

# Bachelor of Applied Design in Interior Design

DEGREE PROGRAM



LaSalle College  
Vancouver

QUARTER 1	QUARTER 2	QUARTER 3	QUARTER 4	QUARTER 5	QUARTER 6	QUARTER 7	QUARTER 8	QUARTER 9	QUARTER 10	QUARTER 11	QUARTER 12
FND110 Drawing	IDS110 Design Basics 3D	IDS120 Commercial Design (Retail)	IDS120 Residential Design I	IDS220 Commercial Design II (Corporate)	IDS230 Residential Design II	IDS310 Hospitality Design	IDS320 Institutional Design	IDS330 Healthcare Design	IDS410 Senior Project Research	IDS420 Senior Project Design	IDS430 Senior Project Presentation
FND112 Fundamentals of Design	IDS112 Architectural Drawing	IDS122 Computer Aided Design I	IDS212 Computer-Aided Design II	IDS222 Computer-Aided Design III	IDS232 Computer-Aided Design IV	IDS312 Design Documents & Technology I	IDS322 Design Documents & Technology II	IDS332 Design Documents & Technology III	IDS412 Project Management	IDS422 Building Systems & Materials Sr Projects	IDS432 Design Documents & Tech IV Senior Project
FND115 Colour Theory	IDS118 Rendering & Visualisation	IDS128 Materials & Resources	IDS218 Textiles	IDS228 Building Systems & Materials	IDS238 Ergonomics & Psych. of Design	IDS318 Interior & Architectural Detailing	IDS328 Environmental Design	IDS338 Energy Efficiency & Lighting	IDS418 3D Prototyping & Fabrication	Interior Design Elective	Interior Design Elective
MTH100 Math	MTH180 Geometry	PHL101 Critical Thinking	SOC100 Fundamentals of Sociology	PSY100 Fundamentals of Psychology	Interior Design Elective	Interior Design Elective	IDS303 Business for Interior Designer	IDS300 Career Development	IDS401 Internship & Mentorship	IDS402 Internship & Mentorship II	IDS403 Senior Portfolio
COM100 Speech Communications	ENG101 Rhetoric and Composition	ENG103 Academic Writing	ART101 History of Art I	ART102 History of Art II	ART204 History of Modern & Contemporary Design Theory	Interior Design Elective	Liberal Studies Elective	Liberal Studies Elective	Liberal Studies Elective	Liberal Studies Elective	CAP499 Capstone

24 Design & Technical Courses	+	10 Tools Courses	+	5 Experimental Education Courses	+	12 Liberal Studies Courses	+	4 Liberal Studies Electives	+	5 Interior Design Electives	=	TOTAL 180 CREDITS
78 credits		27credits		12 credits		36 credits		12 credits		15 credits		

↑  
IDS400  
COOP WORK  
TERM  
(OPTIONAL)  
COOP is an optional one-year course that is available for Quarter 10. (1 credit)



# Bachelor of Applied Design in Interior Design

## COURSE DESCRIPTIONS

### QUARTER 1

#### FND110 DRAWING

This is a fundamental drawing course in which students will explore various methods of applying line, shape, form, shading, proportion, framing and perspective to develop drawings that communicate reality and imagination.

Credits: 3

#### FND112 FUNDAMENTALS OF DESIGN

Students will explore, identify and implement basic visual design principles and elements. Concept development processes and material manipulation will be used in combination with design principles to create effective and appropriate visual compositions.

Credits: 3

#### FND115 COLOUR THEORY

The creative process is introduced using the visual elements of additive and subtractive colour and the basic principles of design. This course explores theories regarding physical perception, psychology, and design aspects of colour. A variety of concepts, materials and techniques is used in class to investigate the aesthetic and psychological principles of design and colour.

Credits: 3

#### MTH100 MATH

Students will develop a basic understanding of the use of mathematics in the real-world, with specific emphasis on solving problems encountered in digital media applications. They will use set theory, logic, number systems, algebra, geometry, trigonometry, measurement, functions, the mathematical language of digital computing, and problem solving techniques in their assignments.

