

## FOUNDATION

FALL - FOUNDATION		
COURSE		CR
Life Drawing I* or Creative Practices I**	FNDT180	3
	FNDT172	
Principles of Design	FNDT115	2
Drawing & Building Form	FNDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

SPRING - FOUNDATION		
COURSE		CR
Life Drawing I* or Creative Practices I or II**	FNDT180/182	3
	FNDT172/173	
Connections Through Color & Design	CAIL101	3
Drawing Studio Expanded Practices*** or Form & Space****	FNDT162	2
	FNDT161	
Elective	FNDT145	2
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		16

\*Both Life Drawing I and Life Drawing II are recommended for all majors, especially for Toy Design, Fashion Design and Digital Media majors.

\*\* Creative Practices I and/or II is recommended for all majors, especially for students interested in Product Design, Fine Arts, Communication Arts: Graphic Design and open to interested students in other majors.

\*\*\*Drawing Studio Expanded Practices is recommended for all majors, especially for Digital Media majors

\*\*\*\* Form and Space is recommended for all majors, especially for Environmental Design, Fashion Design and Product Design and Toy Design majors.

Courses in gray are described in the Liberal Arts and Sciences section of The Hoot.

## **ELECTIVES**

COURSE DESCRIPTIONS FOR ELECTIVES: PLEASE NOTE THAT SECOND SEMESTER STUDIO ELECTIVE OFFERINGS MAY CHANGE. SEE DEPARTMENT FOR COURSE DESCRIPTIONS.

### **COMMUNICATION ARTS: GRAPHIC DESIGN**

FNDT145 — 2 credits

Students will have an immersive experience by being introduced to the many facets of graphic design in a studio setting that will allow them to work independently as well as collaboratively. Using image, type, form, color and employing the basic tools of design in a practical and comprehensive manner: including typesetting, bookbinding, web design tools, and self-guided research, students will have the opportunity to produce various types of experimental outcomes. This course is instructed by faculty engaged in the Design profession.

### **COMMUNICATION ARTS: ILLUSTRATION**

FNDT145 — 2 credits

Illustrators explore visual language and narrative skills through drawing, sketching, sequencing, researching, and observation for applications in entertainment illustration, animation, character development, concept illustration, publication and editorial illustration, advertising, and product illustration. Taught by faculty engaged in the Illustration profession.

### **COMMUNICATION ARTS: ILLUSTRATION**

FNDT145 — 2 credits

Where can you find printmaking? All around us every day! From magazines to money, from textiles to tee shirts, printmaking is a versatile medium for creating multiple images. In this blended class you'll explore the techniques of screen print, engraving and relief and their historical and contemporary contributions to different cultures worldwide. By semester's end you will have produced paper, fabric and three-dimensional prints. Taught by Communication Arts faculty.

### **DIGITAL MEDIA – RADICAL REIMAGININGS**

FNDT 145 – 2 credits

Together, we examine a series of genre films and animated shows and their style guides, (science fantasy, post-apocalyptic, heist, horror) before choosing two to expand into the "first season" of an hour-long, episodic series. How do worldbuilding, character design, composition, and story work together?

Students take turns playing different production and design roles as they develop their concepts, culminating in a "pitch."

### **DIGITAL MEDIA – MOTIONS DESIGN-AFTER EFFECTS BASICS**

FNDT145 — 2 credits

This will be a course for students interested in learning the basics of After Effects. The student will be introduced to the interface, tools, mattes, masks, effects, keyframing and rendering to create a foundation for further advanced use of the software. The student will be tasked with completing small projects during class to ensure that they are grasping the fundamental tools and techniques used by professionals.

### **DIGITAL MEDIA – SCULPTING FOR STORY**

FNDT145 — 2 credits

Students will learn to design and create both realistic and fantasy character sculpture using metal skeletons and oil-based clay. Whether you have ever modeled in clay or not, this class offers the necessary tools and skills for professional-quality work for film, television and digital media.

