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### Suffolk University Academic Catalog, New England School of Art and Design (NESAD)–Course Descriptions and Class Schedules, 1995-1996

New England School of Art and Design

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THE NEW ENGLAND  
**SCHOOL**  
OF  
**ART &  
DESIGN**

28 Newbury Street / Boston / Massachusetts 02116

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**Course Descriptions / Class Schedule 1995-96**

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## GENERAL INFORMATION

### Important Note

The recently revised curriculum dictates that most (but not all) courses will meet twice a week. Be certain, when filling out your schedule of classes, to include both meetings in such cases. Where there are multiple sections of a single course (e.g. sections 1, 2, and 3 of Foundation Drawing I), be sure to register for both meetings of one section. DO NOT SPLIT SECTIONS.

## 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. G06, 07) will run for both Fall and Spring semesters (i.e. the full school year).

## Course Format

Information regarding instructor, semester(s) 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 Interior Design, Graphic Design, 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 Chair. 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 Programs of Study in the 1995-96 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.

## FOUNDATION

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 select courses from this list.

### B02

#### Foundation Drawing I

**Gabrielle Barzaghi, Linda Brown, Audrey Goldstein**

Since learning to draw involves learning to see, Foundation Drawing I stresses the development of this essential visual skill. Observational and conceptual exercises will explore the use of a broad vocabulary of materials, techniques, and treatments of the drawn image.

**fall semester, 3 credits**

**two 3 hour meetings per week**

**section 1: Mon. 9:00-12:00 AND**

**Wed. 9:00-12:00 (Goldstein)**

**section 2: Mon. 9:00-12:00 AND**

**Wed. 9:00-12:00 (Brown)**

**section 3: Mon. 12:30-3:30 AND**

**Wed. 12:30-3:30 (Barzaghi)**

### B03

#### Foundation Drawing II

**prerequisite: B02**

**Gabrielle Barzaghi, Linda Brown, Audrey Goldstein**

This course will build upon and refine the basic skills developed in Foundation Drawing I (B02). More intensive work with the human figure will provide exposure to gesture and anatomy, while color materials such as pastels and oil bars will expand technical possibilities. Issues of expression and interpretation will be introduced as students begin to develop a more sophisticated and personal approach to drawing images and style.

**spring semester, 3 credits**

**two 3 hour meetings per week**

**section 1: Mon. 9:00-12:00 AND**

**Wed. 9:00-12:00 (Brown)**

**section 2: Mon. 9:00-12:00 AND**

**Wed. 9:00-12:00 (Goldstein)**

**section 3: Mon. 12:30-3:30 AND**

**Wed. 12:30-3:30 (Barzaghi)**

### B21

#### Painting

**prerequisite: B40**

**Harry Bartnick**

This introductory painting course will familiarize students with the materials and methods basic to acrylic and oil painting. Through a series of in-class exercises and outside assignments, students will learn to convey form and space through the languages of realism and abstraction by working both from observation and the imagination. Emphasis will be placed on the development of disciplined technical skills as well

as the exploration of painting's potential as a medium of creative visual expression.

**spring semester, 3 credits**

**two 3 hour meetings per week**

**section 1: Tues. 10:15-1:15 AND Thurs.**

**10:15-1:15**

**section 2: Tues. 2:00-5:00 AND Thurs.**

**2:00-5:00**

### B40

#### Color

**Harry Bartnick**

The study of color is supportive of all studio disciplines and is vital to our understanding of all visual media. This course features a hands-on approach to color study as students create, modify, and master colors' hues, values, and strengths through the direct mixing and application of paint. Also explored will be issues of color harmony, chromatic light and space, assimilation, and color psychology, as well as past and present views on the use of color in art and design. This intensive focus on the specific issues of color gives NESAD students experience with and flexibility in the use of color in their work.

**fall semester, 3 credits**

**two 3 hour meetings per week**

**section 1: Mon. 9:00-12:00 AND**

**Wed. 9:00-12:00**

**section 2: Mon. 12:30-3:30 AND Fri. 9:00-12:00**

**section 3: Wed. 12:30-3:30 AND Fri. 12:30-3:30**

### B50

#### 2-Dimensional Design

**Susan Nichter**

The goal of this course is to develop proficiency in the logic and structure of two-dimensional organization. Emphasis will be placed on the essential elements of visual language: line, shape, value, texture, rhythm, and scale. Students will learn to develop dynamic approaches to effective visual communication by combining these divergent elements into a unified whole.