Credits: 3

#### COM100 SPEECH COMMUNICATIONS

Students develop basic oral communication and presentation skills with an emphasis on conducting responsible research and composing coherent messages adapted to a specific audience and situation. Students also develop critical thinking and listening skills, as well as ethical communication behaviours

Credits: 3

### QUARTER 2

#### IDS110 DESIGN BASICS 3D

This course is an introductory course to three-dimensional design. Students will learn the basic elements and principles of design as they apply to form and space. Students will learn hands on modeling skills, as a tool towards idea development in the design process. This core studio will involve identifying negative and positive space, questioning its potential in formal design intent, balance and spatial flow. Students will be introduced to the importance of material selection toward the interpretation and development of a successful design. Throughout the class students will learn to present and talk about their design ideas in an oral and written manner, as well as take part in in class discussions and self-evaluations of each other's work.

*Prerequisite: FND112 Fundamentals of Design, FND110 Drawing*

Credits: 3

#### IDS112 ARCHITECTURAL DRAWING

Students will develop skills in visual analysis through the training of hand to eye coordination; a necessary prerequisite to the introduction of computer aided design and drafting. They will become familiar with drawing terminology, while they learn the basics of hand drafting, perspective drawing, and free hand sketching techniques. The skills obtained will aide students in design development and graphic communication.

*Prerequisite: FND112 Fundamentals of Design, FND110 Drawing*

*Corequisite: IDS118 Rendering and Illustration*

Credits: 3

#### IDS 118 RENDERING & VISUALIZATION

This course is designed as an introduction to techniques applicable to analytic and technical rendering and visualization for Interior Design. It will introduce students to the materials and techniques of rendering in drawing, while encouraging the development of visual communication and analysis. Through the application of color, shading, and texture, students will learn how to explore design solutions towards a better understanding and representation of the desired space.

*Prerequisite: FND115 Colour Theory*

Credits: 3

#### MTH180 GEOMETRY

Students will be introduced to the fundamental concepts of Euclidian geometry. Topics include: theorems and proofs, sets, congruent and similar polygons, circles, geometric constructions, areas, volumes, geometric loci, elementary logic, and deductive reasoning.

Credits: 3

#### ENG101 RHETORIC & COMPOSITION

Students will enhance their oral and written communication practices through focusing on the critical art of reading, writing, reflection, and discussion. They will develop the knowledge and skills to state, develop, organize, and support an argument or position. They will also utilize rhetoric, composition and informal logic of the English Language in assignments

Credits: 3

### QUARTER 3

#### IDS210 COMMERCIAL DESIGN (RETAIL)

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 the total design process, with emphasis on universal design, research, and alternate presentation methods. This studio course will simulate as closely as possible actual industry work conditions. The course will include team projects emphasizing time management, conflict resolution, self-generated work schedules, and peer review.

*Prerequisite: IDS110 Design Basics 3D, IDS112 Architectural Drawing*

*Corequisite: IDS122 Computer Aided Design I*

Credits: 3

#### IDS122 COMPUTER AIDED DESIGN I

This course is an introduction to computer aided design. Students will learn to apply the most important elements of hand in line drawings towards digital technical drawings. Through the details required in line drawings, students will learn the basic code and accessibility issues as they apply towards a retail space. This class will reiterate the importance of line weigh, composition, and figurative clarity for the visual communication of Interior Design.

*Prerequisites: IDS 110 Design Basics 3D, and IDS 112 Architectural Drawing*

*Co-requisites: IDS120 Workplace Design*

Credits: 3

#### IDS128 MATERIALS & RESOURCES

This course introduces the students to the constantly evolving sphere of material and finishes. Students will learn to identify the most commonly used materials, their qualities, various applications, and overall impact on the space they are applied. Materials such as stone, wood, glass, acrylic and metal, will be introduced and analysed as they relate to a variety of interior and exterior demands and applications. Students will become familiar to the technical aspect of a material, the various applications, and the type of use they re-enforce when used in harmony with the light and space. The most important aspect of this class is to become familiar with material research skills, and how to remain knowledgeable and current in such an essential aspect of Interior Design.

*Prerequisites: IDS 118 Rendering and Visualization*

*Co-requisites: IDS120 Commercial Design I*

Credits: 3

#### PHL101 CRITICAL THINKING

Students learn to identify and develop skills, processes, and techniques to become effective learners. They will analyze and evaluate ideas and theories, as well as learn to apply creative and critical techniques to problem solve, make decisions and evaluate the media.

Credits: 3

#### ENG103 ACADEMIC WRITING

Students will develop academic writing capabilities necessary for success in post-secondary education and professional settings. They will focus on how to craft the best form of expression for specific audiences and purposes.

