A continuation of the study and investigation of site planning and landscape design, this course is intended to further the student's knowledge and understanding of the theory, application and practice of landscape design in the interior/exterior interface. Through various projects relating to the design studios the student will develop an attitude toward the landscaped interior environment and pursue the study of interior plantings as elements of interior design.

**spring semester, 1 credit
one 2 hour meeting per week
Wed. 9:00-11:00**

E24

Furniture Design & Construction I

prerequisite: E41

Al Columbro

A seminar/studio which will investigate the various materials and techniques used in the fabrication of furniture, as well as drawing and presentation techniques appropriate to this study. Through a series of design problems the student will develop the design process from concept to presentation. Lectures, field trips and class critiques aid the student in developing a thorough knowledge of the furniture design industry.

**fall semester, 1 credit
one 2 hour meeting per week
Tues 11:30-1:30**

E25

Furniture Design & Construction II

prerequisite: E24

Al Columbro

A continuation of the studies of *Furniture Design & Construction I*, this course will allow the student to pursue the design of various pieces of cabinetry, furniture and accessories pertinent to particular projects undertaken in the design studios. Where desirable, this course will work in conjunction with drafting courses in developing informational detailing.

**spring semester, 1 credit
one 2 hour meeting per week
Tues. 11:30-1:30**

E26

Interior Design Studio III:

Commercial Design

prerequisites: E21, E41, E45

Glenda Wilcox and Stephen Basque

This senior (third year) level design studio concentrates on the beginning phases of the design process. Programming and schematic design are the particular phases that will be covered in the course. The programming phase covers the design problem definition through information gathering and research of a particular client type. It is a brief directive, outlining the course of actions and the criteria to be followed in both planning and design. The schematic design phase is the interpretation of the program requirements by studies and drawings to illustrate basic interior architectural concepts (i.e. space requirements and relationships, circulation, scale, general appearance and scope of the project). This will be accomplished by the following methods: lecture/slide/discussion, individual term projects, sketch problems, desk critiques, and formal presentation.

**fall and spring semesters
2.5 credits per semester
two 2.5 hour meetings per week
Tues. 8:30-11:00 AND Fri. 8:30-11:00**

E27

Interior Design Studio V:

Commercial Design

prerequisite: E26

Glenda Wilcox and Stephen Basque

This second semester course in commercial design will be a continuation of *Interior Design Studio III* and will concentrate on the processes of design development through working drawings and specifications. The design development phase follows the approval of schematic design. It includes the design determination and coordination of all interior architectural elements. This phase results in drawings and documentation, plus additional material as necessary to illustrate final development and insure that all significant design questions and problems have been answered. The working drawing and specifications phase transforms the preceding approved design development package into a set of detailed documents. This will be accomplished by the following methods: lecture/slide/discussion, individual term projects, sketch problems, desk critiques, and formal presentations.

**spring semester, 2.5 credits
two 2.5 hour meetings per week
Tues. 8:30-11:00 AND Fri. 8:30-11:00**

E28

Interior Design Studio IV:

Residential Design

prerequisites: E21, E41, E45

Barbara Kingsbury

This course will address itself to the planning and design of residential structures. A survey of American residential styles from Colonial to contemporary times will be undertaken in conjunction with field trips. Design problems will address adaptive reuse, multi-family and single family housing, using drawings and models as tools.

**fall semester, 1.5 credits
one 3 hour meeting per week
Thurs. 2:30-5:30**

E29

Interior Design Studio VI:

Residential Design

prerequisite: E28

Barbara Kingsbury

A continuation of the studies of *Interior Design Studio IV*, this course will focus on contemporary residential buildings. The student will study and analyze a variety of current approaches to single family and multi-family residences. Two major design problems will be undertaken: one an attached housing complex and one single family residence.

