

DEGREE PROGRAMS

BFA IN TOY DESIGN

Our Mission

Toys and play are an essential part of our world. Otis College offers one of the only four-year Bachelor of Fine Arts degree in Toy Design. Taught by faculty and guest mentors who are renowned toy and entertainment professionals, the program focuses on the process of designing and bringing toys to market. Students create toys for all ages, across numerous categories, with a focus on play. Our graduates will shape the industry, impact society, and inspire generations to come.

Toy Design is a specialized major and requires skills from many disciplines, including drawing, engineering, sculpting, prototyping, and digital design. Students will gain knowledge in child psychology, storytelling, presentations, and business practices. They'll learn about manufacturing, product safety, sustainability, and packaging, and will gain an understanding of the evolution of a toy from concept to the end consumer.

Many of the world's largest toy and entertainment companies are a few miles from campus. They are at the center of a multibillion-dollar industry that provides an enormous professional stepping-stone for our emerging toy designers. The Toy Design program offers students the opportunity to participate in summer internships after their sophomore and junior years. Often our students are hired by the companies where they worked.

Students will graduate with a final portfolio that highlights their unique talents, technical skills, and innovative ideas to launch them into a creative, rewarding, and meaningful career.

Degree Requirements

All programs' curricula are developed in response to Program Learning Outcomes, which signify what students learn within a degree program or emphasis area. All program learning outcomes respond to overarching Institutional Learning Outcomes. View the BFA in Toy Design program learning outcomes [here](#) or request information.

Freshman Fall Semester

Course Title	Course Number	Credits
Form and Figure	FNDT 100	3.00
Color and Design	FNDT 101	3.00
Contemp Studio & Creative Actn	CAIL 102	3.00
Visual Culture 1	AHCS 122	3.00
Writing as Discovery	ENGL 108	3.00

Freshman Spring Semester

Course Title	Course Number	Credits
Choose 2 repeatable of the following courses: Exp Studio:Drawing Exp Studio Dimensional Studies Exp Studio Transmedia	FNDT 103 FNDT 104 FNDT 105	3.00 3.00 3.00
Major Studio Elective	FNDT 150	3.00
Visual Culture 2	AHCS 123	3.00
Thought Lab 2	LIBS 115	3.00

Sophomore Fall Semester

Course Title	Course Number	Credits
Toy Design I	TOYD 200	3.00
Visual Communication I	TOYD 232	3.00
Design Prototyping I	TOYD 242	3.00
Child Psych:Development& Play	SSCI 211	3.00
Theories and Trends	AHCS 224	3.00

Sophomore Spring Semester

Course Title	Course Number	Credits
Toy Design II	TOYD 201	3.00
Visual Communication II	TOYD 233	3.00

Degree Programs

Design Prototyping II	TOYD 243	3.00
Methods and Materials	LIBS 219	3.00
Creative Action LAS Elective	CAIL 200	3.00

Junior Fall Semester

Course Title	Course Number	Credits
Toy Design III	TOYD 302	3.00
Visual Communication III	TOYD 334	3.00
Design Prototyping III	TOYD 340	3.00
History of Toys	AHCS 236	3.00
Math Elective	MATH 136	3.00

Junior Spring Semester

Course Title	Course Number	Credits
Toy Design IV	TOYD 303	3.00
Design Prototyping IV	TOYD 343	3.00
Creative Action Junior Studio	CAIL 301	3.00
Human Factors in Toy Design	NSCI 308	3.00
LAS Upper Division Elective	LIBS 314	3.00

Senior Fall Semester

Course Title	Course Number	Credits
Toy Design V	TOYD 404	3.00
Visual Communication IV	TOYD 436	3.00
Design Prototyping V	TOYD 442	3.00
Professional Development I	TOYD 452	3.00
Capstone	LIBS 440	3.00

Senior Spring Semester

Course Title	Course Number	Credits
Toy Design Vi	TOYD 405	3.00
Package Design	TOYD 437	3.00
Design Prototyping Vi	TOYD 443	3.00
Professional Development II	TOYD 453	3.00
LAS Upper Division Elective	LIBS 314	3.00

Course Descriptions

FNDT 100 - Form and Figure (3.00)

This course provides a comprehensive study in drawing from observation. Students begin by learning to draw a simple geometrical form, progressing to rendering objects within a compositional setting and drawing the entire human figure based on an investigation of its anatomical structures. Students will develop an awareness of the playful, rhythmic relationships between various components of a compositional setting and the human form, constructing drawings which reflect their unique vision. Drawing techniques such as perspective and isometric projection facilitate successful form generation. Skills of relational measurement, compositional organization, and the accurate placement of form in space, will inform all drawing activities such as drawing objects, figures, and environments, which will enhance students' perceptual abilities.

