OPEN ELECTIVES

DETAILED DESCRIPTION

Introduction to Digital Design provides the student with theoretical principles and practical examples of a wide variety of digital technology, tools, processes and methods which designers inevitably encounter in today's workplace. The topics, principles, tools, and methods covered by the course include NURBS Modeling, Solid and Modeling, Parametric Modeling, Feature-Based Modeling, Polygon Modeling, Developing Surfaces, Digital Sculpting, 3-D Rendering, 3-D Animation, 3-D Scanning, and 3-D Data Creation for Rapid-Prototyping/CNC Machining. Successful completion of the course will provide the student with the understanding and practical ability to assess, select, and make use of the most appropriate digital tools and methods for their academic studies and professional careers.

IND-443 01(UG)/IND-543 02(G), 2.00 credits
Instructor: Prof. Henry Yoo, Wednesday, 1:00 PM - 3:50 PM
This course explores environmental and social impacts of industrial production, introducing research tools and strategies for innovation. Through this course, you will learn to assess the life cycle of everyday products and to develop strategies that promote environmental stewardship, human health, and social equity. The goal is to develop a set of tools and critical perspective that support your studio projects, thesis, and future career as a designer.

**IND-487 01, 03(UG)/IND-587 02, 04(G), 2.00 credits**
Instructor: Prof. Frank Millero, Wednesday 09:00 AM - 11:50 AM, 1:00 PM - 3:50 PM
OPEN ELECTIVES

PROTOTYPES I: DESIGN, ENTREPRENEURSHIP & CROWD FUNDING

DETAILED DESCRIPTION

This class will walk you through the basics of launching a project, whether it is with crowdfunding or not. The class is designed to be crash course in what it takes to successful raise capital for an idea. This could be product, a publication or an event. All follow the same rules. The major skills you will learn in this course are: how to source and manage production, how to brand your idea and market it, how to test the market with a lean MVP, how to Build a Crowdfunding Page, and best launch practices.

IND-515 05(UG)/ 515 06(G), 2.00 credits
Instructor: Prof. Peter Ragonetti, Thursday 5:00PM - 7:50 PM
PROTOTYPES I: ADVANCED PROTOTYPES

DETAILED DESCRIPTION

Students in this class will experience first-hand the process by which industry prototypes go from concept stage to tangible reality. This fast-paced course will begin with helping students understand, and develop their own skills in, current design practice by focusing on the internal and external structural design of working prototypes, critical dimension, and shape design. The class will then move on to an exploration of materials and prototyping processes, including precise machining and other fabrication methods, assembly processes and product finishing. Coursework will involve use of SolidWorks and Fusion 360 3-D software programs and rapid prototyping technologies also manual model shop equipments and CNC machine.

IND-515 09(UG)/IND 515 10(G), 2.00 credits
Instructor: Prof. Mark Lim, Monday 1:00 PM - 3:50 PM
OPEN ELECTIVES

PROTOTYPES I: COSMETICS

DETAILED DESCRIPTION

Students will design a Cosmetic Product from concept through proper working drawings to the prototyping of the piece. Emphasis will be placed on the functional use and Branding of the product as well as its secondary packaging and Visual Merchandising.

The course will provide Students with the knowledge and skills to Design, Brand and Display their Product. Focus will be on the Designs ergonomics, how it effectively works with its Branding and Visual Presentation in a Retail Environment. The Student will take away: a Prototype of a Cosmetic Product with Packaging, a Visual Merchandising Vehicle and the understanding of how to document, through drawings, how a product flows from concept to counter. Success is based on knowing your consumers idiosyncrasies and understanding the chaos of Retail Environments.

IND 515 11 (UG) / IND 515 12 (G), 2.00 credits
Instructor: Prof. Allen Wilpon, Tuesday 9:00 AM - 11:50 AM
This unique collaborative course between the Culinary Institute of America (CIA) and Pratt Institute will combine food knowledge with design knowledge and practice. Collaborating CIA and Pratt students will experiment and push the boundaries of food and design to produce a synthesis of inventive, original and creative food design solutions.

Partnered pairs of students from the CIA and Pratt will develop and create projects combining elements of Food and Design based on the inspirational theme: the Hudson River. Students’ projects will explore and integrate issues related to geology, history, ecosystems, agriculture, transportation and the environment as related to food and design. Scheduled field trips to the CIA and Pratt will serve to share resources, provide the chance to work in a natural environment, and gain first-hand knowledge from primary resources.

Field trips will include visits to local farms, restaurants, food producers and museums. The special project will culminate with a food and design event such as a performance or the creation of an environment to be exhibited for public view.

* There will be regular field trips to the CIA; due to travel time required to and from the Hudson River Valley, students should not take Monday evening classes.

**IND 405 01 (UG)/IND 657 01 (G), 2.00 Credits**
Instructor: Prof. Karol Murlak, Monday, 1:00PM - 3:50PM
OPEN ELECTIVES

YOUR DESIGN: A STUDIO CLASS

DETAILED DESCRIPTION

Prospective students for this studio have areas of interest that they would like to explore. This class will enable them to do just that. With a focus on specific products, systems, and services, its format will feature diversity. Companies that practice end-to-end user experience like Apple, Dyson and Nest are examples that will be reviewed.

The instructor will present a large number of project scenarios in written detail and will encourage students to propose their own. Sample student and instructor scenarios have included “maybe MoMA”, a product to be sold at the museum store, a street information and phone charging place, a better way to toast bread, a nature inspired recycling process… and lots more.

This class will encourage interdisciplinary thinking. Primary concerns will be on the crossing of aesthetic experience, the humanization of technology, engineering, commerce and the conservation of resources. A student’s work may overlap into communication media, environmental design, branding, research, manufacturing, end user studies and more.

Note that this course will appear under course name “Process/Product” in Academic Planning online

IND 620 01, 3.00 credits
Instructor: Prof. Harvey Bernstein, Thursday 5:00 pm – 7:50 pm
OPEN ELECTIVES

INDUSTRIAL DESIGN WORKSHOP

DETAILED DESCRIPTION

Workshops are offered in two distinct areas: process and concept. Both strive to develop one’s individual vision as a designer and enhance problem-solving abilities. Process workshops focus on research, priorities, and understanding context and dialogue as a part of the design process. Students step through project development, including sketching, model making, fabrication, and formal presentations. Concept workshops follow an abstract and often lateral creative process designed to expand the students’ visual, aesthetic, and conceptual framework. Resulting projects are typically sculptural in nature and become expressions of the relationship between the individual, the artist, and the designer.

IND 690 01, 2.00 credits
Instructor: Prof. Rebecca Welz, Tuesday, 2:00PM - 4:50PM
This summer travel course presents a unique opportunity to work on glass design, and to have your design realized by the famed glass masters in island of Murano in Venice.

For nine days (July 10-18), students will live on a small island San Servolo in Venice, working in consultation with Design Professor of Venice Fine Arts Academy Roberto Zanon. The course will include visits to Murano glass furnace for learning about techniques of glass blowing, and a day-long session of fabrication of students' designs. Guided visits to museum exhibitions of contemporary design glass will be an integral part of the design process.

Overall, the course is conceived as an immersive experience, intended to introduce students to wide aspects of Venetian craft and culture.

**IND 406 02 (UG) / IND 656 02, 2.00 credits**
Instructor: Prof. Constantin Boym, Chair of Industrial Design, July 5-18, 2017