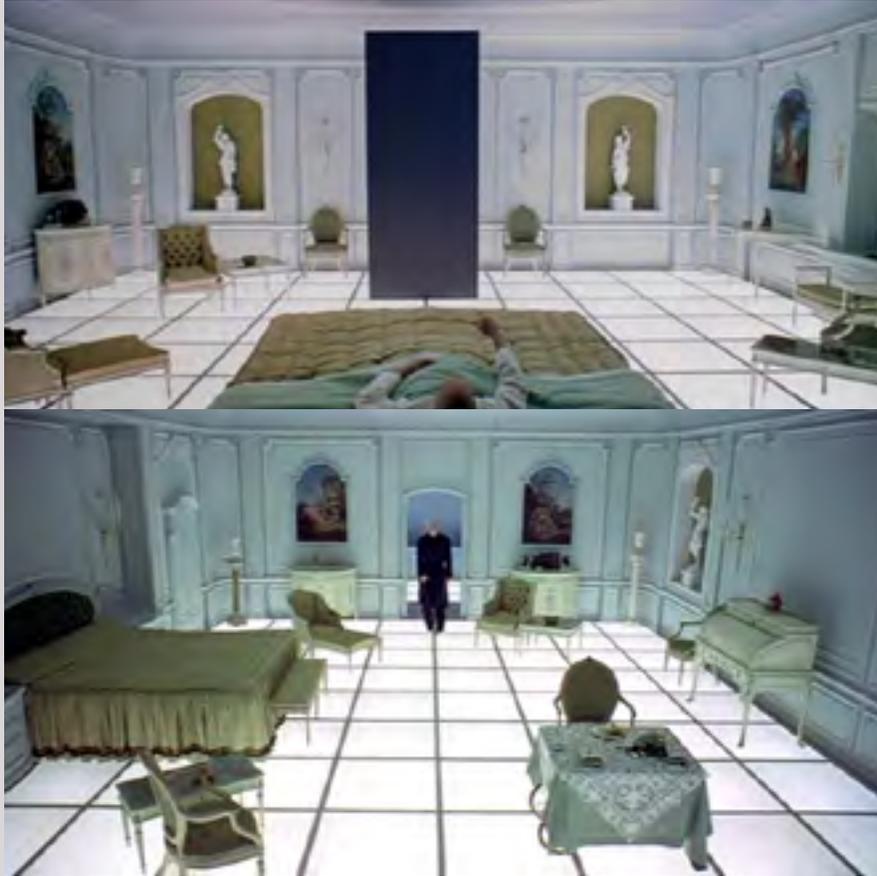


INTERIOR DESIGN



Cinematic Space is focused on the study of itecture and interiors being an integral component in the creation of a cinematic experience and narrative structure of film. Open to interior design students, as well as communication design, architecture, and film students, the course offers students a diverse approach to understanding cinematic space as a parallel idea to interior design and architectural conceptual design thinking, and considerations of theoretical design ideas, spatial relationships, and structure.

Within the course, exploration of the 'space within a space,' will illustrate how the role of the production designer becomes a critical creative component to filmmaking and spatial definition. Through selected readings, lectures, film viewing, student presentations, and guest speakers, students will better understand how to analyze and utilize the facets of filmmaking processes and cinematic space to enhance their own work.