**spring semester, 1.5 credits
one 3 hour meeting per week
Thurs. 2:30-5:30**

E40

Contract Drafting I: Basic
prerequisite: B40 or
departmental permission
Doug MacElroy

A course designed to familiarize students with the basic concepts and equipment necessary for visualizing space and geometric objects in specific graphic illustrative terms known as plans, elevations and sections. The course aims to provide students with a working knowledge of the processes, graphic and reproductive, used to produce a basic set of contract drawings necessary in the planning and design of interior spaces for commercial or residential use.

fall semester, 1 credit
one 2 hour meeting per week
Fri. 12:00-2:00

E41

Contract Drafting II: Intermediate
prerequisite: E40
Doug MacElroy

A continuation of the studies of *Contract Drafting I* with an emphasis on increasing sophistication in concepts, techniques and use of tools. In addition to floor plans, elevations and sections the student will be introduced to production manuals; the problems of electrical, lighting, telephone and furniture requirements; working with typical specifications and finish schedules. Projects included will sometimes involve problems initially encountered in *Interior Design Studios I* and *II*.

spring semester, 1 credit
one 2 hour meeting per week
Fri. 12:00-2:00

E42

Contract Drafting III: Advanced
prerequisite: E41
John Parrillo

This course will serve as an extension of the studies of *Contract Drafting I* and *II*. Its objectives are the production of professional quality work for presentation and portfolio purposes. Class problems will refine drafting skills and will work in conjunction with some problems from *Interior Design Studios III* and *IV*.

fall semester, 1 credit
one 2 hour meeting per week
Mon. 12:00-2:00

E43

Contract Drafting IV: Contract Documents
prerequisite: E42
John Parrillo

Contract documents, which are perhaps better known as "working drawings" will be the focus of this course. Drawing on the student's prior background in drafting techniques, this course will continue the study of informational detailing in the pursuit of professional quality drawings which will document design work.

spring semester, 1 credit
one 2 hour meeting per week
Mon. 12:00-2:00

E44

Architectural Rendering I:
Freehand Drawing
prerequisite: B40
Terry Cracknell

A course designed to introduce students to fundamental concepts, tools and techniques necessary for visualizing and representing three-dimensional space. The course is directed toward developing the ability to draw with speed and accuracy in three dimensions as well as increasing the student's spatial awareness and sensitivity.

fall semester, 1 credit
one 2 hour meeting per week
Wed. 11:30-1:30

E45

Architectural Rendering II: Design Drawing
prerequisite: E44
Terry Cracknell

A continuation of *Architectural Rendering I* which will concentrate on developing the principles of design drawing. Heavy emphasis will be placed on trace overlays as this course will act primarily as a workshop and will strive to quickly produce a wide variety of design solutions through specific application of a complex graphic vocabulary. Specific areas of study include: commercial and residential environments; urban design problems; landscape design problems.

spring semester, 1 credit
one 2 hour meeting per week
Wed. 11:30-1:30

E46

Architectural Rendering III:
Mechanical Perspective
prerequisite: E45
Rainer Koch

An introduction to the study of mechanical perspective, isometric drawing techniques and axonometric drawing techniques. This course will utilize *Interior Design Studio* problems and will strive to develop skills for describing designed space with a wide range of graphic possibilities in a highly refined and specific manner. The course will also consider reproduction techniques, media and materials, photographic presentations, shade, shadow and rendering techniques.

fall semester, 1 credit
one 2 hour meeting per week
Thurs. 12:00-2:00

E47

Architectural Rendering IV: Delineation
prerequisite: E46
Rainer Koch

A course aimed at producing students capable of a high resolution of graphic presentation of space. The student will pursue several projects from concept through design drawing to finished presentation drawing. Specific areas of study include: hardline drawings; detailed renderings; media and materials; delineation techniques for interior materials, textures, glass, water, sky and ground cover.

spring semester, 1 credit
one 2 hour meeting per week
Thurs. 12:00-2:00

E48

Intro. to AutoCAD
prerequisite: E40
Steve Gildea

This course provides a basic introduction to computer aided drafting and design. AutoCAD, a well known software package used widely in the design and architecture communities, will be run on IBM PC compatible computers. Through a series of assignments related to architectural drafting the course covers the basics of computer operation, drawing and editing skills, the use of layers, text, dimensioning, scaling, the plotting process and other related skills and concepts. Students taking this course should be familiar with traditional drafting equipment and capable of producing architectural plans and elevations.

