

INTERIOR DESIGN (IDE)

IDE 101 INTRODUCTION TO INTERIOR DESIGN

3, 3/0; AR23

Introductory survey of the theory and practice of interior design. Emphasis is given to the impact of interior space upon the physical, social, psychological, and aesthetic needs of people. Offered fall only.

IDE 103 DIGITAL PRESENTATION METHODS

3, 2/4

Fundamentals of digital presentation techniques, vector and pixel graphics, desktop publishing, video production, and website design tools augmented by basic research methods, and digital file management. Application of these tools to creative projects. Offered every Fall semester.

Equivalent Course: AAD 104

IDE 104 ELEMENTS AND PRINCIPLES OF INTERIOR DESIGN

3, 1/4

Corequisite: IDE 103. Introduction to the elements and principles of space and form as the fundamental vocabulary of interior design. Offered fall only.

IDE 151 MECHANICAL AND PERSPECTIVE DRAWING

3, 1/5

Prerequisites: IDE 101, IDE 103, IDE 104. Corequisites: IDE 152, IDE 153. Studio exploration of architectural drafting conventions and the methods to produce mechanically generated descriptive drawings, including orthographic, isometric, and perspective drawings. Skills are utilized in practical application and collaboration with the IDE 151 and IDE 153 studios. Offered spring only.

IDE 152 RAPID IDEATION AND VISUALIZATION

3, 1/5

Prerequisites: IDE 101, IDE 104. Corequisites: IDE 151, AAD 105. Introduction to interior design problem solving processes with a focus on rapid conceptual ideation, visualization, color rendering and project presentation. Offered every spring.

IDE 153 SPATIAL EXPLORATIONS AND MODEL BUILDING

3, 1/5

Prerequisites: IDE 101, IDE 103, IDE 104. Corequisites: IDE 151, IDE 152. A series of small experimental projects introduce, explore, and apply three-dimensional design elements and principles to the creation and representation of the built environment and interior design problems. Different media methods of building sketch, study, and scale models are introduced as tools for designing and producing spatial representations. Offered spring only.

IDE 155 FUNDAMENTAL SKILLS OF INTERIOR DESIGN

3, 2/0

Prerequisites: IDE151, IDE152, and IDE153 or, for transfer students, prior interior design course credit with portfolio review by advisement. Studio exploration of small projects in mechanical and perspective drawing, color marker rendering and rapid ideation, model making and spatial exploration, and digital presentation methods. Projects will reinforce elements and principles of interior design and design theory. Offered every summer.

IDE 189 TOPIC COURSE

1-3, 0/0

IDE 189

IDE 201 INTERIOR DESIGN I

3, 1/5

Prerequisites: IDE 151, IDE 152, IDE 153, successful completion of the skills competency exam and minimum cumulative GPA of 2.6. A series of small experimental projects explores how two-dimensional and three-dimensional design elements and principles are applied specifically to interior design problems. Concept design, development, and articulation are emphasized and represented through the use of sketches, mechanical drawings, and perspective tools, as well as models. Skills and knowledge are utilized in practical application and collaboration with IDE 202. Offered fall only.

IDE 202 CONSTRUCTION FUNDAMENTALS

3, 3/0

Investigation of construction systems and materials used in the built environment including principles of structure and behavior, principles of enclosure and aesthetics, and exploration of building systems. Material properties affecting installation and appearance are presented and evaluated. Offered every fall.

IDE 203 FURNITURE THEORY AND APPLICATION

3, 3/0

Exploration of the furniture elements found within interior design; the interrelation of construction, strength of materials, and styles; and how modern-day furniture, theory, and applications have been influenced by and have evolved due to mass production, material development, and ergonomics.

IDE 204 BUILDING MATERIALS - SELECTION, SPECIFICATIONS, AND ESTIMATING

3, 1/4

Prerequisites: IDE 151. The study of a) interior finishes, materials, and various interior components; b) professional specification, code restrictions, and environmental concerns of materials that are required to choose an appropriate material; and c) understanding and creation of estimates and budgets for materials and products in a design project. Offered every spring.

IDE 205 HISTORY OF INTERIOR DESIGN AND ARCHITECTURE I

3, 3/0; GA23

A comprehensive survey of the major historical periods of architecture and interiors from antiquity to the advent of the Industrial Revolution.

IDE 251 INTERIOR DESIGN II

3, 1/5

Prerequisite: IDE 201. Small- to medium-scale residential projects facilitate the exploration of functional criteria inherent in the design of interior spaces. Problem analysis, identification of client and user needs, selection of interior finishes and materials; a detailed, developed layout plus selection of furniture, fixtures, and equipment are emphasized. Offered spring only.

IDE 254 HISTORY OF INTERIOR DESIGN AND ARCHITECTURE II

3, 3/0

Prerequisites: IDE 205. A comprehensive survey of the major historical periods of architecture and interiors from the Industrial Revolution to the present. Offered spring only.

IDE 295 SPECIAL PROJECT

1-3, 0/0

Prerequisite: Instructor Permission. Scholarship or creative work conducted under the supervision of a faculty member. Offered occasionally.

IDE 301 INTERIOR DESIGN III

3, 1/5

Prerequisite: IDE 251. Corequisite: IDE 303. Medium-scale design projects are used to explore the principles of retail design and merchandising, focusing on the translation of clearly stated program goals and objectives into unique spatial solutions. Offered fall only.

