

# ID: Interior Design

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## **ID 101 — Introduction to Interior Design**

2 credits; 2 lecture hours

For students not majoring in Interior Design. Provides an overview of the interior design profession and its history, industry, and related career areas. Introduces fundamentals of residential and contract design, basic space planning, color development, furnishings, and materials selection.

## **ID 103 — Interior Design Merchandising**

2 credits; 2 lecture hours

For Fashion Merchandising Management students. Introduces the main categories of home furnishings and the merchandising practices in department stores and showrooms.

## **ID 104 — Light/Sound/Motion**

1.5 credits; 3 lab hours

For Visual Presentation and Exhibition Design students. The elements and principles of lighting, sound, and motion as they relate to exhibition design are introduced. Students learn about lamping, beam spread, color effects, illumination and calculation, and light manipulation. Electricity, voltage, wiring, breakers, fuses, and switches are studied. The effects of light and shadow are explored.

Prerequisite(s): DE 131

Co-requisite(s): DE 133.

## **ID 115 — Interior Design Studio I**

4 credits; 0 lecture and 8 lab hours

An introduction to the interior design profession, with an emphasis on problem solving for small residential spaces. Elements and principles of design are explored as well as human factors, color theory, and the art of lighting. Students are introduced to residential space planning, furniture layouts, the development of color schemes, and the selection of finishes, furnishings, and materials.

Co-requisite(s): ID 133 and ID 157.

## **ID 116 — Interior Design Studio II**

4 credits; 8 lab hours

Reinforces concepts and skills developed in Interior Design Studio I. Extends student abilities in space planning and furniture layouts for larger residential spaces to small contract office spaces. Focuses on the development of color schemes and the selection of furniture and finishes. Introduces students to the Americans with Disabilities Act (ADA) and its impact on the design of interior spaces.

Prerequisite(s): ID 115 "Co-requisite(s): ID 134, ID 158, and ID 253.

## **ID 121 — Survey of Interior Design**

2 credits; 2 lecture hours

Analyzes the history of furniture, interiors, and decorative arts from ancient times through Gothic periods in France, England, Italy, Spain, and Middle Europe; and the Renaissance through Baroque periods in Italy, Spain, and Middle Europe.

## **ID 133 — Presentation Techniques I**

1.5 credits; 3 lab hours

Presents techniques of rendering the elements of interior spaces in detail, including finishes, fabrics, window treatments, and accessories. Students learn quick visualization techniques and are introduced to the use of varied media in the representation of light, texture, color, value, and form.

## **ID 134 — Presentation Techniques II**

1.5 credits; 3 lab hours

Perfects rendering skills and develops the ability to graphically express the designs of interior spaces.

Prerequisite(s): ID 133.

### **ID 135 — Model Construction**

1.5 credits; 3 lab hours

Students are introduced to architectural modeling materials, techniques, shortcuts, and methods of construction to produce a full-color interior model for client presentation. All aspects of model building, from sketch models to laser, are considered.

### **ID 151 — Basic Drafting Techniques**

1.5 credits; 3 lab hours

For Continuing Education students. Familiarizes students with the use of drafting equipment and materials. Provides instruction in elementary drafting skills and conventions, employing mechanical pencils and pen and ink in the representation of plans, elevations, and sections.

### **ID 153 — Computer Space Modeling and Visualization**

2 credits; 1 lecture and 2 lab hours

For Continuing Education students. The concepts and techniques of creating, viewing, and manipulating three-dimensional, computerized interior models are examined. Through the generation of sections and perspectives, students develop an in-depth understanding of the modeling techniques used for creating and analyzing interior space. Co-requisite(s) or prerequisite(s): ID 158 or approval of instructor.

### **ID 157 — Drafting for Interior Design**

1.5 credits; 1 lecture and 1 lab hour

An introductory course on basic drafting skills and concepts used in interior design. Students learn to use drafting materials and tools and to produce design drawings. Universal concepts of interior design drafting are addressed, including line weights and types, scale, and elevation.

Co-requisite(s): ID 115 and ID 133.

### **ID 158 — Perspective Drawing**

1.5 credits; 3 lab hours

Develops skills in producing one- and two-point perspective drawings for the visualization and communication of interior design solutions. Students learn to use different methods of generating perspective views to meet the needs of the interior design profession.

Prerequisite(s): ID 151 or ID 157.

### **ID 172 — Design, Color, and Lighting Principles and Theory**

1.5 credits; 1 lecture and 1 lab hour

For Continuing Education students. Students focus on the principles of design and composition as influenced by the use of color and its application in the built environment, and the fundamentals of lighting design as they apply to the form, texture, and finish of interior space.