FNDT 101 - Color and Design (3.00)

Students will create innovative and impactful designs by learning and applying essential elements including, line, shape, color, texture, space, balance, contrast, and rhythm. Utilizing digital and analog tools, students will engage in diverse design challenges, enhancing their problem-solving and critical thinking skills, as well as developing their visual literacy and communication abilities. Through this course, students will learn fundamental concepts relevant to today's creative industries, laying a solid foundation for further explorations.

CAIL 102 - Contemp Studio & Creative Actn (3.00)

Students explore the built environment, analyzing its physical, spatial, and temporal elements. This course introduces students to art and design fundamentals, including scale, material, measurement, context, and function. They will explore innovative and sustainable solutions using fabrication, technology, studio labs, and joint activities with other classes. This course includes the Creative Action & Integrated Learning (CAIL) component, which encourages engagement with the city of Los Angeles. Students will participate in site visits, lectures, and relevant readings that highlight cultural, social, political, ecological, or economic aspects of responsive design. Throughout the course, students will also develop professionalism and collaboration skills.

AHCS 122 - Visual Culture 1 (3.00)

"Visual Culture 1: Gateways to Art and Culture" will address the history of visual communication and the changes that visual culture has undergone up until the 18th century across geographical boundaries, while providing students with the tools to understand the visual culture of the present. The class will address formal analysis, the study and history of materials, techniques, and genres. Students will also learn the semiotic language of visual culture and the socio-cultural contexts framing the history of art, past and present. This course will help students understand how visual objects reflect the cultural context in which they were originally produced and consumed, and how the meaning assigned to them changes over time. This will create bridges for the students to connect to the present visual culture while understanding that images are fluid signs which help create and maintain cultural, social, and political discourse.

ENGL 108 - Writing as Discovery (3.00)

How does the world influence you, and how do you influence the world? In this class, you will discover narratives and other texts that reveal the complexity of your identity. You will apply that understanding to a broader exploration of the necessity of empathy in navigating difference in today's global society. You'll be invited to turn your awareness into advocacy by posing a research question about a topic that captures your interest and fuels your curiosity. By the end of the semester, you will have completed a personal narrative, learned how to critically analyze diverse texts, and developed research techniques that will be valuable during your academic career and beyond. You will continue to hone these skills in a specialized Thought Lab II course of your choosing during your second semester.

FNDT 103 - Exp Studio:Drawing (3.00)

These drawing courses are designed to support students in preparation for their chosen majors. Students will experiment with various materials and mediums while exploring a broad spectrum of approaches to drawing as an active form of thinking, seeing, and understanding. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. NOTE: Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 104 - Exp Studio Dimensional Studies (3.00)

Dimensional Studies explores the tangible world, built environment, and object making. Courses are offered in a variety of mediums and investigate a range of topics including spatial analysis and thinking, material experimentation, form design, digital fabrication, hand skills, and building strategies while creating in 3 dimensional and 4-dimensional space. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 105 - Exp Studio Transmedia (3.00)

Transmedia explores strategies for visual communication. A range of cross-disciplinary studio courses investigate multi-model applications for conveying bold ideas through form. Courses invite innovative approaches to contemporary media, strengthening fluency in design principles and cultural literacy. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 150 - Major Studio Elective (3.00)

The Foundation Major elective is the introductory course in each major. Courses are numbered as ANIM101, GAME101, etc. The Foundation major elective will introduce students to a range of foundational principles in the major's field. Students will develop a way of thinking and approaching work in the field and will have the opportunity to develop a self-reflective, creative practice. Social, cultural and/or environmental issues facing the field will also be addressed.