IDE 302 COMPUTER APPLICATIONS FOR INTERIOR DESIGN I

3, 1/4

Intermediate-level course. Integrates computer presentation software to augment concurrent Interior Design studio, professional practice, and stand-alone projects. Digital 3-D modeling and 2-D presentation tools, in conjunction with computer-aided design (CAD) software, are used to translate students' fundamental manual presentation techniques to digital drawing, modeling, and layout. Offered fall only.

IDE 303 CONSTRUCTION DOCUMENTATION AND INTERIOR DETAILING

3, 2/4

Prerequisites: IDE 202. Understanding and creation of detailing and construction documentation of interior spaces. Interior designs are taken from concept to construction via micro-design projects. Emphasis is on the exploration and marriage of materials, construction techniques, prototype modeling and drawing conventions as professional communication tools. Material interfaces and transitions are designed, lighting is integrated, notes, reference marks and key tag conventions are implemented and professional construction document project sets are completed. Offered every fall semester

IDE 306 COLOR AND LIGHT

3, 3/0

Prerequisite: IDE 101. The study of a) physical properties of light and color in relation to elements and principles of design, b) physiological effects of light, c) elements of natural and artificial light, luminaire and control systems, d) color principles, theories, and systems to aid selection and application of color in the interior environment. Offered every fall

IDE 351 INTERIOR DESIGN IV

3, 1/5

Prerequisite: IDE 301. Information-gathering research and analysis is the basis to solve the functional and spatial requirements of complex public buildings, such as museums, libraries, health-care facilities, and cinemas. Special emphasis is placed on adjacencies, circulation, articulation, and the shaping of space. Offered spring only.

IDE 352 COMPUTER APPLICATIONS FOR INTERIOR DESIGN II

3, 1/4

Advanced topics of instruction in Computer Aided Architectural Drafting. Instruction focuses on creation and manipulation of the three-dimensional virtual built environment; including lighting and rendering techniques to create presentation-level graphics. The course also presents an introduction to Building Information Modeling (BIM) software. Offered spring only.

IDE 354 GLOBAL DESIGN STUDY TOUR

3, 1/5

Prerequisites: open for visual arts sophomores, juniors, and seniors with a cumulative GPA of 2.5 or better, instructor permission required. The Global Design Study Tour provides an opportunity to travel and experience a wide range of different cultural and geographical settings and their impact on interior design, art and architecture. Students will study exemplary global designs with an awareness and respect for cultural and social diversity. Offered occasionally.

IDE 355 LIGHTING DESIGN

3, 1/5

Designing with light, illumination principles, design criteria, specifications, and systems applied to public and private interiors. Hands-on experience using a lighting lab, case studies, and 3-D projects reinforce lecture material in a studio setting. Offered spring only.

IDE 356 ADVANCED PARAMETRIC DESIGN

3, 2/0

Prerequisites: IDE 352. Theory and application of visual programming as expression of parameters and rules that together define, encode and clarify the relationship between design intent and design response with a focus on the creation and communication of interior architectural environments. Offered every spring semester.

IDE 357 AMERICAN DIVERSITY AND DESIGN

3, 3/0

Prerequisites: Instructor Permission. Survey how design has affected and been affected by diverse populations in the U.S., specifically including race, ethnicity, gender, class, age, physical ability, cognitive ability, and religion. Examination of physical and media environments by and about diverse U.S. individuals and groups. Inclusive design principles are presented as an analytical framework. Offered spring only.

IDE 389 TOPICS COURSE

1-3, 1/0

IDE 401 INTERIOR DESIGN V

1-3, 1/5

Prerequisite: IDE 351. Large-scale office planning design projects are used to explore the functional and aesthetic requirements of complex administrative buildings. Anthropometric requirements; physical, sociological, and psychological needs; and the research, analysis, and programming skills needed for designing interior work-spheres are emphasized. Offered fall only.

IDE 403 PROFESSIONAL PRACTICE

3, 3/0

Introduction to the business principles, practices and ethics of the Interior Design profession. Emphasis is placed on regional standards, codes, means, methods, organizational charts, and client interaction. Résumé and portfolio creation, preparation for internship, and job interviews, business development and marketing material creation.

IDE 404 INTERIOR DESIGN THESIS RESEARCH

3, 3/0

Prerequisites: IDE 401. Part one of the thesis project, students advance their research and design skills required to meet a complex design project. Selection of the client, site, in-depth precedent study, code and building analysis, evidence based design, and research writing, design research methods are key issues addressed in this course. Offered annually.

IDE 451 INTERIOR DESIGN VI THESIS STUDIO

3, 1/5

Prerequisite: IDE 401. Constitutes the final studio experience prior to graduation and features one major design project. Students focus their design initiative with increased objectivity and adopt a comprehensive approach to the interior design process utilizing proposal, research, schematic design, construction documentation, material selections, specifications, technical writing, and presentation. Offered spring only.

IDE 483 BSC LED STUDY AWAY PROGRAM

1-15, 0/0

Acceptance into the program required.

IDE 488 INTERIOR DESIGN INTERNSHIP

3, 0/6

Guided and supervised exposure to professional interior design operations through on-the-job work experience in an authorized design firm, department, studio, or showroom. To earn 3 credit hours, students must complete 135 contract hours with the firm, provide a written report of the work experience, and receive a written evaluation from the employer. Offered fall only.

Equivalent Course: DES 488

IDE 499 INDEPENDENT STUDY

3-12, 0/0

Prerequisite: Faculty adviser permission.