**fall semester, 3 credits**

**two 3 hour meetings per week**

**section 1: Tues. 10:15-1:15 AND**

**Thurs. 10:15-1:15**

**section 2: Tues. 2:00-5:00 AND**

**Thurs. 2:00-5:00**

**section 3: Wed. 12:30-3:30 AND Fri. 12:30-3:30**

### B51

#### 3-Dimensional Design

**prerequisite: B50**

**Susan Nichter**

This course focuses on developing students' vocabulary in the elements and principles of three-dimensional design. Volume, mass, and plane will be explored as students learn to see and think in the round. Studio experiences will include the integration of these elements with natural phenomena such as light, texture, motion, and sound.

**spring semester, 3 credits**

**two 3 hour meetings per week**

**section 1: Mon. 12:30-3:30 AND**

**Wed. 12:30-3:30**

**section 2: Tues. 10:15-1:15 AND**

**Thurs. 10:15-1:15**

**section 3: Tues. 2:00-5:00 AND**

**Thurs. 2:00-5:00**

### B53

#### Design: Issues & Process

**prerequisite: B50**

**Linda Brown, TBA**

This course involves comprehensive design projects which concern more advanced visual issues, executed in a wide variety of media. Decision-making in the creative process and the development of strong design concepts will be emphasized. Areas of study will include: color in design, text and letterforms, patterns in nature and culture, large-scale and multi-media concepts, and the appropriation of art and design history for effective problem-solving.

**spring semester, 3 credits**

**two 3 hour meetings per week**

**section 1: Mon. 12:30-3:30 AND**

**Wed. 12:30-3:30 (Brown)**

**section 2: Tues. 10:15-1:15 AND**

**Thurs. 10:15-1:15 (TBA)**

### B60

#### Pictorial Space

**Lydia Martin**

This course begins with a thorough study of the systems of perspective developed during the Renaissance as a means of creating the illusion of three-dimensionality on a two-dimensional surface. Using 1-, 2-, and 3-point perspective, students will learn to effectively control the illusion of space. By semester's end, students will have explored both non-Western systems of pictorial space, as well as more contemporary approaches such as Cubism and Abstract Expressionism. By actively engaging such a wide spectrum of approaches to the problems of space depiction, the student will gain a wider view of the nature of space.

**fall semester, 3 credits**

**two 3 hour meetings per week**

**section 1: Mon. 12:30-3:30 AND Fri. 9:00-12:00**

**section 2: Tues. 10:15-1:15 AND**

**Thurs. 10:15-1:15**

**section 3: Tues. 2:00-5:00 AND**

**Thurs. 2:00-5:00**

### B80A, B81A

#### 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 objective of the course is to provide a path by which the student may take the ideas and lessons extracted from the study of art history and turn those ideas into meaningful insights to be utilized in the studio.

**fall and spring semesters**

**3 credits per semester**

**two 1.5 hour meetings per week**

**section 1: Mon. 3:35-5:05 AND Wed. 3:35-5:05**

**section 2: Tues. 8:30-10:00 AND**

**Thurs. 8:30-10:00**

## GRAPHIC DESIGN

**G02**

### Basic Typography Laura Golly

This course will introduce students to the creative use of typography in the design process and will provide them with the skills and knowledge necessary to accurately specify and render type. As the semester progresses, students will be exposed to the latest technological developments impacting typography, as they build upon their knowledge and experience of type.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Wed. 10:00-1:00 AND Fri. 10:00-1:00**

**G03**

### Computer Typography prerequisite: G02 Laura Golly

This advanced course focuses on the translation of the historical knowledge and hand skills learned in Basic Typography in an electronic format. Students will learn how to produce quality type in an electronic format as well as experimenting with and exploring type through electronic manipulation.