AHCS 123 - Visual Culture 2 (3.00)

Planned as a continuation of Visual Culture 1, "Visual Culture 2: Unpacking Art, Power & Modernity" offers a transparent chronology to continue but deepen an investigation of art, design and world perspectives from roughly 1800 to 1960. These are years loosely associated with "modernisms." It explores Western and non-Western, dominant, and marginalized histories during this proposed 160-year time frame, broadening and reinforcing first-year students' historical awareness, while de-centering dominant canons. Visual Culture 2 uses multi-cultural artifacts, readings, seminar-like discussions and experiential collaborations to explore and critically analyze key works and key themes like colonialism, structural racism, xenophobia, industrialization, technology, capitalism and consumerism from multiple perspectives. By the end of the semester, students should have the necessary critical tools to become empathic citizen-artists who can engage an equitable, transglobal, diasporic, technically creative and environmentally demanding present and future.

LIBS 115 - Thought Lab 2 (3.00)

Where do your curiosities in the world lead you? How can you transform general interest in a subject into specific knowledge that can fuel a creative practice? Building on concepts from Thought Lab I, Thought Lab II will allow you to take a deep dive into a themed seminar of your choosing. Seminar themes may range from environmental and social justice to narrative to technology. These courses will invite you to explore a special topic through a variety of media to deepen your understanding of key events that have shaped its history. By the end of the semester, you will complete assignments which may include an exploratory essay or a research paper, and ultimately, a creative translation of course themes.

TOYD 200 - Toy Design I (3.00)

Toys are fundamental to our growth and culture. We learn to make decisions, socialize, and create through play. In these on-campus courses, you will develop an understanding of the creative process of toy design and learn the fundamentals of becoming a successful toy designer. Emphasis is placed on brainstorming and designing both hard and soft good toys that engage children across various play patterns. You'll apply drawing, model-making, and fabrication skills to create original toy concepts across categories such as Plush and Preschool toys. You'll learn to conduct market research and analysis to ensure your designs are viable and positioned strategically for their intended audience. Using various fabrication techniques, you'll translate your idea into a 3-D model and present the final product to faculty and visiting toy industry professionals. Toy Design studio courses may be sponsored, in which case the toy category or brand would be predetermined.

TOYD 232 - Visual Communication I (3.00)

To communicate effectively, a designer should have a broad range of both traditional and digital drawing skills. In these on-campus courses, you will develop your ability to communicate ideas through drawing from quick ideation sketches to final illustrations. Through the study of shape, perspective, style, use of character, and storytelling, students will learn to communicate with compelling, dynamic drawings. On the digital side, you'll learn how to take a concept from rough sketch to a refined set of technical illustrations. You'll learn Adobe digital tools that will enable you to produce drawings that accurately convey your design intent and serve as a blueprint when creating a prototype model. The skills acquired during these courses will be utilized throughout the remainder of your Toy Design studio courses.

TOYD 242 - Design Prototyping I (3.00)

As a Toy Designer, it's essential to know how to translate your 2D concepts into 3D form. These on-campus classes will equip you with practical prototyping skills and vocabulary that will enable you to develop and communicate your designs accurately. With guidance from your instructor, you'll work in the model shop, and learn to use the tools, equipment, and machinery. You'll integrate these skills and techniques into your concepts, developing an understanding of the design and development process. Ultimately, these courses will provide you with working knowledge in the processes and techniques used in model-making for the toy industry. Fabrication, sculpting, molding, and casting will be taught through lectures and hands-on experience. With the building blocks learned throughout the year, you can move on with confidence to more advanced prototyping in subsequent courses.

SSCI 211 - Child Psych:Development& Play (3.00)

This course provides a comprehensive overview of child development from birth to adolescence, including developmental stages, critical periods, effects of early stimulation, environmental enrichment, and how to apply this information when designing children's toys, books, games, products, and entertainment. Special attention is given to toy design issues of aesthetics, safety, age-relevance, socio-cultural parameters, marketability, and characteristics of successful toys. By the end of this course students will have an introduction to the principles, theories, and practices of developmental psychology as they relate particularly to the periods of infancy, childhood, and adolescence. They will demonstrate the ability to apply these principles in the design process for toys and games. Specifically, they will:

- Demonstrate that they can think about toys from a developmental perspective.
- Learn to see the activity of play as central to developing healthy individuals.
- Will demonstrate that they can creatively apply the results of developmental psychology to design, creation, and critique of toys.
- Understand qualitative and quantitative tenets and tools of consumer research as they relate to play and toy design.
- Be able to identify concepts of play such as play patterns and storytelling to name a few and how they impact toy design and development in positive ways for children.