Credits: 3

### QUARTER 4

#### IDS210 RESIDENTIAL DESIGN I

Students will be introduced to a single level dwelling as it relates to Interior Design. Using case studies students will apply adaptive reuse concepts as they apply to a multi-family dwelling and will be given a unit to develop for their specific client. In this studio, students will apply their problem-solving skills towards defining a design concept and developing their space planning skills as they apply to the different areas of a home. They will focus not only on the residence as a whole but also on its smaller aspects such as the kitchen, living area, bathroom, and others. The final layout will be defined further through the definition of materials and finishes, as well as the furniture proposal. Students will present their designs in a professional written, oral, and visual presentation.

*Prerequisites: IDS 120 Commercial Design I, and IDS 122 Computer Aided Design I*

*Co-requisites: IDS 212 Computer Aided Design II*

Credits: 3

#### IDS212 COMPUTER-AIDED DESIGN II

Students will learn to apply the most important elements of line drawing towards digital technical drawings that communicate the design proposal in the residential one design studio. Through the details required in line drawings, students will learn the basic code and accessibility issues as they apply towards a residential design. This class will reiterate the importance of line weigh, composition, and figurative clarity for the visual communication of Interior Design.

*Prerequisites: IDS 122 Computer Aided Design I and IDS 128 Commercial Design I*

*Co-requisites: IDS 210 Residential Design*

Credits: 3

#### IDS213 TEXTILES

In this course students will concentrate on the properties of textiles as they relate to interior design. Students will learn the technical qualities and different applications for textiles including natural and synthetic fibers, woven, knitted, and nonwoven fabrics. Students will evaluate a diversity of surfaces and evaluate the textile demands according to the client's need and spatial demands. Textiles will be examined in relation to fibers, yarn, fabrics, and multiple finishes. Design methods, construction, and proper application will be determined towards problem solving within a diverse scope of environmental and aesthetic considerations.

*Prerequisites: IDS 128 Materials & Resources*

*Co-requisites: IDS210 Residential Design I*

Credits: 3

#### SOC100 FUNDAMENTALS OF SOCIOLOGY

Students are introduced to fundamental sociological concepts to assist them in better understanding of human society. They will focus on explaining and interpreting processes and patterns of human social interactions with the intent of developing skill sets in developing their creativity, understanding basics of data analysis and their broad use in a range of educational and work settings. Students, through applied assignments will develop a solid foundation for sociological analysis that can be applied in other creative and business contexts.

Credits: 3

#### ART101 HISTORY OF ART I

Students will explore the history of art from the Prehistoric and Tribal periods through to the Baroque Age. They will focus on select concepts, artists, works, and styles of these periods using a variety of resources including images, videos, and reference material.

Credits: 3

### QUARTER 5

#### IDS220 COMMERCIAL DESIGN II (CORPORATE)

This course will study the workplace as it relates to Interior Design. Via case studies students will learn about the historical development of trends in the workplace. Discuss and identify the diversity of values as they relate to productivity and space and other factors that influence human behavior in the workplace. Students will be given a fictitious client, or brand for whom they will design an office space that reflects the company's values and work place mentality. This class will allow students to apply the basic tools of design development, such as concept definition, space planning, adjacencies, circulation, and flow. Once layout is defined, materials and finishes will be determined according to the fundamental needs and demands of this user type.

*Prerequisites: IDS 210 Residential Design I, and IDS 212 Computer Aided Design II*

*Co-requisites: IDS 122 Computer Aided Design III*

Credits: 3

#### IDS222 COMPUTER-AIDED DESIGN III

Students continue to develop computer aided skills through the introduction of 3D digital modeling. They will work on modeling an existing office space and use digital modeling as a method to develop a variety of elements in their design scheme. In parallel, students will be introduced to code and accessibility restrictions as they apply to the work space.

*Prerequisites: IDS 212 Computer Aided Design II, and IDS 210 Residential Design I*

*Co-requisites: IDS 220 Commercial Design II*

Credits: 3

#### IDS228 BUILDING SYSTEMS & MATERIALS

In this course students will study an ample range of construction materials and building systems. Materials such as, timber, concrete, glass, and steel will be considered and studied according to their application and use as they apply to the construction process. Building systems such as energy distribution, vertical circulation systems, fire safety requirements, and envelop energy efficiency will be analyzed as they relate to the local building code, and amenity they provide to the user and the building.

*Prerequisites: IDS 212 Computer Aided Design II, and IDS 210 Residential Design I*

*Co-requisites: IDS 220 Commercial Design II*

Credits: 3

#### PSY100 FUNDAMENTALS OF PSYCHOLOGY

Students will describe basic concepts, principles, and methods involved in the scientific study and understanding of human behaviour. They will explore physiological, social, experimental, developmental, and abnormal psychological processes.