fall or spring semester, 1.5 credits
one 2 hour meeting per week
Fri. 12:30-2:30

E60A

Interior Structural Systems: Basic
Elements of Construction
Rainer Koch

A lecture course intended to introduce the interior/environmental design student to the foundations of contemporary technology and methods as they apply to the preliminary investigations of residential and commercial space and structures. The aim of this course is to make the student aware of the resources available and the limitations of construction techniques which ultimately affect any design solution.

fall semester, 1.5 credits
one 1.5 hour meeting per week
Thurs. 2:30-4:00

E62A**Architecture: History & Analysis I**
Ann Marie Barsness

This course is the first part of a two semester survey of the history of architecture and the analysis of architecture. In order to gain a full and usable understanding of history, it is important to study history in two ways: 1) in its historical context and 2) as an artifact from the past. In the spirit of its historical context, history will be studied as a survey course with illustrated lectures, readings and discussions. In order to study examples from history as artifact and to gain a means for using architecture for contemporary design needs, a formal analysis of architecture and discussion time will be allocated. The goal of the course is to develop the student's critical abilities in the understanding of the significance of architecture in the age of its design as well as the ability to use the understanding of a building as we see it now in current design problems. The course will provide the student with a knowledge of major architectural developments from the ancient civilizations of Egypt, Greece and Rome through to the Baroque era.

fall semester, 1.5 credits
one 1.5 hour meeting per week
Fri. 9:30-11:00

E63A**Architecture: History & Analysis II**
Ann Marie Barsness

A continuation of *Architecture: History & Analysis I*, this course will review the major developments in architecture from the dawn of the modern world to the present day. This course will conclude with an examination of contemporary architecture and will attempt, through an historical survey and architectural analysis, to place current trends and thought in historical perspective.

spring semester, 1.5 credits
one 1.5 hour meeting per week
Fri. 9:30-11:00

E64**Materials for the Interior Designer I**
Al Columbro

A course which investigates the construction, professional use and availability of a broad array of fabrics, wall coverings, flooring materials, fixtures and building materials which are available to the professional designer through manufacturers, representatives and wholesalers. The emphasis of the course will be placed on the use of materials in commercial interiors and their appropriateness in terms of environmental problems, building codes, etc.

fall semester, 1 credit
one 2 hour meeting per week
Thurs. 12:00-2:00

E65**Materials for the Interior Designer II****prerequisite: E64****Al Columbro**

A continuation of the studies begun in *Materials for the Interior Designer I*, this course will increasingly stress the practical application of the knowledge and principles gained during the first semester. The goal of the course is the development of the student's awareness of and familiarity with available resources.

spring semester, 1 credit
one 2 hour meeting per week
Thurs. 12:00-2:00

E67A**Interior Structural Systems:****Structural Space****prerequisite: E60A****Rainer Koch**

An examination of constructional elements and their effect on interior/architectural space and design. Elements examined will include doors, windows, stairs, elevators, plumbing fixtures and finish work. Studies will be supplemented by readings from *Building Construction Illustrated* by Francis D.K. Ching.

spring semester, 1.5 credits
one 1.5 hour meeting per week
Thurs. 2:30-4:00

E81A**Business Orientation & Professional Practice****prerequisite: senior status****John Parrillo**

A seminar/lecture course which addresses the realities of business practice in the interior design profession. The course will pursue topics which include contracts, business procedures and management, client relations and the basics of establishing and maintaining a business.

spring semester, 2 credits
one 2 hour meeting per week
Wed. 12:00-2:00

E82A**History of Furniture I****Joseph Bille**

A survey of the development of furniture types and their uses, this course offers an overview of the 'hows' and 'whys' of furniture design. Since furniture and architecture are inescapably linked, the threads of these fields will be intertwined to present a concise and cohesive presentation of the interconnection between these decorative and practical arts. The first semester will consider furniture from 3000 B.C. to the Medieval period.