Required for Toy Design Majors

AHCS 224 - Theories and Trends (3.00)

This course stresses the relationships between contemporary culture and media and their connections to related creative and theoretical disciplines that have influenced art practice and human experience in the years roughly from 1955 to the present. "Theories and Trends in Contemporary Art, Media and Culture" critically examines the range of roles that popular culture, mass media and colonial institutions of privilege play in all creative practices. This class challenges facile and well-worn constructions of gender, difference, race, ethnicity, "high" and "low" art to work towards conceptions of the self, identity, and of culture that are fluid. Research and case studies focus on the inter-textual and the inter-disciplinary. Students learn and critically evaluate major theories of contemporary art and design through textual, visual, and hands-on inquiry, encouraging independent thinking via active in-class and student-directed projects. Required for Graphic Design, Illustration, Fashion, Toy, Product, Animation, and Game and Entertainment majors.

TOYD 201 - Toy Design II (3.00)

Toys are fundamental to our growth and culture. We learn to make decisions, socialize, and create through play. In these on-campus courses, you will develop an understanding of the creative process of toy design and learn the fundamentals of becoming a successful toy designer. Emphasis is placed on brainstorming and designing both hard and soft good toys that engage children across various play patterns. You'll apply drawing, model-making, and fabrication skills to create original toy concepts across categories such as Plush and Preschool toys. You'll learn to conduct market research and analysis to ensure your designs are viable and positioned strategically for their intended audience. Using various fabrication techniques, you'll translate your idea into a 3-D model and present the final product to faculty and visiting toy industry professionals. Toy Design studio courses may be sponsored, in which case the toy category or brand would be predetermined. TOYD 200 - Toy Design I is a prerequisite for TOYD 201 - Toy Design II

TOYD 233 - Visual Communication II (3.00)

To communicate effectively, a designer should have a broad range of both traditional and digital drawing skills. In these on-campus courses, you will develop your ability to communicate ideas through drawing from quick ideation sketches to final illustrations. Through the study of shape, perspective, style, use of character, and storytelling, students will learn to communicate with compelling, dynamic drawings. On the digital side, you'll learn how to take a concept from rough sketch to a refined set of technical illustrations. You'll learn Adobe digital tools that will enable you to produce drawings that accurately convey your design intent and serve as a blueprint when creating a prototype model. The skills acquired during these courses will be utilized throughout the remainder of your Toy Design studio courses. TOYD 232 - Visual Communication I is a prerequisite for TOYD 233 - Visual Communication II

TOYD 243 - Design Prototyping II (3.00)

As a Toy Designer, it's essential to know how to translate your 2D concepts into 3D form. These on-campus classes will equip you with practical prototyping skills and vocabulary that will enable you to develop and communicate your designs accurately. With guidance from your instructor, you'll work in the model shop, and learn to use the tools, equipment, and machinery. You'll integrate these skills and techniques into your concepts, developing an understanding of the design and development process. Ultimately, these courses will provide you with working knowledge in the processes and techniques used in model-making for the toy industry. Fabrication, sculpting, molding, and casting will be taught through lectures and hands-on experience. With the building blocks learned throughout the year, you can move on with confidence to more advanced prototyping in subsequent courses. TOYD 242 - Design Prototyping I is a prerequisite for TOYD 243 - Design Prototyping II

LIBS 219 - Methods and Materials (3.00)

Methods and Materials gives students a strong foundation for understanding the vast assortment of materials and methods by which things are built, made, manufactured with an emphasis on toys and consumer products. One will learn the fundamental technical means for successfully expressing a design concept in mass production. Manufacturing will also be discussed and learned from a world view highlighting in depth global centric topics like Factory Conditions, Product Safety, Sustainability and Up and Recycling. Finally, while the course will be comprehensive and rigorous, the speakers, lectures and course activities will infuse the excitement of what it's like to truly understand and participate in the miraculous supply chain of goods and services and view this dynamic system as everything comes together to make, develop, and manufacture products. Required of all Toy Design majors. Available to non-majors as approved by the Chair.