INT 456/656-01
CINEMATIC SPACE

JON OTIS
MONDAY 5:30-8:20PM

INTERIOR DESIGN

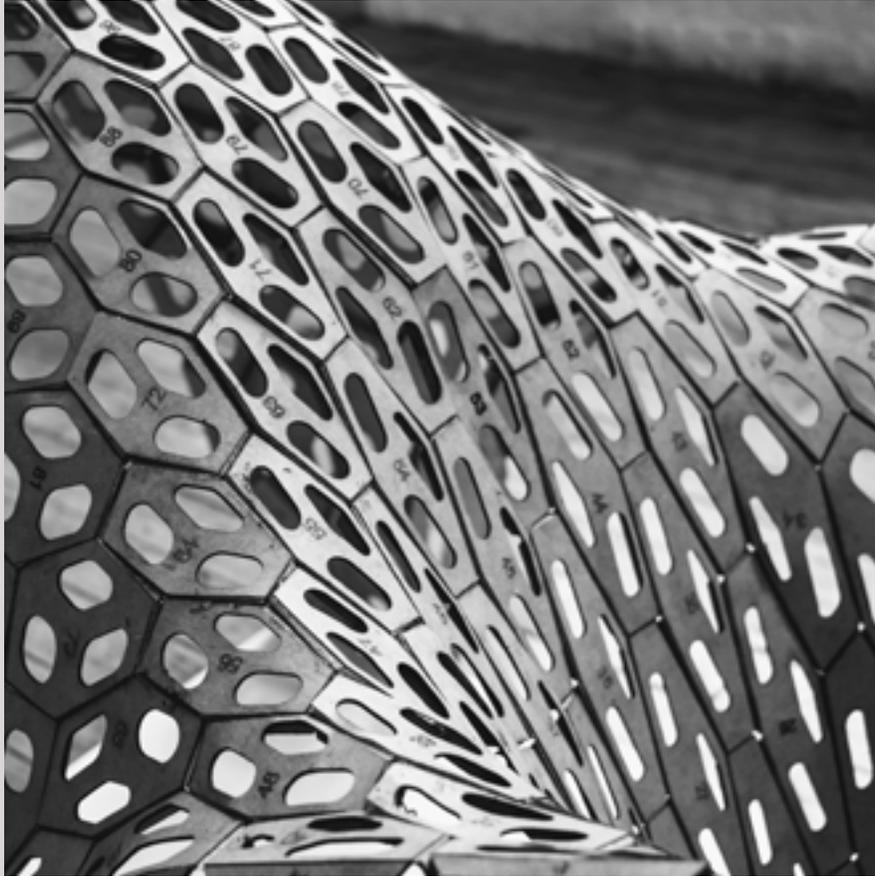


This lab will examine the concepts, materials, applications and performance of the “cladded interior.” Cladding can be conceived as surfaces with protective qualities and as coverings that are layered onto substrata that range from columns and partitions to openings. As a performative skin, cladding conceals, insulates, resists, reflects, and absorbs. Often, cladding is used to “cover up” what is unsightly, abrasive, or vulnerable. Sharing its etymology with clothing, this concept of “covering” also suggests a close relationship with the scale of the human body—a tactile and conforming

surface that not only presents a face, or veneer, to the exterior, but reminds us that textiles and tectonics are also derived from the same root.

Students will research and explore concepts, materials and applications of skins and surfaces as they create interior cladding to develop full-scale designs investigating materiality, fabrication and installation that is site-specific. Concepts of cladding may seek inspiration from biological surfaces to digital and include embedded technologies and interactive surfaces.

INTERIOR DESIGN



Parametrics is an advanced level design lab that will teach students the fundamentals of parametric and rule based modeling for design applications in Interior Design, Architecture and Product Design. The curriculum will encourage a conceptual shift away from the authorship of individual design artifacts, and towards the creation and navigation of rule based design spaces. In order to do so, the course will investigate rule-based and parametric design

concepts and techniques in the context of a generative modeling environment: Grasshopper for Rhino. An introduction to basic modeling techniques in Rhino, and numerous examples of how to utilize Rhino/GH in the context of contemporary design workflows will be included. The coursework will be supported by both practical and conceptual reading material. Assignments originate from the context of the applied modeling.

INT 481/731-03
INTERIOR OPTIONS LAB:
PARAMETRICS

BEN HOWES
MONDAY 5:30-8:20PM

INTERIOR DESIGN



Narrative Space explores how interiors can be shaped to communicate cultural identity by weaving together physical artifacts and oral testimonies, as well as photographic and other documentary evidence. Using ethnographic techniques such as data collection, site observation, field documentation, and data analysis, students will explore methods of observing and recording to visualize human and spatial behaviors. Working in groups, students

will spend the semester on a single project, that includes researching, conceptualizing and constructing different exhibits at 1:1 scale based on the ethnographic data gathered. Topics are related to current socio-cultural issues.

INT 481/731-05
INTERIOR OPTIONS LAB:
NARRATIVE SPACES

MICHAEL MAGGIO
THURSDAY 5:30-8:20PM

INTERIOR DESIGN



The primary goal of Soft Construction is to expand the use of textiles in habitable space, therefore making textiles a predominate element in the environment. Students will be asked to engage with multiple textile techniques and experiments in order to develop a vocabulary and methodology toward "textile thinking." The class is conducted in a workshop format where students work and produce

artifacts and invent during the class time block. Two projects will be issued: one at a furniture scale and one at an interior architectural scale. Shop certification is required.