fall semester, 1.5 credits
one 1.5 hour meeting per week
Thurs. 9:00-10:30

E83A**History of Furniture II****Joseph Bille**

A continuation of the studies of *History of Furniture I*, this course will discuss furniture styles from the beginnings of the Renaissance in Italy through to the present Post-Modern era.

spring semester, 1.5 credits
one 1.5 hour meeting per week
Thurs. 9:00-10:30

E84**Graphics for Interior Design****prerequisite: senior status****Instructor to be announced**

This course is designed for Interior/Environmental Design seniors and will cover the basics of two dimensional design (e.g. composition, color, typography). It will also review the basic elements of visual communication. This will be accomplished through the following methods: lectures and examples of graphic techniques, visual communication projects, individual reviews and formal presentations.

fall semester, 1.5 credits
one 3 hour meeting per week
Wed. 8:30-11:30

E85**Presentation Techniques****prerequisite: E84****David Perry**

This course will cover the numerous presentation techniques available to the interior architectural profession. Methods of presentation covered in this course will be applied to the senior level design studios and to student portfolios.

spring semester, 1.5 credits
one 3 hour meeting per week
Wed. 8:30-11:30

E86A,87A**Communication Skills I & II****Charles Giuliano**

This is a two semester lecture/discussion course which is designed to strengthen the student's proficiency in both oral and written expression. Emphasis will be placed on the practical application of such skills to professional problems such as proposals, presentations, etc.

fall and spring semesters
1.5 credits per semester
one 1.5 hour meeting per week
Tues. 12:00-1:30

FASHION ILLUSTRATION DEPARTMENT

I02,03

Fashion Rendering I

Frank Raneo and Judy Tufts

This course will emphasize the development of drawing skills as they relate to the special requirements of the fashion field. A heavy emphasis will be placed on the human figure, both male and female, and its interpretation for fashion and advertising purposes. Included are studies in anatomical proportion, movement, foreshortening, facial expression and hair styles. Exercises in fabric rendering will explore techniques for rendering textures (e.g. cotton, wool, leather, velvet, knits) and patterns (e.g. stripes, floral prints, plaids, paisley) commonly encountered in professional work. Fashion related products and accessories such as jewelry, handbags, cosmetics and shoes will also be dealt with. The execution of these exercises will involve the student in the practical application of a wide variety of drawing media and techniques, ranging from simple line art to full-color renderings. Throughout, the emphasis will be placed on the preparation of camera-ready art work.

fall and spring semesters

3 credits per semester

two 3 hour meetings per week

Mon. 10:00-1:00 (Raneo) AND

Wed. 10:00-1:00 (Tufts)

I04,05

Fashion Rendering II

prerequisite: I03

Judy Tufts and Frank Raneo

This course will continue the studies of *Fashion Rendering I* on a more sophisticated and professional level. A heavy emphasis will be placed on interpretive renderings of products and styles — i.e. learning how to effectively project both the literal reality and the desired image or impression simultaneously. Continuing studies of the human figure and fabric renderings will teach the student to deal creatively and originally with poses, textures and patterns. The ultimate goal of the course is the preparation of a professional quality portfolio of fashion illustrations.

fall and spring semesters

3 credits per semester

two 3 hour meetings per week

Mon. 2:00-5:00 (Raneo) AND

Wed. 2:00-5:00 (Tufts)

I06,07

Fashion Layout I

Frank Raneo

This course will concern itself with the overall layout and design of fashion advertising pieces. Far more than good drawing is involved in the preparation of successful advertising and it is the goal of this course to make the student competent in dealing with these other elements. The course will therefore deal with problems which overlap with graphic design: problems in page organization, type measurement and specification, mechanicals and paste-up.