CAIL 200 - Creative Action LAS Elective (3.00)

An integrative course using collaborative methodology, synthesizing diverse perspectives, and using the skills of creative and critical thinking, clear communication, research, and information literacy. See CAIL section for course descriptions. May be taken in either fall or spring, must be completed in the sophomore year

TOYD 302 - Toy Design III (3.00)

Students will apply principles they have learned in Toy Design I and II to create original toys across categories such as Dolls, Action Figures, Vehicles and Playsets, which can be expanded to become a toy brand with line extensions. Story-based toys and line extensions are important in building toy brands. In these on-campus courses, you will conceptualize and bring a character based product line to life. Storyboarding will be utilized to show how the characters live in their world. You will also create your own accessory as a stand-alone item or to complement your existing toy line. Advanced presentation and building techniques will be used to showcase toy concepts and features. Students will learn the most effective methods of presenting their toy concepts visually, demonstrating new features digitally when it is the most effective way of communicating play patterns and function. Corporate sponsored projects may occur during either semester, but regardless, critiques will include visiting toy industry professionals. TOYD 201 - Toy Design II is a prerequisite for TOYD 302 - Toy Design III

TOYD 334 - Visual Communication III (3.00)

Sketching original characters and developing storyboards is an effective way of communicating original concepts and features of toys and related accessories. In this on-campus drawing and portfolio development class, you'll acquire advanced skills in the theory and practice of sketching, drawing, and rendering techniques as applied to toy products. You'll design a logo and create a promotional sheet that reflects your graphic skill and creative styling

with best-in-class examples of your work. You will also concentrate on the creation, organization, and presentation of your portfolio. Finally, you'll write a résumé that expresses your creativity and design experience with links to a digital portfolio. TOYD 233 - Visual Communication II is a prerequisite for TOYD 334 - Visual Communication III

TOYD 340 - Design Prototyping III (3.00)

The use of Computer-Aided Design (CAD) programs is an essential and necessary skill in the field of Toy Design. These on-campus courses focus on 3D modeling programs such as Rhino, which is often used in the construction of prototype models. You'll learn modeling and prototyping techniques used in the toy industry. These courses combine instruction on the computer with guidance on the standards required to produce 3D models through output to a rapid prototyping machine. Students will progress to more advanced modeling techniques and will continue to develop their rendering and animation skills. You'll be introduced to programs such as Adobe After Effects to create more compelling digital video presentations with animation, titles, sound effects, and transitions. Students will be able to apply acquired learning to improve all their toy design projects and presentations.

AHCS 236 - History of Toys (3.00)

Today we understand play as a child's universal language and right. But was it always this way? This synchronous online course explores historical global perspectives on toys, trends, and play, providing valuable context for the emerging toy designer. You will develop a cultural awareness of the evolution of the toy industry reflected by past and current societal changes. Active research, videos, readings, and discussions inform personal narrative writing along with engaging, creative group projects. Class projects will be relevant and enhance the experience of studio toy design classes. By the semester's end, you will have completed quality research on your favorite childhood toy and designed an instructional game focusing on a chosen era, genre, or region related to the history of toys. Required for Toy Design majors.

MATH 136 - Math Elective (3.00)

Math elective. Covers various topics related to mathematical concepts in art and design. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

TOYD 303 - Toy Design IV (3.00)

Students will apply principles they have learned in Toy Design I and II to create original toys across categories such as Dolls, Action Figures, Vehicles and Playsets, which can be expanded to become a toy brand with line extensions. Story-based toys and line extensions are important in building toy brands. In these on-campus courses, you will conceptualize and bring a character based product line to life. Storyboarding will be utilized to show how the characters live in their world. You will also create your own accessory as a stand-alone item or to complement your existing toy line. Advanced presentation and building techniques will be used to showcase toy concepts and features. Students will learn the most effective methods of presenting their toy concepts visually, demonstrating new features digitally when it is the most effective way of communicating play patterns and function. Corporate sponsored projects may occur during either semester, but regardless, critiques will include visiting toy industry professionals. TOYD 302 - Toy Design III is a prerequisite for TOYD 303 - Toy Design IV

TOYD 343 - Design Prototyping IV (3.00)