**spring semester, 3 credits**  
**two 3 hour meetings per week**  
**Wed. 10:00-1:00 (class) AND**  
**Fri. 10:00-1:00 (lab)**

**G06, G07**

### Graphic Design I Cella, Greg Stevenson

Emphasizing the creative process from thumbnail to comprehensive, this course will also introduce the student to the language, tools, and techniques of the professional graphic designer. Attention will be paid to conceptualization, production, and presentation in solving design problems including logos, posters, brochures, and calendars. As a survey of graphic design the goal of this course is to deal with typical problems faced by graphic designers in a realistic manner.

**fall and spring semesters**  
**3 credits per semester**  
**two 3 hour meetings per week**  
**Tues. 10:00-1:00 AND Thurs. 10:00-1:00**

**G08**

### Advertising Design Tim Gilbert

An 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. Students will also acquire the skills to perform these steps, such as marker rendering. Emphasis will be placed on print media, including newspaper and magazine advertising, direct mail, billboard, and point-of-purchase.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Tues. 2:00-5:00 AND Thurs. 2:00-5:00**

**G10**

### Principles of Animation Jennifer Fuchel, Michael Goldberg

This course is designed to teach students to recognize the basic principles of animation that exist in everyday design. Students will learn that all sorts of graphic design solutions are "animated" and that the principles of animation can be applied to design problems of all kinds.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Mon. 10:00-1:00 (lab) AND**  
**Thurs. 2:00-5:00 (class)**

**G11**

### 2-D Animation prerequisite: G10 Jennifer Fuchel

Macromind Director is used in this course to create presentations combining words, graphics, sound, scanned images, video, and animation. The use of Diva and Video Spigot will be explored to digitize and edit video images. Students learn how to develop interactive databases which can provide access to information in new and exciting ways.

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

**G14**

### Introduction to Illustration Teri Weidner, Linda Wielblad

In this course students will learn the skills necessary for meeting a client's specific illustration needs in a variety of media used by professional illustrators. 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.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Mon. 10:00-1:00 AND Mon. 2:00-5:00**

**G15**

### Techniques & Concepts of Illustration prerequisite: G14

Teri Weidner, Linda Wielblad  
This advanced illustration course will deal with the principles involved in translating a verbal idea into a viable visual image while attaining a level of finish worthy of publication. Students will be free to pursue individual stylistic and media responses to problems.

**spring semester, 3 credits**  
**two 3 hour meetings per week**  
**Mon. 10:00-1:00 AND Mon. 2:00-5:00**

**G19**

### Computer Applications in Design Marcia Ciro

In this course students will explore several popular software applications and their use in design. Through a series of design problems, students will learn how and when to use specific software to produce their solutions.

**spring semester, 3 credits**  
**two 3 hour meetings per week**  
**Tues. 2:00-5:00 AND Thurs. 2:00-5:00**

**G24A**

### History of Graphic Design Marsha Hatch

The first half of this course will focus on the history of graphic design from prehistoric times to the Industrial Revolution, including the origins of graphic communications in the ancient world, the development of the alphabet, and early printing and typography. The second half will concentrate on the period from the late 19th century to the present, and will include the Arts and Crafts Movement, the influence of modern art, the Bauhaus and International Style, and contemporary visual systems and image making.

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

**G28**

### Conceptual Drawing TBA

This course emphasizes drawing skills as a communicative tool for the designer. While providing a solid foundation for students as they approach technology dependent on these skills, the course also seeks to integrate drawing more fully into the design process.

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

**G31**

### Basic Photography Cella/Greg Stevenson

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.

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

**G34**

### Electronic Publication Design

prerequisite: G03, G19  
Laura Golly

This course will focus on the skills necessary to create publications such as books, magazines, annual reports, and catalogues. The goal of this course is two-fold: to further enhance the understanding of typography in regard to publications, and to provide the skills and knowledge necessary to design publications in an electronic environment.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Wed. 2:00-5:00 AND Fri. 2:00-5:00**

**G37A**

**Professional Practice**  
prerequisite: senior status  
Laura Golly

This senior-level course is designed to provide final preparation for employment in the field of graphic design. In addition to helping each student develop a professional portfolio, the course will provide students with practical knowledge of the business aspects of graphic design, as well as access to local and regional professionals through informational interviews, portfolio reviews, and lectures.