### **ID 201 — Color for Interiors**

2.5 credits; 1 lecture and 3 lab hours

For students not majoring in Interior Design. Introduces the use of color as a design tool for both residential and contract interiors while analyzing the interrelationship of color and light.

### **ID 212 — Interior Design Studio III**

4 credits; 8 lab hours

Problem solving focuses on specific building types and user groups in areas including corporate, retail, and institutional. Appropriate research methods and programming of client requirements are introduced, as well as techniques of diagramming space to provide proper circulation and activity relationships. Design concept, image, color and finishes, graphics, building codes, and barrier-free design compliance are emphasized. Evaluations by practicing interior designers and architects highlight student presentations.

Prerequisite(s): ID 116 and ID 158

Co-requisite(s): ID 241 and ID 243.

### **ID 214 — Interior Design Studio IV**

4 credits; 8 lab hours

Through research, design analysis, and problem solving, students explore the user groups and challenges associated with the multi-functional use of hospitality and residential spaces. Lighting, color finishes, materials and details, building code issues, and barrier-free applications are emphasized. Evaluations by practicing interior designers and architects highlight student presentations.

Prerequisite(s): ID 212 and ID 243.

### **ID 218 — Introduction to Design for the Theater**

2 credits; 1 lecture and 2 lab hours

Extends interior design skills into areas of theatrical design through a series of design projects that acquaint the student with the fundamental techniques of designing settings for stage and television, including fashion show productions.

Prerequisite(s): completion of first-year AAS courses in Fashion Design, Interior Design, or Visual Presentation and Exhibition Design, and approval of the chairperson.

### **ID 221 — Interior Design: 1650-1850**

2.5 credits; 2 lecture and 1 lab hours

Traces the major period styles used in interior design in England, France, and the United States from the mid-17th to the mid-19th centuries, with an analysis of their evolution from concepts and forms developed in early classic civilizations.

### **ID 222 — Interior Design: 1850-1950**

2.5 credits; 2 lecture and 1 lab hours

Traces interior design and the evolution of modernism in Europe and the United States from the theory and practice of mid-19th century reformers to the modern movements of the early 20th century.

### **ID 225 — Domestic Arts and Architecture in Britain: 1500-1830**

3 credits; 3 lecture hours

Conducted in England, this course surveys British domestic architecture, interiors, and furnishings from the Medieval to the Regency period. Many lectures take place in historic houses, towns, and museums. Approximately three weeks in June.

### **ID 226 — Decorative Arts, Architecture, and Interior Design in Italy**

3 credits; 3 lecture hours

Focuses on the development of domestic architecture, interior design, and decorative arts in Italy from the Etruscan period through the Baroque. Presented in and around Rome, Florence, and Venice, the course emphasizes the relationship of architecture and interior design, textiles and furniture, as well as the integration of painting and sculpture. Approximately three weeks in January or June.

### **ID 241 — Lighting Design I**

1.5 credits; 1 lecture and 1 lab hour

Provides basic understanding of vision as affected by light, color, texture, and form. Introduces basic principles of lighting design including criteria, calculations, planning, and layout.

Prerequisite(s): ID 115

Co-requisite(s): ID 212 and ID 243.

### **ID 243 — Materials and Methods of Interior Construction I**

1.5 credits; 3 lab hours

Provides the student with an understanding of the construction process as it relates to the building of interior spaces.

Prerequisite(s): ID 115

Co-requisite(s): ID 212 and ID 241.

### **ID 245 — Introduction to Interior Landscaping Design**

3 credits; 2 lecture and 2 lab hours

Introduces the principles and techniques of planting design as it relates to interior environments, both residential and contract.

### **ID 253 — CAD I**

1.5 credits; 3 lab hours

Introduces general concepts of computer-aided design and drafting (CADD), with emphasis on two-dimensional drafting applications such as floor plans, furniture plans, reflected ceiling plans, and elevations. Students create, store, modify, and plot drawings. Students are taught to generate hard copies of their work.

Prerequisite(s): CG 111 and ID 157.

### **ID 254 — Interior Design Working Drawings**

2 credits; 4 lab hours

Students learn how to prepare a construction set of working drawings for use by contractors and the building trades. Architectural drafting techniques, schedules, specifications of materials and finishes, and principles of door and cabinetwork detailing are included. Students read drawings and understand conventions employed by architects, engineers, and the building trades.

Prerequisite(s): ID 158 and ID 243.

### **ID 255 — CAD II**

1.5 credits; 3 lab hours

Presents CAD drafting, dimensioning, and detailing in order to create two-dimensional drawings for architecture, interior design, and construction. Methods for creating and using different line types and text styles are demonstrated. An introduction to three-dimensional modeling is included.