The use of Computer-Aided Design (CAD) programs is an essential and necessary skill in the field of Toy Design. These on-campus courses focus on 3D modeling programs such as Rhino, which is often used in the construction of prototype models. You'll learn modeling and prototyping techniques used in the toy industry. These courses combine instruction on the computer with guidance on the standards required to produce 3D models through output to a rapid prototyping machine. Students will progress to more advanced modeling techniques and will continue to develop their rendering and animation skills. You'll be introduced to programs such as Adobe After Effects to create more compelling digital video presentations with animation, titles, sound effects, and transitions. Students will be able to apply acquired learning to improve all their toy design projects and presentations. TOYD 340 - Design Prototyping III is a prerequisite for TOYD 343 - Design Prototyping IV (3.00)

CAIL 301 - Creative Action Junior Studio (3.00)

An upper-division interdisciplinary studio course offering unique core content that shifts from term to term. This studio affords students the opportunity to engage with professionals from various fields and expand their notion of problem solving beyond their major in public site real world challenges. This course may be taken in either the fall or spring of the junior year. A limited choice of CAIL301 courses will count for the Sustainability Minor. See CAIL section for course descriptions.. CAIL301 may be taken in either the fall or spring semester of the junior year

NSCI 308 - Human Factors in Toy Design (3.00)

The class will be a seminar course with lectures, homework assignments and exams. The students will obtain a basic understanding of structural engineering and develop some of the skills necessary to describe the structural systems of their creations. Students are introduced to basic concepts of structural loads, vectors (forces & moments), equilibrium in 2-D and 3-D, and strength of materials (stress and deformation). The course focuses on understanding these fundamental concepts as they relate to art and design with emphasis on the form making opportunities of expressing structural engineering and construction. Various structural elements will be examined for their role in resisting different types of loads and forces including analysis of simple (determinate) beams, trusses, columns, cables, arches, walls, frames and design of beams. Sustainability will be consistently discussed throughout the course with awareness of the environmental impacts of construction in the lectures, assignments and assigned reading. The lectures and reading assignments will include examples of extraordinary engineers and amazing structures including many examples from the instructor's portfolio of work. The signature and team assignments will require the students to develop structural design techniques through collaboratively exploring unconventional structural systems, architecturally exposed structures, and the structural support of sculptures. The course assignments will explore engineering creativity, design thinking, controlled tectonic expression, embodied mind and making. Engineered form generation with sketches and model making will emphasize design and learning about structural behavior through physical contact (touch) with design trajectories that arise through these form-making physical interactions. Concept creation skills will be emphasized through analysis of precedents, scheme generation, sketching and physical model making. Students will learn about how to develop structural design concepts, team collaboration, and how to make good structural design decisions using criteria to evaluate their schemes (conceptual design, engineering performance, environmental impacts, cost effectiveness & buildability). The students will learn together on the project assignments with pin-ups, class discussions and desk crits. Required for Toy Design majors.

LIBS 314 - LAS Upper Division Elective (3.00)

This course can be an upper division art history or liberal studies elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

TOYD 404 - Toy Design V (3.00)

In this advanced level on-campus course, students will continue in their development of conceptual, technical, and creative skills and methodologies relating to toy design across categories such as Games, Collectibles or a category of their choice. Toy Design studio courses may be sponsored, in which case the toy category or brand would be predetermined. TOYD 303 - Toy Design IV is a prerequisite for TOYD 404 - Toy Design V

TOYD 436 - Visual Communication IV (3.00)

This advanced on-campus computer lab course featuring programs in the Adobe Creative Suite allows you to apply your skills and knowledge to improve ongoing projects and enhance your portfolio. Students may have participated in summer internships where they gained real world experience and will be able to apply that learning as well as their classroom experience to design and prepare their final projects, portfolio, and senior show. The course covers a wide range of Advanced Photoshop techniques, including AI Art integration into your ideation process and how to prepare your digital assets for senior show.

TOYD 442 - Design Prototyping V (3.00)

The use of Computer-Aided Design (CAD) programs is an essential and necessary skill in the field of Toy Design. These on-campus courses focus on 3D modeling programs such as ZBrush, which is often used in the construction of prototype models. You'll learn advanced modeling and prototyping techniques used in the toy industry. These courses combine instruction on the computer with guidance on the standards required to produce 3D models through output to a rapid prototyping machine.