**spring semester, 3 credits**  
**one 3 hour meeting per week**  
**Fri. 2:00-5:00**

**G40**

**Broadcast Design I**  
prerequisite: G11  
Jennifer Fuchel, Michael Goldberg

This course is intended to give students an introduction to an actual video design environment, by having them create and produce a complete broadcast graphics package. The emphasis will be on the creation of a professional quality project from storyboards to on-air graphics and animation.

**fall semester, 3 credits**  
**two 3.5 hour meetings per week for 13 weeks**  
**Mon. 6:00-9:30 AND Thurs. 6:00-9:30**  
**(Begins Sept. 11th)**

**G41**

**Broadcast Design II**  
prerequisite: G40  
Michael Goldberg

This course is intended as a continuation of the students' experience in broadcast production. The basic objective of the course will be instruction in the specifics of an actual edit session through a step-by-step process. Specific visual techniques, basic switcher and DVE effects, and edit room orientation will be covered. The course will provide each student with the basic knowledge needed to create and animate a complete video package from storyboards to the final edit session.

**spring semester, 1.5 credits**  
**one 3.5 hour meeting per week for 13 weeks**  
**Thurs. 6:00-9:30 (begins Jan. 25)**

**G44, G45**

**Graphic Design II**  
prerequisite: G06, G07  
Joe Eiler

This continuation of Graphic Design I (G06, G07) will concentrate on increasing sophistication in creative problem-solving abilities. The course will also develop a solid understanding of prepress terms and operations and the impact of technology on those operations, and will provide the knowledge and skills necessary to enable students to make appropriate prepress decisions regarding more complex projects.

**fall and spring semesters**  
**3 credits per semester**  
**two 3 hour meetings per week**  
**Wed. 10:00-1:00 AND Fri. 10:00-1:00**

**G48, G49**

**Applied Illustration**  
prerequisite: G14, G15  
Linda Wielblad, Teri Weidner

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. Special emphasis will be placed on developing proficiency in a wide variety of media, and on learning different methods of preparing artwork for reproduction. Also included will be such practical considerations as the role of the art director in buying illustrations, developing a "clip file", and shooting photographs for quick reference. As a major portion of the course will deal with the development of the student's own portfolio, an important feature of the course will be guest lectures and critiques from professional illustrators and artists' representatives.

**fall and spring semesters**  
**3 credits per semester**  
**two 3 hour meetings per week**  
**Mon. 10:00-1:00 AND Mon. 2:00-5:00**

**G54, G55**

**Advanced Computer Applications**  
prerequisite: G19  
Phil McCormick

This course is designed to further explore software applications for specific and experimental effects. It aims to provide the student with the knowledge and skills necessary to choose the appropriate software application and to execute the desired design, focusing on the design itself rather than on the limitations of the computer programs.

**fall and spring semesters**  
**3 credits per semester**  
**two 3 hour meetings per week**  
**Tues. 2:00-5:00 AND Thurs. 2:00-5:00**

**G60**

**Corporate Design**  
Peter Bianco

This course will focus on the creation and application of designs directed to identify, establish, and promote the business community. 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. Emphasis will be given to the role of the artist in the corporate design environment.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Tues. 9:00-12:00 AND Thurs. 9:00-12:00**

**G65**

**Art Direction for Photography**  
Marsha Hatch

Since the work of the professional designer often involves incorporating photography in advertisements, packaging, collateral, and other areas, this course seeks to address the issues involved, from the initial decision to use photography to the planning and execution of the photographic shoot. Through a series of classroom discussions, lectures by professional photographers, and trips to photography studios, students will learn to creatively and intelligently design with photography.

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

**G67**

**Electronic Illustration**  
Instructor to be announced

This course will introduce draw and paint software to those in the Illustration Concentration, giving them the skills with which to translate their illustrative styles to an electronic format. Students will learn to use such software programs as Aldus SuperPaint, Aldus Freehand, Adobe Illustrator, and Adobe Photoshop in the creation of illustrations. Electronic file formats, scanning, and image manipulation will also be covered.