Prerequisite(s): ID 253.

### **ID 262 — Professional Practice I**

2 credits; 2 lecture hours

A fundamental understanding of the professional standards and practices of interior design, including client relationships and marketing, is provided. Business methods and client record-keeping techniques are introduced. Fabric and furniture resources, typical sampling, specifying, and manufacturing processes are researched and discussed. Special floorings and wall coverings, window treatments, and upholstery methods and techniques are reviewed.

### **ID 299 — Independent Study in Interior Design**

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

### **ID 312 — Interior Design Studio: Institutional**

4 credits; 8 lab hours

Introduces students to more complex building types and design studies. Work includes institutional spaces, such as health care, government, and religious facilities, cultural centers, and supportive communities. Students develop in-depth research and design analysis methods, and explore specific user-group requirements that address cultural, behavioral, and quality-of-life issues.

Application and knowledge of building codes and Americans with Disabilities Act (ADA) compliance are further developed in design project assignments.

Prerequisite(s): ID 314.

### **ID 314 — Interior Design Studio: Residential**

4 credits; 8 lab hours

Explores the multi-dimensional aspects of the residence and principles of problem solving applied to urban and suburban living space. High-end cooperative/condominium apartments, townhouses, and country and vacation homes are studied. In-depth research methods are expanded upon through exchanges with guest design collaborators and field trips. Application of codes and barrier-free environments are studied, as well as focus areas of design such as the bath and/or kitchen. Prerequisite(s): ID 214.

### **ID 322 — Decorative Arts Survey**

2 credits; 1 lecture and 2 lab hours

Surveys the decorative arts and other related objects, including porcelain and ceramics, metalwork, glass and wood, frames, and carpets from Europe, England, Asia, and America. Students learn to recognize and determine appropriate artifacts as well as ceiling, wall, and floor coverings for use in interior environments. Local resources are identified and craftsmanship technologies are outlined and explored.

### **ID 323 — Interior Design: 1950 to Present**

2 credits; 2 lecture hours

An in-depth study of the history of interior design and decoration in the 20th century, emphasizing its development after World War II and the transformation of the practice and role of the professional in society. Introduces students to the philosophies of modern interior design movements (postmodernism, minimalism, deconstructionism, etc.), practitioners (Wright, Aalto, Baldwin, Eames), and the influence of historical styles on contemporary work.

### **ID 331 — Presentation Techniques III**

1.5 credits; 3 lab hours

Studies in advanced techniques involved in the rendering and presentation of interior spaces, including collage, colored pencil, film, photography, airbrush, and other advanced types of media. Students develop and explore new concepts, methods, and ideas for formatting their design work. Prerequisite(s): ID 134.

### **ID 332 — Interior Rendering in Colored Pencil**

1.5 credits; 3 lab hours

Using colored pencil, students explore advanced rendering techniques, from quick schematics to finished renderings, as they relate to the interior design profession. Prerequisite(s): ID 133.

### **ID 341 — Lighting Design II**

1.5 credits; 1 lecture and 1 lab hour

Advanced course deals with increased awareness of the application of lighting principles in more complex interior design environments. Various types of architectural and decorative lighting sources are explored. The impact of codes compliance, budget estimating, and project cost control methods are examined. Prerequisite(s): ID 241.

### **ID 343 — Materials and Methods of Interior Construction II**

2 credits; 1 lecture and 2 lab hours

Students develop a greater awareness of building technology: the functional role of structure in various building types and how it is a major consideration in an interior design project. The various construction systems used to create exterior envelopes of buildings are taught. Vertical circulation systems, mechanical systems, specialized hardware, special finishes and coatings, and the various CSI-formatted specification and information systems are studied. Prerequisite(s): ID 158 and ID 243.

### **ID 346 — Interior Architectural Detail**

1.5 credits; 3 lab hours

Course addresses basic elements of architectural woodwork and related joinery methodologies and their application to the detailing of various custom components of interior spaces.

Prerequisite(s): ID 254.

### **ID 354 — CAD III**

1.5 credits; 3 lab hours

Three-dimensional modeling for interior designers. The course consists of lectures, demonstrations, and lab exercises describing and teaching the general concepts and techniques of creating, viewing, and manipulating three-dimensional computerized architectural models.

Prerequisite(s): ID 214 and ID 255.

### **ID 362 — Furniture, Finishes, Fixtures, and Equipment**

1.5 credits; 1 lecture and 1 lab hour

Students explore the interior design marketplace as it relates to furnishing and accessorizing the interior environment. Methods of learning how to locate, evaluate, and modify such items as upholstered furniture, kitchen and bath equipment, hardware, floor and wall finishes, window treatments, and office systems are studied. Emphasis is placed on the preparation and development of specifications and procurement of design products.