Credits: 3

#### ART102 HISTORY OF ART II

Students will be introduced to Western art before the Neoclassical age from ca. 1700 CE to the present day. They will examine concepts such as artists' influence, artistic motifs, stylistic evolution, cultural context, patronage, function, reception, and censorship. Both non-European art forms and Western Traditions will be introduced to assist students in discussing an art object's medium, composition, style, and iconography.

Credits: 3

### QUARTER 6

#### IDS230 RESIDENTIAL DESIGN II

Starting with a thoughtful case study of a historic residential design sample students are introduced to the masters of residential design. Through this introduction students will then obtain a fictitious client, for whom they will design a single-family residence. Students will analyse their clients needs, define the required spaces, and be encouraged to be creative in its organization within a frame of functionality. Students will apply basic design methodology to develop circulation, adjacency, and flow, while they refine their client's cultural needs, comfort levels, familial structures, aging considerations, and practical needs required by everyday demands.

*Prerequisites: IDS 220 Commercial Design II, and IDS 222 Computer Aided Design III*

*Co-requisites: IDS 222 Computer Aided Design III*

Credits: 3

#### IDS232 COMPUTER-AIDED DESIGN IV

Students will develop computer aided skills through 3D digital modeling, with a focus on digital rendering. They will work on modeling the existing house to be renovated for IDS 230 Residential Design II. Using (delete 'The use') digital modeling and rendering the student's understanding of the space being designed will aide in the communication of the final proposal. In parallel, students will be introduced to code and accessibility restrictions as they apply to a single-family dwelling.

*Prerequisites: IDS 222 Computer Aided Design III, and IDS 220 Commercial Design II*

*Co-requisites: IDS 230 Residential Design II*

Credits: 3

#### IDS238 ERGONOMICS & PSYCHOLOGY OF DESIGN

This class approaches the design process through the science of ergonomics and psychology of space. Students will be introduced to detailed aspects of ergonomics, that will deepen the overall understanding of human interaction with one another and how they inhabit space. Various methods used by psychologists, will be analysed and introduced to teach students how to become more aware of user centered design. Through observation and interview methods students will be able to develop efficient use of a space as well as optimize the wellbeing of its client and user. Elements such as color, light, materials, sound, and overall comfort will be evaluated in relationship to a variety of spaces where the user can benefit from a conscientious design.

*Prerequisites: IDS 228 Building Systems & Materials*

*Co-requisites: IDS230 Residential Design II*

Credits: 3

#### INTERIOR DESIGN ELECTIVE

Credits: 3

#### ART204 HISTORY OF MODERN & CONTEMPORARY DESIGN THEORY

Students will identify and distinguish between significant developments in modern design theory situated within social, cultural, political, and economic contexts. They will refer to major theories, principles and techniques that have shaped practices of visual design in their assignments. They will also examine a variety of object types, including furniture, interiors, graphics, and products, drawing examples from the well-known as well as the anonymous.

Credits: 3

### QUARTER 7

#### IDS310 HOSPITALITY DESIGN

This course will study the hospitality industry as it relates to Interior Design, its historical development, the identification of diverse hotel types, and the cultural influences that define them. Students, through a small boutique hotel project, will refine their application of knowledge and related skill sets in developing a concept document for a small restaurant, public and private areas including three room types, guest services, hallways and an external facade. Using an existing hotel, student will also apply design concepts as they relate to a specific brand identity. They will also categorize the needs of two diverse user types; the hotel's staff and their clients. Creative solutions will be applied to allow for a balance between a place of work where a service needs to be delivered in a safe, and efficient manner, and the user who requires accessibility, and comfort.

*Prerequisites: IDS 230 Residential II, and 232 Computer Aided Design IV*

*Co-requisites: IDS 325 Design Documents & Technology IV*

Credits: 3

#### IDS312 DESIGN DOCUMENTS & TECHNOLOGY I

Students will produce a set of technical drawings as they apply to an interior for a medical building. Using previous knowledge based on construction document production and its application in how materials, building systems, bylaws and accessibility requirements impact the built environment of a medical building will support students in the application of design principles and processes in a select setting.

