Interior Design Dipлом Program

**Fundamental Art Courses**
- CC110 Drawing
- CC112 Fundamentals of Design
- CC115 Colour Theory
- ID109 Basic Drafting
- ID113 Introduction to Interior Design

**Professional Skills Courses**
- ID118 Perspective
- ID124 Rendering and Illustration
- ID120 History of Architecture, Interiors and Furniture
- ID127 Computer-Aided Design
- ID130 Programming & Space Planning

**Applied Courses**
- ID118 Perspective
- ID124 Rendering and Illustration
- ID225 Human Factors and Psychology of Design
- ID234 Materials and Resources
- ID221 Residential Design

**TOTAL 90 CREDITS**

**QUARTER 1**
- CC110 Drawing
- ID118 Perspective
- ID124 Rendering and Illustration
- ID225 Human Factors and Psychology of Design

**QUARTER 2**
- CC112 Fundamentals of Design
- ID134 Textiles
- ID211 Lighting
- ID311 Codes/Barrier-Free Design

**QUARTER 3**
- CC115 Colour Theory
- ID120 History of Architecture, Interiors and Furniture
- ID234 Materials and Resources
- ID324 Interior & Architectural Detailing

**QUARTER 4**
- ID109 Basic Drafting
- ID127 Computer-Aided Design
- ID237 Advanced Computer-Aided Design
- ID316 3D Digital Modeling

**QUARTER 5**
- ID113 Introduction to Interior Design
- ID130 Programming & Space Planning
- ID221 Residential Design
- ID440 Construction Documents

**QUARTER 6**
- ID460 Portfolio
- ID303 Project Management
- ID323 Professional Practices
- ID350 Commercial Design
- ID431 Senior Project
Course descriptions describe the learning opportunities that are provided through the classroom and coursework. It is each student’s responsibility to participate in the activities that will lead to successfully meeting the learning outcomes. Where no prerequisite is provided, none is required.

ID109 BASIC DRAFTING
An introduction to the basic drafting techniques, terminology, and symbols used on drawings, including use of drafting equipment, lettering, plan and elevation construction with an emphasis on proper line weight, quality, and scale.
Credits: 3

ID127 COMPUTER-AIDED DESIGN
CAD training requires in-depth understanding of the commands and features of the AutoCAD software. Through hand-on practice, students will gain the knowledge and skills necessary for creating basic 2D drawings. Students will increase their awareness of visual communication through exploration of editing, manipulation, text, dimensioning, hatching, and plotting techniques.
Credits: 3

ID211 LIGHTING
In this course, students will analyze and develop an understanding of the impact that light, both natural and artificial, has on a built environment. Students will also explore lighting theories, techniques, and fixture types and learn how to make specific applications. They will apply their gained knowledge on real-world case studies by developing lighting plans for both residential and commercial built environments.
Prerequisite: ID127 Computer-Aided Design
Credits: 3

ID234 MATERIALS AND RESOURCES
This course explores materials and finishes utilized in interior applications through lecture, demonstrations, and/or field trips. Various methods of specification and estimation are covered. Students research and assess performance criteria including aesthetics, functional, and environmental factors.
Credits: 3

ID227 ADVANCED COMPUTER-AIDED DESIGN
In this course, students will develop the required skills for preparation of working drawings. They will build on their basic AutoCAD skills while increasing their speed and problem solving abilities. Students will be introduced to the most efficient commands for various tasks to enhance CAD productivity. The course continues with advanced techniques for drafting, editing, annotating, working with attributes and plotting techniques.
Prerequisite: ID127 Computer-Aided Design
Credits: 3

ID221 RESIDENTIAL DESIGN
This course focuses on the design of residential interiors as a problem solving process, with applications to a variety of residential interiors. Areas of study include concept development, human factors, programming and space planning, color, furniture and finish selection as well as concepts of universal design and sustainability.
Prerequisite: ID133 Space Planning
Credits: 3

ID204 CORPORATE DESIGN
This course introduces students to study and apply the design process from presentation to working drawings based upon client needs and acceptable open and closed corporate environments. In addition to reviewing current and future trends in office design, students will conceptualize spaces that reflect the corporate culture and also analyze user needs from corporations to office structure and individual workstation.
Prerequisite: ID127 Computer-Aided Design
Credits: 3

ID250 HUMAN FACTORS AND INTERIOR DESIGN
This course will focus on understanding the role of human factors and psychology of design play within a built environment. Universal design is explored as a method to provide functionality, safety and comfort for all end users. Students will analyze and gain an understanding and appreciation of interior elements designed for people considering the human form and function.
Credits: 3

ID311 CODES/BARRIERS FREE DESIGN
This course is a comprehensive study and application of the codes and regulations for buildings and construction. Free and downloadable software is also explored to examine the concepts and theories behind interior air quality, acoustics, lighting applications, and issues of sustainability.
Credits: 3

ID381 PRESENTATION TECHNIQUES
This course explores alternate methods of creating and producing interior design presentations. Combining a variety of software, reproduction methods, and manual technology, students explore ways to manipulate and integrate images into a cohesive graphic package. Course includes issues of design, composition, and typography.
Credits: 3

ID371 3D DIGITAL RENDERING
This course introduces students to 3D rendering software as it applies to computer generated models. Students will learn to communicate their design solutions by appropriately rendering interior models.
Credits: 3

ID350 COMMERCIAL DESIGN
In this course, students will investigate the physical requirements and code restrictions involved in a variety of specialty areas such as recreational, hospitality, and retail planning. Individual projects cover conceptual process, with emphasis on universal design, research, and alternate presentation methods. The course will simulate one possible actual industry work environment. The course will include team projects emphasizing time management, conflict resolution, self-generated work schedules, and peer review.
Prerequisite: ID127 Computer-Aided Design
Credits: 3

ID431 SENIOR PROJECT
Students will select their senior project in either residential or non-residential design. Students will begin planning their senior design project in the spring of their junior year. Fall semester will be dedicated to research/individual projects. Spring semester will be dedicated to the senior design project proposal.
Prerequisite: ID350 Commercial Design
Credits: 3