INTERIOR DESIGN



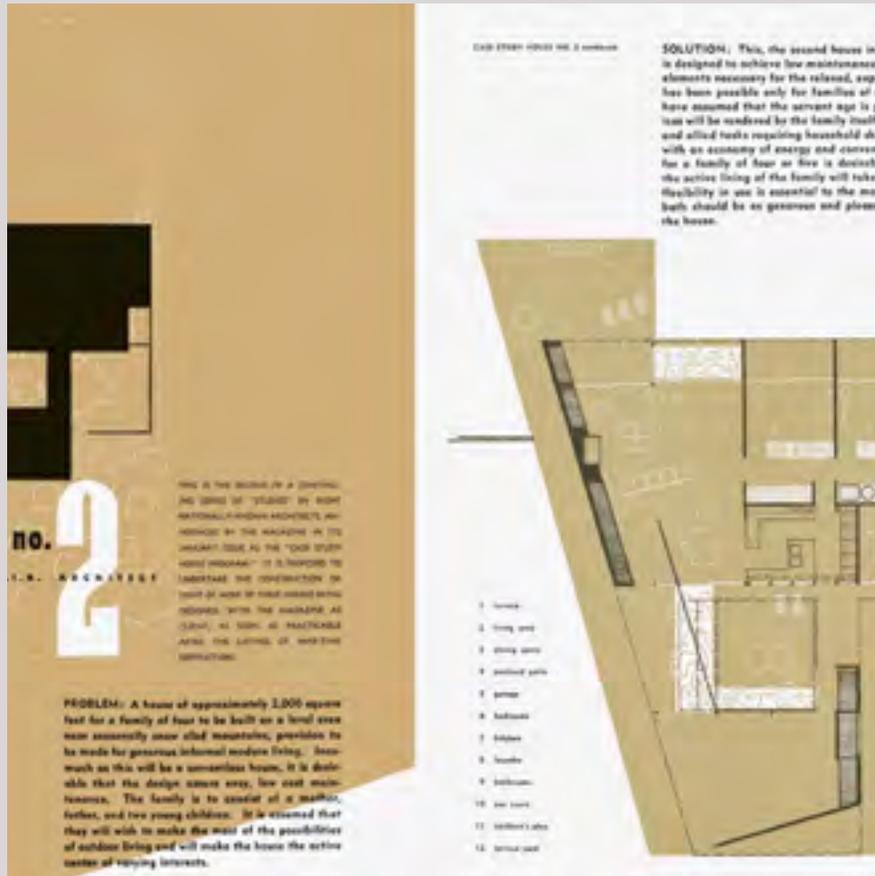
We find conditions that affect our psyche and work production in negative ways. This Options Lab is created to mitigate these environmental stresses. Our focus will be on how to influence the design of the interior by exploring sustainable principals and the process of making things ecologically. The lab combines BIOMIMICRY, SUSTAINABILITY PRINCIPLES & INDOOR ENVIRONMENTAL QUALITY. First, we attempt to learn about the several million years of research and development that has

been conducted on the Earth. Second, we will study how to apply broad sustainability principles and life cycle assessment. Third, we will use this knowledge to begin to generate ideas and forms, or proposals that perform and give back to people in space. Proposals will address air/noise pollution, electro-smog and environmentally unsound materials – all coming from understanding the three different levels of Biomimicry.