**spring semester, 1.5 credits**  
**one 3 hour meeting per week**  
**Tues. 10:00-1:00**

**G91**

**Internship/Thesis Studio**  
prerequisite: senior status  
Laura Golly

Seniors in the Graphic Design Program are required to pursue an internship with a local graphic design firm, whose work is directly related to that student's intended area of professional concentration, or complete a Thesis Studio. Interns will observe and participate in all office procedures permitted by their place of internship and will be required to maintain a notebook of their observations. Students with prior documented work experience in the field may be granted an exemption from the internship requirement, with the approval of the Department Chair. The Thesis Studio will involve the application of previously learned studio skills in a detailed investigation of a design project or projects relating to the student's intended professional situation.

**spring semester, 1.5 credits**  
**4.5 hours per week (internship)**  
**3 hours per week (thesis studio)**  
**Thurs. 10:00-1:00 (thesis studio)**

## INTERIOR DESIGN

### Interior Design Studios:

**E02**

#### Interior Design Studio I TBA

This course will focus on design process and the principles and elements of interior design composition. Students will be given a series of projects of increasing complexity, utilizing and building upon the skills developed in the Foundation courses. Class time will include lectures, group discussion, individual critiques, guest critiques by practicing designers, and work time. Students will be expected to produce process diagrams, plans, elevations, models, and finish boards.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Tues. 9:00-12:00 AND Thurs. 9:00-12:00**

**E03**

#### Residential Design Studio prerequisite: E02

Jane Johnson

This course addresses residential interior environments on a large scale. Students will develop client contact and programming skills. Emphasis will be placed on residential precedents, design process, human factors, accessibility, building codes, diagramming, spatial organization, detailing, presentation techniques, furnishings, finishes, and lighting.

**spring semester, 3 credits**  
**two 3 hour meetings per week**  
**Tues. 9:00-12:00 AND Thurs. 9:00-12:00**

**E10**

#### Commercial Design Studio prerequisite: E02

Meredith Basque, Glenda Wilcox

This course addresses office, institutional, hospitality, and retail interior environments. Students will develop client contact and programming skills unique to these environments through a series of projects. Emphasis will be placed on commercial precedents, design process, human factors, accessibility, building codes, diagramming, spatial organization, detailing, presentation techniques, furnishings, finishes, and lighting.

**spring semester, 3 credits**  
**two 3 hour meetings per week**  
**Mon. 9:00-12:00 AND Wed. 9:00-12:00**

**E11**

#### Furniture Design Studio prerequisite: E02

Jane Johnson

This course addresses furniture ergonomics, materials, construction techniques, manufacturing, and design. Students will research selected topics, and design seating, work/service pieces, and cabinetry. Emphasis will be placed on furniture precedents, research, design process, human factors, accessibility, detailing, documentation, and presentation techniques.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Mon. 9:00-12:00 AND Wed. 9:00-12:00**

**E12**

#### Historic Preservation Studio prerequisite: E20A, E21A

Marg Dion, Glenda Wilcox  
The historic interiors and preservation organizations in Boston/New England provide us with unique resources in the study of historic preservation. This course addresses research, documentation, preservation technology, materials conservation, and the renovation of historic interior environments. Course material will be presented through lectures, trips to edifices in various states of preservation, and discussions. Students will research selected topics, document a significant interior, and design a renovation of an historic building in the Boston area.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Mon. 2:30-5:30 AND Wed. 2:30-5:30**

**E13**

#### Independent Studio prerequisite: senior status

TBA  
This is the final studio in the design studio sequence. Students will apply studio skills learned previously in an independent manner and explore areas of design in greater detail. The studio advisor will guide students and provide critiques. Students will choose a topic or theme within interior design to study, identify one interior precedent representative of the topic to analyze, identify an contemporary interior design problem representative of the topic, program the design problem, and design a solution. The final project will include: 1) a written problem statement and program for the design problem; 2) a graphic analysis of the interior precedent; 3) a design solution with plan, elevations, reflected ceiling plan, a three-dimensional representation, furniture and finish selections. The project document will contain the aforementioned items in an 8 1/2" x 11" bound format.