*Prerequisites: IDS 230 Residential Design, and IDS232 Computer Aided Design IV*

*Co-requisites: IDS310 Hospitality Design*

Credits: 3

#### IDS318 INTERIOR & ARCHITECTURAL DETAILING

Students will learn how to apply architectural and interior detailing to their designs towards creating a more integrated representation of a space. The use of standard detailing takes away from the integrity of a well-designed interior space. Many problems in a design scheme can be solved through customized detail, therefore knowing how to communicate the intricacies of a detail is essential to any interior designer. In this studio class students will design three different details, to apply to their recently completed design for the Residential II studio. The first detail is to solve a transition of materials, the second, a re-interpretation of a standardized detail such as a door, window, or light switch, and the third, a built-in millwork piece. Students will learn how to develop a detail, work out its parts, and record the process of assembly.

*Prerequisites: IDS 238 Ergonomics & Psychology of Design*

*Co-requisites: IDS 325 Design Documents & Technology III*

Credits: 3

#### INTERIOR DESIGN ELECTIVE

Credits: 3

**ART204 HISTORY OF MODERN & CONTEMPORARY DESIGN THEORY** Students will identify and distinguish between significant developments in modern design theory situated within social, cultural, political, and economic contexts. They will refer to major theories, principles and techniques that have shaped practices of visual design in their assignments. They will also examine a variety of object types, including furniture, interiors, graphics, and products, drawing examples from the well-known as well as the anonymous.

*Prerequisite: ART101 History of Art I or ART102 History of Art II, and ENG101 Rhetoric & Composition*

Credits: 3

### QUARTER 8

#### IDS320 INSTITUTIONAL DESIGN

This course will teach students the important factors that come into play when addressing institutional design. The students will be introduced to political science, economics, sociology, history and philosophy; and how they affect institutions such as schools, courtrooms, jails, community centers, libraries, and others. Then they will apply their observations, and theory towards a design that includes a multi-use space, of a day care and a public library. The student will choose one of ten local libraries of similar size, but with diverse context considerations, develop a site study, generate the existing building's plans, and based on their group research on the building type they will then develop a design concept to apply towards their project. Students will have to find creative solutions to budget allowance, practical use for two different types of use, high volumes usage, special needs, for adults and kids, durability, accessibility, security, health, safety and hygiene, restricted budgets, and large / repetitive spaces.

*Prerequisites: IDS 310 Hospitality Design, and IDS 312 Design Documents & Technology I*

*Co-requisites: IDS 325 Design Documents & Technology IV*

Credits: 3

#### IDS322 DESIGN DOCUMENTS & TECHNOLOGY II

Students will produce a set of preliminary technical drawings for an interior of a public building. Drawing on knowledge and skills from a construction document perspective students will review materials, building systems, bylaws, and accessibility requirements as they relate to a public building in the development of their technical drawings.

*Course Prerequisites: IDS 300 Interior and Architectural Detailing, IDS 310 Hospitality Design, and IDS 315 Design Documents & Technology III*

*Course Co-requisites: IDS 320 Institutional Design*

Credits: 3

#### IDS328 ENVIRONMENTAL DESIGN

Students are introduced to sustainable design principles, practices, materials, and specifications as they apply to Interior Design. They will investigate components that encompass a LEED certified project and implementation of the LEED project checklist. Students will also review and compare other certification and rating systems, such as Passive House, and Net Zero.

*Prerequisites: IDS 300 Interior & Architectural Detailing and IDS 315 Design Documents & Technology III*

*Co-requisites: IDS 325 Design Documents & Technology IV*

Credits: 3

#### IDS303 BUSINESS FOR INTERIOR DESIGNER

Students are introduced to the commercial aspects of Interior Design services. They will review business types, marketing strategies, legal, and financial aspects of the design practice. Students will participate in class discussions on the importance of environmental ethics, the role of sustainability in business practices, and any other current issue that needs to be considered in relation to the business practices within the Interior Design industry. Students will also cover writing, research, and business communication as it relates to the profession of Interior Design.

*Prerequisites: IDS 310 Hospitality Design, and IDS 312 Design Documents & Technology I*

*Co-requisites: IDS 320 Institutional Design, and IDS 322 Design Documents & Technology II*

Credits: 3

### QUARTER 9

#### IDS330 HEALTHCARE DESIGN

Students will analyze issues related to the growing senior demographic and their potential needs in living in a residence of one's choice and community safely, comfortably, and as independently as possible as circumstances change. Both independent and supportive living facilities along with complex care facilities will be used in case studies. Through research, site and context considerations the student will then choose the care facility that best applies to the existing building. This course will evaluate existing issues of medical care as they apply to the ageing population, use design theory towards healing, psychological, social and cultural issues. Experimentation through color, materials, and light will be applied towards effective improvements in a care facility for a very specific user type.