TOYD 452 - Professional Development I (3.00)

This two-course professional development series requires students to engage in an immersive manner on career development and working professionalism by exploring and participating in all facets of career development in the toy and related industries. These classes are part of a professional development journey that requires each student to engage in a path of focused study of working professionalism by actively participating in and interacting with classroom simulations, industry speakers, and seminars that will bring the toy industry directly to the classroom in a one-of-kind hands on experience. Students will gain an understanding of toy industry practices across the board. It introduces core behaviors, business and industry concepts including but not limited to advertising, brand directional outlines, consumer behavior, costing, legal, logistics, marketing, marketing research, management, manufacturing, merchandising, operations, pricing, product development, sales, and social media as well as workplace recognition and decolonization. Students will understand how this industry scaffold impacts design and how it will affect them as designers.

LIBS 440 - Capstone (3.00)

The Liberal Arts and Sciences Capstone experience is a required senior-level course designated to facilitate students' critical reflection on a topic that intersects with their own studio practice, discipline, and/or identity. As the signature course and culminating expression of the Liberal Arts and Sciences Department, the class design allows for independent research and private mentoring through Blended classes that meet synchronously online. The Capstone research process encourages students to apply the skills they have accrued during their time at Otis College to a project that can advance their understanding of their career path and chosen industry. A minimum grade of C- or better on the Capstone paper and course is required to pass.

TOYD 405 - Toy Design Vi (3.00)

The focus of this advanced level on-campus course is professional preparation and presentation of a collected body of work to be displayed at the Annual Senior Exhibition. Seniors will participate individually and work cooperatively as a class to prepare. Seniors will plan and execute a formal exhibition with each student having their own designated "gallery space" where they will display selected projects that showcase their best work. Students will participate in the scheduled event with industry professionals. In addition, the class will work together to curate and create a class website. Each student will also have completed a personal design website, pdf portfolio, resume, promo sheet, and contribute work to the online Otis Senior Exhibition. All required TOYD courses must be completed or in progress and students must be eligible for Commencement in order to participate in TOYD 405 - Toy Design Vi

TOYD 437 - Package Design (3.00)

Branding and packaging play a pivotal role in the success of toy products. This on-campus course emphasizes developing branding strategies and creating three-dimensional package mockups to address a range of packaging styles and retail challenges. In conjunction with marketing considerations, package design must also account for storage, safety, and sustainability factors. Participants can tackle these issues while implementing unique graphic treatments on full-color 3D mockup packages. Upon course completion, attendees will understand various packaging types, including the closed box, window box, tray box, and blister card options. They will recognize the significance of effective communication on packaging to engage consumers.

TOYD 443 - Design Prototyping Vi (3.00)

The use of Computer-Aided Design (CAD) programs is an essential and necessary skill in the field of Toy Design. These on-campus courses focus on 3D modeling programs such as ZBrush, which is often used in the construction of prototype models. You'll learn advanced modeling and prototyping techniques used in the toy industry. These courses combine instruction on the computer with guidance on the standards required to produce 3D models through output to a rapid prototyping machine. TOYD 442 – Design Prototyping V is a prerequisite for TOYD 443 – Design Prototyping Vi

TOYD 453 - Professional Development II (3.00)

This two-course professional development series requires students to engage in an immersive manner on career development and working professionalism by exploring and participating in all facets of career development in the toy and related industries. These classes are part of a professional development journey that requires each student to engage in a path of focused study of working professionalism by actively participating in and interacting with classroom simulations, industry speakers, and seminars that will bring the toy industry directly to the classroom in a one-of-kind hands on experience. Students will gain an understanding of toy industry practices across the board. It introduces core behaviors, business and industry concepts including but not limited to advertising, brand directional outlines, consumer behavior, costing, legal, logistics, marketing, marketing research, management, manufacturing, merchandising, operations, pricing, product development, sales, and social media as well as workplace recognition and decolonization. Students will understand how this industry scaffold impacts design and how it will affect them as designers. TOYD 452 - Professional Development I is a prerequisite for TOYD 453 - Professional Development II

LIBS 314 - LAS Upper Division Elective (3.00)

This course can be an upper division art history or liberal studies elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

Electives

Course Title	Course Number	Credits

Elective Descriptions