**spring semester, 3 credits**  
**two 3 hour meetings per week**  
**Tues. 9:00-12:00 AND Thurs. 9:00-12:00**

### History/Theory:

**E20A**

#### History of Design for Interiors I prerequisite: B80A, B81A (or Humanities substitutes)

Marg Dion

The history of interior design and furniture from Prehistory to AD 1750 will be presented in illustrated lectures, readings, and class discussions. The goal of the course is to enhance the student's critical comprehension of historic design, design principles and elements in their original context and relate them to contemporary interior installations. Students will be required to analyze historic New England interiors as the final project.

**fall semester, 3 credits**  
**two 1.5 hour meetings per week**  
**Mon. 10:30-12:00 AND Wed. 10:30-12:00**

**E21A**

#### History of Design for Interiors II prerequisite: E20A

Marg Dion  
This course is a continuation of History of Design for Interiors I (E20A) and covers the period from 1750 to the present. Students will be required to analyze historic New England interiors as the final project.

**spring semester, 3 credits**  
**two 1.5 hour meetings per week**  
**Mon. 10:30-12:00 AND Wed. 10:30-12:00**

### Technical Knowledge:

**E40A**

#### Interior Codes & Construction Rainer Koch

This course studies various interior construction assemblies of non-load-bearing walls, load-bearing walls, floors, stairs, elevators, fireplaces, ceilings, doors, interior windows, frames, millwork, and fire-rated construction. Emphasis will be placed on building codes including state, BOCA, Underwriters Laboratory, and ASTM, state and federal accessibility codes, and construction materials. Students will also be introduced to basic structural concepts and characteristics of structural materials.

**fall semester, 3 credits**  
**one 3 hour meeting per week**  
**Fri 9:00-12:00**

**E41A**

#### Interior Materials & Finishes Meredith Basque

Students will study the visual qualities, technical characteristics, and applications of the common materials and finishes used in interior installations. These materials will include floor coverings, bases, mouldings, wall coverings, doors, hardware, textiles, window treatments, and ceiling materials. Related fire, health, and safety codes will be discussed. Class material will be presented in the form of lectures, readings, and demonstrations. Students will learn to analyze material/finish installations and prepare an installation of their own. Class will be held in the Materials Library.

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

**E50A**

#### Building Systems Bruce MacRitchie

This course studies mechanical, electrical, and plumbing technology and systems commonly employed in residential and commercial interiors. It will introduce students to the vocabulary, concepts, and basic components of these fields of engineering. This will enable students to integrate these building systems in their design work and communicate ideas effectively with project engineers and contractors. The course will include

commonly used heating, ventilating, air conditioning, plumbing piping and fixtures, fire sprinklers, electrical supply and distribution, smoke detection, and fire alarm systems. Related mechanical, electrical, and plumbing codes will also be discussed.

**fall semester, 3 credits**  
**one 3 hour meeting per week**  
**Fri. 9:00-12:00**

**E51A**  
**Lighting**  
**Anne Robinson**

This course introduces students to the art and technology of lighting. The class material will be presented as a series of lectures, readings, and demonstrations. Students will learn to analyze interior lighting installations, calculate lighting levels for interiors, select appropriate light fixtures and materials, and prepare an installation of their own.

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

**Communication Skills:**

**E61**  
**Drafting Studio**  
**TBA**

To make ideas reality, designers must create drawings that accurately communicate the finished project. This course teaches students the basic concepts of drawing interior space in measured plans, elevations, and details. Students will become conversant with state-of-the-art drafting tools, drafting papers and films, drawing reproduction, orthographics, plan and elevation projection, axonometric and isometric techniques. Students will learn the skills necessary to produce a basic set of drawings for an interior design installation. Projects will be organized in increasing complexity and will introduce students to studio skills.

**spring semester, 3 credits**  
**two 3 hour meetings per week**  
**Wed. 9:00-12:00 AND Fri. 9:00-12:00**

**E63**  
**Design Communications**  
**prerequisite: B02, B40, B60**  
**Michael Jimerson**

This course teaches students how to communicate design ideas to clients and associates through visual media. It will include drawing media, freehand sketching, interior perspective, shade and shadow, color, design graphics, plan and elevation rendering, presentation formats, and portfolio formats. Projects will be organized in increasing complexity and will introduce students to studio skills.