INT 481/731-02
INTERIOR OPTIONS LAB:
BIOMIMICRY

TETSU OHARA
MONDAY 5:30-8:20PM

INTERIOR DESIGN



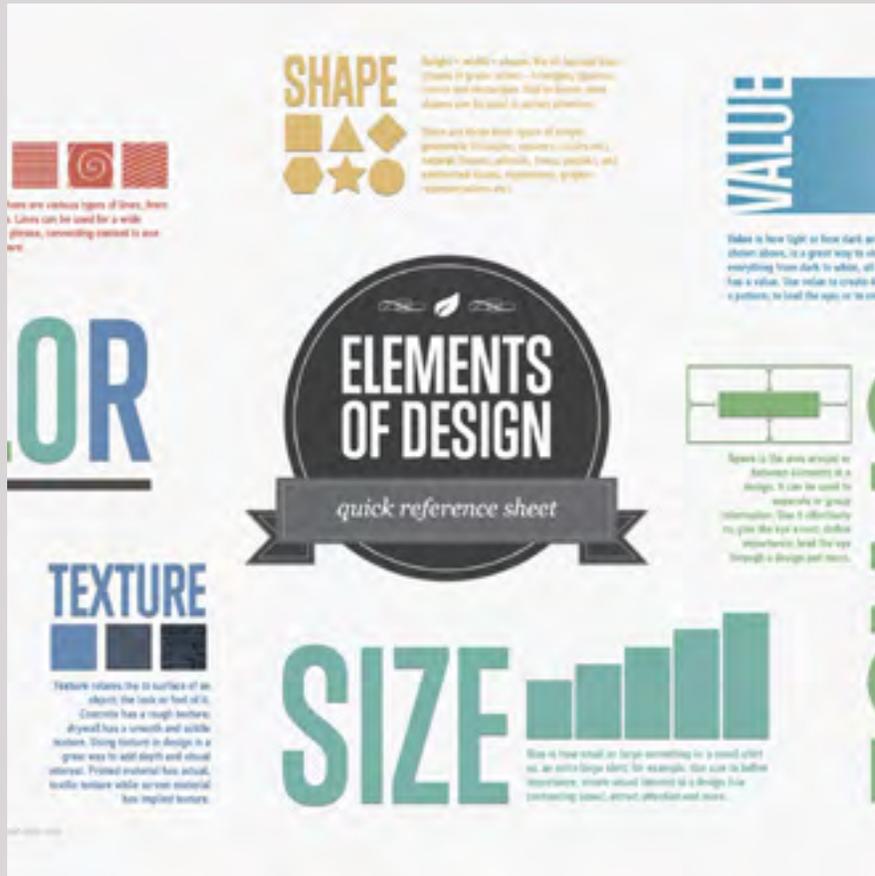
What is taste and how is it constructed? How do objects and spaces gain values extrinsic to themselves? Taste shifts in modernity from a static set of values reiterating socioeconomic strata, to a dynamic system of value relations between an artifact or space, its representations and its consumption. Taste becomes modern through its engagement with media. Histories and theories of taste, from the aesthetic to the political, will be investigated. Students will analyze a project from the Case

Study House Program (1945-1966), as these houses were conceived as media. The analysis will look within and without, at its substance and image, to excavate design media as a metaphor for, and one site of, the formation of taste.

INT 481/735-01
 INTERIOR OPTIONS LAB:
 TASTE

KARIN TEHVE
 THURSDAY 9:00-11:50AM

INTERIOR DESIGN



Intended for those who desire to enter teaching at the college-level, students will explore and observe multiple teaching pedagogies and strategies, design education methodologies, and evaluation techniques in order to develop a knowledge base for curricular and project development, as well as techniques for effective and appropriate course preparation and instruction. The course will be divided into two parts. A practicum, that will allow the students to serve as Teaching Assistants in an undergraduate Interior Design Studio, and a seminar will examine contemporary pedagogical approaches and examine how they are implemented into praxis.

Graduate programs in Art and Design must provide direct teaching experience for those intending to be involved in academics. The course builds a strong foundation for students interested in teaching at the college level and welcomes students from all majors. It will include discussion, fieldwork research and project-based work assignments. Guest lecturers are scheduled throughout the semester. Study House Program (1945-1966), as these houses were conceived as media. The analysis will look within and without, at its substance and image, to excavate design media as a metaphor for, and one site of, the

INTERIOR DESIGN



This course makes a thorough study of textiles, wall covering, and carpet as it relates to aesthetics, application, and function. Both historical and current color & design movements in architecture and interiors are examined in detail. The structure and other physical properties vis-a-vis design and application are studied, and that understanding applied to a mid-term textile design project. The second half of the semester consists

of a series of trips to textile manufacturers, showrooms and notable projects to function as case-studies for the use of textiles in architecture and the interior.

INTERIOR DESIGN



This is an introduction to the concepts, functions, materials, and construction techniques of furniture design. It is also a review of design theory development in two- and three-dimensional forms. Lectures, readings and field trips prepare the students to solve furniture design problems in drawing and model techniques.