Throughout the emphasis will be placed on the special problems encountered in fashion advertising. Such problems will include the effective arrangement of figures and products illustrated and the relationship between the illustration and other elements such as copy, logos and photographs.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

Tues. 10:30-1:30

I08,09

Fashion Layout II

prerequisite: I07

Frank Raneo

A continuation of *Fashion Layout I*, this course will deal primarily with the practical application of the principles and skills learned in the prerequisite course. Assignments given will emphasize the production of finished layouts and will throughout stress an effective balance of drawing, type and space.

Students will also be given an opportunity to expand their skills beyond the level of single page advertisements and into brochure and catalogue design. As with the senior level rendering course, this course will aim for the preparation of a professional quality portfolio.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

Tues. 2:00-5:00

FINE ARTS DEPARTMENT

F02,03

Drawing Techniques II

Bonnie Dann

An in-depth continuation of the study of drawing. A wide range of materials for drawing with color will be explored, with emphasis on mixed-media possibilities. A major aspect of the course will be the search for personal means of image-generation, using the self-portrait, narrative sequences, collage, and the use of projected and gridded images. Critiques and ongoing class discussion will aid in developing the verbal skills necessary for appraising the visual elements and qualities of works produced by each student.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

Thurs. 9:00-12:00

F24,25

Concepts & Techniques of Painting I

Bill Maynard

This course is designed to give the student, through a series of problems, an opportunity to gain additional knowledge of and proficiency in the use of watercolors, oils and acrylics. Assignments will include exercises in both representational and semi-abstract approaches. Each member of the class will be trained in sound technical approaches to the subject and the media.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

Wed. 2:00-5:00

F34

Contemporary Realism

Harry Bartnick

A studio painting course which will explore current directions (both painterly and super-realist) in representational painting. Following the lead of Pop Art (and often strongly influenced by abstraction) contemporary realists have expanded the possibilities of representational painting to create a new, distinctly modern art, generally referred to as 'New Realism'. Students will combine given problems with self-determined projects to gain an understanding of the qualities and motives behind this work and to find an expressive vehicle in the depiction of perceived reality. Occasionally the class will visit galleries to see and discuss painting related to the course.

spring semester, 1.5 credits

one 3 hour meeting per week

Thurs. 1:00-4:00

F50

Basic Silkscreen Techniques
Christine Hardiman

The technical and aesthetic possibilities of a variety of silkscreen techniques will be explored in this introductory course. Fine arts and commercial uses of the medium will be considered, including cut paper stencils, cut film stencils, single and multi-color prints and an introduction to photographic techniques. Individual and group criticisms will evaluate the student's work and progress.
fall or spring semesters, 1.5 credits
one 3 hour meeting per week
section 1: Tues. 10:30-1:30
section 2: Wed. 2:00-5:00

F60,61

Life Drawing II: Rendering
Linda Brown

Building on the Foundation Program course in life drawing this course will continue to build insights and abilities in drawing from the nude and draped model. Proportion, foreshortening, the use of space, compositional problems and anatomical structure will all be considered in relation to a growing familiarity with a variety of drawing techniques and media.
fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Fri. 1:30-4:30

F62,63

Life Drawing III: Rendering
prerequisite: F61 or F69
Gabrielle Barzagli

Designed for senior students who are pursuing fine arts or illustration, this course will stress independent yet disciplined studies based on the model. Emphasis will be placed on the application of a wide variety of media to a series of longer poses.
fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Thurs. 1:00-4:00

F68,69

Life Drawing II: Concepts
Audrey Goldstein

This course will focus on the study of the nude in relation to the history of the use of the nude in art. The styles of contemporary and past artists will be discussed in relation to the student's own progress in making use of the nude as a vehicle for expression. Both representational and more abstract techniques will be studied and practiced.
fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Tues. 2:00-5:00

F70,71

Life Drawing III: Concepts
prerequisite: F61 or F69
Audrey Goldstein

This course is designed for senior students whose drawing abilities have reached an advanced level and will stress the use of the model as the starting point for interpretive drawing and illustration. A continuing historical study of the use of the figure will suggest styles and approaches to be explored.
fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Tues. 10:30-1:30