**spring semester, 3 credits**  
**two 3 hour meetings per week**  
**Tues. 2:00-5:00 AND Thurs. 2:00-5:00**

**E64**  
**Advanced Design Communications**  
**prerequisite: E63**  
**Michael Jimerson**

This course is designed to advance presentation board techniques and reinforce the graphic and technical skills introduced in Design Communications (E63). Students will continue to develop their proficiency in free-hand sketching, rendering, and perspective, and will have the opportunity to work with various rendering mediums such as watercolor, pastel, colored pencil, and marker.

**fall semester, 3 credits**  
**two 3 hour meetings per week**  
**Tues. 2:00-5:00 AND Thurs. 2:00-5:00**

**E72**  
**Computer Drafting Studio I**  
**Randall Cobb**

This course will provide an introduction to two-dimensional and three-dimensional uses of computers for design presentation and documentation. It will cover layering, templates, menus, blocks, dimensioning, plan projections, and perspective. Students will translate a hand-drafted set of working drawings from a previous project into a computer-generated set of working drawings.

**fall semester, 3 credits**  
**one 2 hour class AND one 4 hour lab per week**  
**Mon. 12:30-2:30 AND Tues. 1:00-5:00**

**E73**  
**Computer Drafting Studio II**  
**prerequisites: E40A, E72**  
**Randall Cobb**

This course will focus on the drafting and organizational skills necessary to produce a set of contract drawings for interior construction projects on the computer. Students will study the purpose of the individual elements, their relationship to each other, and the composition of the whole set. Students will choose a project completed in a previous studio as subject and complete a set of contract documents for it.

**spring semester, 3 credits**  
**one 2 hour class AND one 4 hour lab per week**  
**Mon. 1:00-3:00 AND Tues. 1:00-5:00**

**Professional Skills:**

**E80A**  
**Interiors Marketing & Contracts**  
**prerequisite: E02**  
**Jeanne Kopacz**

Students will learn how to market their skills, write proposals, price services and products, manage furniture and finish vendors, coordinate with architects, engineers, and contractors, review contracts, manage interior installations, and maintain good working relations with clients.

**fall semester, 3 credits**  
**one 3 hour meeting per week**  
**Fri. 2:00-5:00**

**IDI**  
**Interior Design Internship**  
**prerequisite: E02**  
**Glenda Wilcox**

With the assistance of the faculty advisor, each student will identify an internship with a local interior design firm. All interns will meet periodically as a group with the faculty advisor to report on experiences. The faculty advisor will reinforce new skills learned in the office and provide counseling. Interns should observe all office procedures including: office management, material and technical library resources, client relations, proposal writing, design contracts, drafting, schematic design, design development, coordination of consultants, working drawings, specifications, construction bidding, construction administration, and furniture installation. Students may not be able to participate in all of the activities noted above but should be able to observe the majority. Students will be required to keep a notebook of their observations.

**spring semester, 3 credits**  
**one 1.5 hour class meeting per week**  
**7.5 hours of design office internship per week minimum**  
**Wed. 12:30-2:00 (required class meeting)**



## FINE ARTS

### F02, F03

#### Drawing Techniques & Concepts Gabrielle Barzaghi

This is an experimental drawing class which accesses sources from traditional and contemporary art. A variety of materials will be used to explore the figure, the still life, and other subjects.

**fall and spring semesters**

**3 credits per semester**

**two 3 hour meetings per week**

**Mon. 9:00-12:00 AND Wed. 9:00-12:00pm**

### F20

#### Technical Painting Harry Bartnick

This course will involve an intensive study of either oil- or water-based painting materials and techniques, depending on the student's intended area of concentration. Fine arts as well as illustrative methods and applications will be investigated. Each student will be given several mediums from which to choose and will learn to utilize these with skill.

**fall semester, 3 credits**

**two 3 hour meetings per week**

**Thurs. 2:00-5:00 AND Fri. 9:00-12:00**

### F40, F41

#### Abstraction & Sculptural Process

Linda Brown, Debra Weisberg, Addison Parks

This course will involve the theories and concepts of abstract and non-objective painting, as well as the modeling of additive and reductive constructive pieces from various materials. The objective of the course is to refine the students' personal artistic goals by providing them with additional vocabulary in two- and three-dimensional issues.