### **DIGITAL MEDIA – DRAWING FOR STORY**

FNDT145 — 2 credits

We're going to study the old adage that a picture is worth a thousand words. But we're going to start, as most projects and assignments should, from the words. Find a story, a script or a book that you like; one that's visually stimulating. Then we'll assemble an image to tell the story or a part of it, by defining the look or the relationship of the characters to each other and the environment.

### **DIGITAL MEDIA – THE FUNDAMENTALS OF GAMES**

FNDT145 — 2 credits

Students will play and study both board and digital games. By gaining a nuanced understanding of game structure students will learn about storytelling strategies necessary for creating a successful game.

### ENVIRONMENTAL DESIGN: DESIGNING SPACE

FNDT145 — 2 credits

Design the spaces where we live, work, and play! This course will introduce students to the full scope of spatial design fields: architecture (buildings), landscape (spaces between buildings), and interiors (spaces within buildings). Students will be introduced to architecture, landscape and interior projects and professional offices, and design a house with its surrounding landscape. Taught by Environmental Design faculty.

### FASHION DESIGN: INTRODUCTION TO FASHION DESIGN AND ILLUSTRATION

FNDT145 — 2 credits

This course introduces students to the fundamentals of designing and illustrating a small sportswear collection. Students will learn how to develop a fashion pose, research a theme for their collection, apply it to their designs, draw technical flats and simple sportswear on a figure.

### FASHION DESIGN – 3-D EXPLORATION OF THE HUMAN FORM

FNDT145 — 2 credits

Clothing both conceals and reveals something of ourselves. It covers and protects our bodies, enhances our performance, and is a wearable medium of self-expression. This course introduces and experiments with draping, patternmaking and hand-stitching as techniques for meeting the functional and artistic challenges of Fashion Design.

### FINE ARTS: PAINTING EXPLORATIONS

FNDT145 — 2 credits

A basic painting course introducing a variety of painting methods and materials, including color mixing, paletting, and paint application in oil and/or acrylic. Instruction will blend technical facility with the creative process within a studio environment supportive of risk-taking and the entertainment of possibilities.

Traditional and contemporary modes of pictorial representation and abstraction will be explored. Taught by the Fine Arts faculty.

### FINE ARTS – PHOTOGRAPHY

FNDT145 — 2 credits

This elective explores the role of photography in the contemporary art and design worlds. We will learn how to shoot and develop black-and-white film, use digital cameras, and harness the power of social media. The class will introduce students to the power of the photographic image as both an artistic medium and a practical tool. Emphasis will be placed on the techniques used to make high quality photographic prints while providing students with the opportunity to construct meaning through the choice, development, and presentation of compelling images. Taught by Fine Arts faculty.

### PRODUCT DESIGN: PRODUCT DESIGN WORKSHOP

FNDT145 — 2 credits

A hands-on course that introduces the basics of the Product Design Process, providing an overview of the field and the BFA program.

Taught by Product Design faculty and engagement with industry professionals and practitioners in contemporary crafts, art, and design. Students learn a blend of design and craft based skills applicable to any medium and engage in project research, ideation, concept design, prototype development, presentation and exhibition. The course is held in-person, on-campus with the possibility of online meetings if necessary.

### TOY DESIGN – INTRODUCTION TO PLAY: GAME DESIGN

FNDT145 — 2 credits

Games for centuries have been bringing people together in many unique ways. Students will learn the history of games and what makes them successful. Some card games make players toss a taco at each other, while others take players out with exploding kittens. Board games can challenge players to find treasure across an elaborate labyrinth or have players trading stacks of stone for a flock of sheep. Students are to design a card game and board game that focuses on creating rules that enhance gameplay. The importance of game theory and story crafting will be a key focus. A fabricated playable model of both games will give students the chance to test out the gameplay in class.

Students will exhibit their toy concepts similarly to professional designers that best describe the game's story and play pattern.