*Prerequisites: IDS 310 Hospitality Design, and IDS 312 Design Documents & Technology I*

*Co-requisites: IDS 320 Institutional Design, and IDS 322 Design Documents & Technology II*

Credits: 3

#### IDS332 DESIGN DOCUMENTS & TECHNOLOGY III

Students will produce a set of technical drawings as they apply to an interior for a medical building. Using previous knowledge based on construction document production and its application in how materials, building systems, bylaws and accessibility requirements impact the built environment of a medical building will support students in the application of design principles and processes in a select setting.

*Prerequisites: IDS 230 Residential Design, and IDS232 Computer Aided Design IV*

*Co-requisites: IDS310 Hospitality Design*

Credits: 3

#### IDS338 ENERGY EFFICIENCY & LIGHTING

This course develops on topics introduced in ID334 Environmental Design, and focuses on Energy Efficiency. Students will analyse and debate about the city's greenest city action plan, learn about benefits in cost and green house gas reduction, and learn how to measure and improve upon energy efficiency of a building through Interior Design. Through case studies students will evaluate different systems that can be used to improve upon energy efficiency including, building schemes, heating and cooling options, and hot water systems. Students will also study and apply lighting methods that aide efficiency and can highlight a design's character and function.

*Prerequisites: IDS 328 Environmental Design*

*Co-requisites: IDS 325 Design Documents & Technology IV*

Credits: 3

#### IDS300 CAREER DEVELOPMENT

Students will begin preparation for the transition towards the professional world. They will utilize their design work portfolio in preparation for job interviews for the two internships required to graduate from the degree program. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio pieces. Working individually with an instructor, each student will select representative pieces, showcasing work that reflects a unique style. Emphasis is placed on identifying short- and long-term professional employment goals, as well as related strategies and resources.

*Prerequisites: IDS 303 Business Practices for Interior Designers*

Credits:





# INTERIOR DESIGN KIT

price: \$750.00

## ID BACKPACK KIT

1. Backpack ..... 10440650
2. Colour mixing wheel ..... 10418628
3. Compass ..... 10432273
4. Dusting Brush ..... 10410615
5. Glue Bond 4oz ..... 10448786
6. Kroma Paint Set of 8 ..... 10466650
7. Prismacolor Set ..... 10430293
8. Marker Warm Gray ..... 10430262
9. Paint Tray ..... 10413197
10. Paint Brush ..... 10466155
11. Palette Knife ..... 10411292
12. Pencils Color 24 set ..... 10460290
13. Ruler Scale Imperial ..... 10412787
14. Ruler Scale Metric ..... 10412794
15. Spray Glue ..... 10463987
16. Tape Masking ..... 16460
17. Tape Measure ..... 10413074
18. Template General Metric ..... 10413098
19. Template Metric Circle ..... 10413104
20. Triangle 8" 45/90 ..... 10460320
21. Triangle 8" 30/60 ..... 10460313
22. Utility Knife ..... 10423431

## ID PORTFOLIO CASE KIT

23. Portfolio Case ..... 10410547
24. Eraser Plastic Vinyl ..... 10410837
25. Erasing Shield ..... 10410844
26. Illustration Board (5) ..... 10412220
27. Letter Guide ..... 10411148
28. Paper Canvas ..... 10430552
29. Paper Marker Pad ..... 10430651
30. Paper Sketch Book 9x12 ..... 10412367
31. Paper Tracing Roll 18x150 ..... 10412312
32. Paper Vellum 11x17 (50) ..... 10458594
33. Paper Vellum 17x22 (10) ..... 10412350
34. Pen lumocolor M black ..... 10412442
35. Pen Pigment Liner Set ..... 10431788
36. Pen Roller (2) ..... 10412428
37. Pen V5 ..... 10445259
38. Pen V7 ..... 10458679
39. Pencil Lead 2/pk 2H ..... 10412510
40. Pencil Lead 2/pk 4H ..... 10427521
41. Pencil Lead 2/pk H ..... 10412534

42. Pencil Lead 2/pk HB ..... 10412541
43. Pencil Lead Holder ..... 10412558
44. Pencil Lead Pointer ..... 10412565
45. Pencil Set of 6 ..... 10412657
46. Pencil Sharpener ..... 10412886
47. Ruler 18" Metal Cork back ..... 10412756
48. Ruler T-Square 24" ..... 10458549



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Kit v. Apr 30 2018