**fall and spring semesters**

**3 credits per semester**

**one 3 hour meeting AND**

**one 4 hour meeting per week**

**Wed. 1:00-4:00 AND Thurs. 9:00-1:00**

### F42, F43

#### Advanced Sculpture prerequisite: F40, F41 Debra Weisberg

In this course students will explore contemporary sculptural issues, using a variety of found and generated materials. The process of installation, wall, floor, and self-supported pieces, and environmental works will be investigated.

**fall and spring semesters**

**3 credits per semester**

**one 4 hour class meeting AND one 2 hour studio per week**

**Thurs. 9:00-1:00 AND Thurs.**

**2:00-4:00**

### F44

#### Collage & Assemblage Addison Parks

This course deals with imagery and objects, and the relationship between two-dimensional and three-dimensional illusion. The relationship of

objects with seemingly different meanings and contexts will also be explored and students will be asked to create unified imagery using found and created materials.

**fall semester, 3 credits**

**two 3 hour meetings per week**

**Mon. 9:00-12:00 AND Wed. 9:00-12:00**

### F50, F51

#### Printmaking & Paper Studio

Lydia Martin, Deborah Davidson

This course exposes students to the basic printmaking techniques of wood block, silk-screen, and linoleum block, as well as monoprinting, and casted and non-traditional uses of paper as a medium.

**fall and spring semesters**

**3 credits per semester**

**two 3 hour meetings per week**

**Mon. 1:00-4:00 AND Fri. 1:00-4:00 (fall)**

**Mon. 1:00-4:00 AND Thurs. 1:00-4:00 (spring)**

### F60, F61

#### Figure Studio Audrey Goldstein

This course investigates the figure from a two-dimensional as well as a three-dimensional viewpoint. Work will be done in wax and paint, focusing on structuring the figure on an illusionistic plane and in real space.

**fall and spring semesters**

**3 credits per semester**

**two 4 hour meetings per week**

**Mon. 1:00-5:00 AND Wed. 1:00-5:00**

### F70, F71

#### Image Development Seminar I Linda Brown, Audrey Goldstein

This course is designed to aid the student in developing an artistic persona, a sense of self which, when coupled with discussion about the meaning and content of art, form, and value, will give that student a body of ideas from which to create a personal imagery. Weekly visits to contemporary art exhibitions and class discussions of those visits will aid the student in developing a personal artistic statement.

**fall and spring semesters**

**3 credits per semester**

**two 3 hour meetings per week**

**Tues. 10:00-1:00 AND Tues. 2:00-5:00**

### F72, F73

#### Image Development Seminar II prerequisite: F70, F71

Linda Brown, Audrey Goldstein

A continuation of Image Development Seminar I (F70, F71), this course will allow the student to develop a personal body of work based on the concepts and experiences gained in the preceding course.

**fall and spring semesters**

**3 credits per semester**

**two 3 hour meetings per week**

**Tues. 10:00-1:00 AND Tues. 2:00-5:00**

### F91

#### Thesis

**prerequisite: senior status**

**Addison Parks**

This required senior-level course will ready the student for a professional career as an artist. Students will learn to make an appropriate photographic and written record of their work, and to approach galleries and curators with a unified presentation.

**prerequisite: senior status**

**spring semester, 3 credits**

**two 3 hour meetings per week**

**Mon. 9:00-12:00 AND Wed. 9:00-12:00**

### FAI

#### Fine Arts Internship

An elective course for those who wish to pursue issues of artistic development to a further degree, this internship will involve assisting an established member of the local art community (in his or her studio) in the preparation, marketing, or exhibition of his or her work. The purpose of the internship will be to give the student experience in real-world aspects of the artistic life for which he or she has so far prepared only in a classroom setting. Participating students will earn credit based on the number of hours devoted to the internship. One credit will be given for every 45 hours of internship time and all hours must be verified in writing for credit to be given.

**fall or spring semester**

**credits will vary**