

IDUS/INTERACTIVE DSGN FOUNDAT (IDF)

IDF 500: Drawing: Design & Development

This is an advanced drawing course developed for designers of all disciplines who want to improve the designer's ability to apply knowledge imparted in other courses to the development of designs. Wherever possible the subject matter of the students' design studio courses will be used as the subject matter for drawing exercises.

Credits: 3

College: School of Design & Engineering

Schedule Type: By Appointment - 1 student, Lecture, Lecture/Studio Combination, On-Line, Studio

IDF 502: Found in Web Design & Strategy

Credits: 3

College: School of Design & Engineering

Schedule Type: Lecture, Studio

IDF 503: Electronic Comm Sem I

Credits: 3

College: School of Design & Engineering

Schedule Type: Lecture

IDF 505: Mat & Proc Manufacturing

This course is concerned with the exploration of materials used in the mass production of products, the processes used to shape these materials and the applicability of these materials to product-design solutions. Students should be prepared to visit a number of manufacturing facilities. A survey of rapid prototyping technologies completes the course.

Credits: 3

College: School of Design & Engineering

Schedule Type: On-Line, Studio

IDF 506: Application Software

Credits: 3

College: School of Design & Engineering

Schedule Type: Lecture

IDF 507: Design I for Industrial Design

This studio is an introduction to design for undergraduate majors in industrial design. The course will provide an intensive introduction to design as an iterative problem-solving process. It will also introduce strategies for making and analyzing form, and present basic techniques of two-dimensional visualization and documentation of three-dimensional objects and principles of design critique, testing and research.

Credits: 4

College: School of Design & Engineering

Schedule Type: Studio

IDF 508: Materials & Processes Fab

This course introduces shop techniques as they pertain to industrial design model-making and prototype construction. All industrial design students must take this course for shop equipment safety training and pass a safety test. Throughout the semester, attention is given to safety precautions for the shop, along with demonstrations of shop equipment and fabrication processes. A major portion of the course will consist of developing an understanding of the materials and machinery commonly used by industrial designers for producing both working and appearance models.

Credits: 3

College: School of Design & Engineering

Schedule Type: Lecture, Lecture/Studio Combination, Studio

IDF 509: Rendering for Indust Design

An introduction to the traditional techniques and materials that industrial designers use to develop and represent three-dimensional concepts and ideas. Students become proficient in the use of pencils, markers, pastels and airbrush on a variety of media. Emphasis is placed on understanding the significance of color and graphic applications for industrial design.

Credits: 3

College: School of Design & Engineering

Schedule Type: Lecture, Lecture/Studio Combination, Studio

IDF 510: Ergonomic Studies

This course analyzes human factors as related to broad aspects of design development. It explores the issues of operator/ user human factors and their impact on design. The outcome of this course will be to ascertain the relationship of basic human dimensions on product design. Subjects include systems reliability, sensory and motor processes, basic research techniques and anthropometric studies.

Credits: 3

College: School of Design & Engineering

Schedule Type: Lecture, Lecture/Lab

IDF 511: Interactive Design III

Credits: 6

College: School of Design & Engineering

Schedule Type: Studio

IDF 512: Interactive Design IV

Credits: 6

College: School of Design & Engineering

Schedule Type: Studio

IDF 513: Design V for Industrial Design

Credits: 4

College: School of Design & Engineering

Schedule Type: Studio

IDF 514: Drawing Essentials

This drawing course emphasizes the understanding of space and alternative approaches for recording and expressing it. Much information in regard to drawing practice will be accumulated during this semester such as mark making skills, developing sensitivity to light and shade, experimentation with media and the use of color as an introduction to figure drawing. *This course should not be taken by students who have received credit for DRAW 101 or DRAW 201 in the School of Design & Engineering or the School of Architecture*

Credits: 3

College: School of Design & Engineering

Schedule Type: Lecture, Lecture/Studio Combination, Studio

2 Idus/Interactive Dsgn Foundat (IDF)



IDF 515: Design VI for Industrial Dsign

Credits: 6

College: School of Design & Engineering

Schedule Type: Studio