F72,73

Life Painting Studio
Linda Brown

Life Painting Studio is designed to explore basic technical and conceptual approaches as they apply to painting the figure from life. Using a direct, alla prima method, students will work on exercises in composition, light and shadow modeling, and with several alternative color systems on white and toned grounds. The model will be studied both clothed and nude, with attention given to texture and detail in drapery as well as anatomical construction. Ongoing critiques will address individual student progress while providing direction and inspiration for further development of paintings outside of class time. The course will foster a deeper understanding of the human form while allowing students to pursue personal painterly expression and interpretation. In addition it can be of significant value to students of fashion and book illustration by offering them an opportunity to strengthen technique in line, color and brushwork.
fall and spring semesters
1.5 credits per semester
one 3 hour meeting per week
Fri. 9:30-12:30

F88A

History of 19th Century Art
Charles Giuliano

An introduction to significant movements and artists in 19th century European and American art history. The course will consider the movements of Neoclassicism, Romanticism, Realism, Impressionism and Post-Impressionism in painting, architecture and sculpture from 1785 to 1900. Emphasis will be on painting and painters from Jacques Louis David to the early work of Pablo Picasso. Architecture and sculpture lectures will focus on American contributions. The course will rely heavily on slide lectures.
fall semester, 1.5 credits
one 1.5 hour meeting per week
section 1: Tues. 9:00-10:30
section 2: Tues. 2:00-3:30

F89A

History of 20th Century Art
Charles Giuliano

A survey of art history from 1900 to the present. This course will focus on the artistic realms of expressionism, abstraction, fantasy and realism, including such subgroups as the Fauves, the Stieglitz Group, Cubism, Dadaism, Surrealism, Abstract Expressionism, Pop art and Op art. Parallel developments in contemporary painting, sculpture and architecture will be discussed. The course will rely heavily on slide lectures and supplementary readings.
spring semester, 1.5 credits
one 1.5 hour meeting per week
section 1: Tues. 9:00-10:30
section 2: Tues. 2:00-3:30

RT2,3**Research Tutorial**

The highly motivated, inquisitive student will sometimes find that a specific direction of study in which he or she is interested is not covered by an existing course at NESAD. For example, an Interior/Environmental Design student may desire to develop his or her ability to photograph interior and architectural space, and although this area of photography may have been introduced in an existing photography course, no course is currently offered which covers the subject in depth. In order to accommodate such students NESAD has developed the Research Tutorial. Working closely with a faculty advisor a student will write a clearly defined program of study, drawing on the resources available at NESAD and elsewhere. Such a proposal will then be presented to the appropriate Department Chairman and the Administration. If found acceptable, the student may then pursue this individually designed program of study. At the end of the semester the student's work will be evaluated and appropriate credit given. Only full-time students in good standing may apply for Research Tutorial and a maximum of two credits per semester will be given. All Research Tutorial proposals must have clearly defined objectives, methods and schedules and must demonstrate significant professional/vocational relevance. All such proposals must be approved by a faculty advisor, the appropriate Department Chairman and the Administration.

WS**Work-Study**

The Work-Study Program of The New England School of Art & Design is a program which is designed to give senior students experience in and exposure to the realities of the professional world of art and design. Under this program a student may be placed with an agency, studio, business firm, etc. whose work is directly related to the student's major field of study. In such settings students work on a part-time basis and function essentially as apprentice employees. Participating students receive credit for such work, the amount of credit being dependent on the amount of time devoted to Work-Study. This program is open to full-time students only and is ordinarily limited to seniors. Participating students may substitute Work-Study for elective courses, but may not be released from required courses of their Department. Students may earn no more than 6 credits for Work-Study and one credit will be given for every 45 hours of Work-Study. All Work-Study time must be confirmed in writing in order for credit to be given. All Work-Study arrangements must be approved by the appropriate Department Chairman and the School prior to student participation. The objectives of the Work-Study Program are purely educational in nature and therefore students may not be paid for their Work-Study time (i.e. that time for which they are receiving credit).