### **ID 363 — Building Regulations**

3 credits; 3 lecture hours

Studies of the various regulations that govern the design, construction, and occupancy of building interiors relative to public health, safety, and welfare. Zoning ordinances, state building codes, federal occupational regulations, fire prevention, egress, barrier-free accessibility (ADA), and administrative requirements are covered.

Prerequisite(s): ID 243.

### **ID 373 — Human Factors and Interior Ergonomics**

2 credits; 1 lecture and 2 lab hours

For Continuing Education students. Examine appropriate design to fit environment, space, and equipment to human characteristics. Physical anthropology, physiology, and psychology play a role in the design of everyday tasks at work and in the home.

### **ID 412 — Interior Design Studio: Store Planning/Retail Design**

4 credits; 8 lab hours

Advanced problems in retail/store planning and design, which include boutiques, specialty shops, and department stores. Awareness of regulations and codes, design analysis, presentation techniques, and marketing as well as methods of written and verbal communication are studied. Professional practitioners act as collaborators in evaluating student projects.

Prerequisite(s): ID 314.

### **ID 421 — Historic Preservation I**

2 credits; 2 lecture hours

Provides basic understanding and appreciation of preservation and considers the appropriate recycling of historic interior spaces. Preservation and recycling projects in this country and abroad are analyzed and discussed.

### **ID 422 — Historic Preservation II**

2 credits; 2 lecture hours

Advanced course with emphasis on research and field work. Major preservation and/or recycling projects to be selected and executed individually or in groups. Students develop programs and prepare design solutions.

### **ID 431 — Computer Rendering**

1.5 credits; 3 lab hours

Lectures, demonstrations, and lab exercises describe and teach the general concepts and techniques of creating, viewing, and editing computer renderings of interior spaces. The software for the course is internationally recognized as an acceptable standard for manipulating graphics. The computer offers the student the ability to constantly view and alter work.

Prerequisite(s): ID 134 and ID 255.

### **ID 441 — Lighting Design III**

1.5 credits; 1 lecture and 1 lab hour

Advanced study of lighting design, emphasizing design and detailing of lighting fixtures for residential and commercial installations. Students explore manufacturing methods and materials, and estimating and obtaining cost quotes.

Prerequisite(s): ID 341.

### **ID 444 — Furniture Design**

1.5 credits; 3 lab hours

An introductory course to the creative process of furniture design. Human factors and ergonomics related to furniture design are studied in depth.

Prerequisite(s): ID 346.

### **ID 445 — Interior Product Design**

1.5 credits; 3 lab hours

The course introduces students to three-dimensional interior product design for use in the residential, contract, and hospitality markets. Emphasis is on the design of products with specialized functions, including universal design and special needs.

Prerequisite(s): ID 346.

### **ID 461 — Professional Practice II**

2 credits; 2 lecture hours

Deals with common situations associated with professional interior design practice, including contracts, procurement and billing procedures, fees, marketing and sales efforts, public relations, professional ethics, office organization, estimating, and progress scheduling.

### **ID 471 — Environmental Systems**

2 credits; 1 lecture and 2 lab hours

Examines the control of interior environments through the supply of heating, ventilating, air conditioning, and plumbing systems; study of the various electrical systems and sub-systems is included. Reference sources are provided so students build an understanding of how these systems interface within the built environment.

Prerequisite(s): ID 115.

### **ID 472 — Ecology and the Built Environment**

2 credits; 1 lecture and 2 lab hours

The growing impact of ecology on the interior design profession is studied and includes such topics as nondepletable energy services, energy conservation, and resource conservation. Students explore the relationships between ecology and building construction, furniture, furnishings, equipment, building mechanical systems, and building maintenance. Recycling, reuse, and ecological awareness are among the areas studied.

### **ID 493 — Internship**

3 credits; 3 lecture hours

An internship in a qualified design office, industry showroom, or trade/workroom/fabricator as selected by the student with the approval of the chairperson. This internship is for a total of 15 weeks and 135 hours minimum: 5 weeks, 3 hours per week on campus, plus 10 weeks, 12 hours minimum per week on site. Includes individual interviews and assessment reviews with the student and instructor for pre-, during, and post-internship work experience. Assessment forms analyzing and evaluating the experience are required and a final closure interview is held.

Prerequisite(s): approval of chairperson.

### **ID 494 — Senior Thesis Design Project Research**

2 credits; 1 lecture and 2 lab hours

A prerequisite to the senior thesis design project, this course deals with research methodology related to preparing a design program. Students obtain, develop, and analyze data and design criteria as well as building drawings specific to their selected areas of study. Faculty and a professional mentor/expert specializing in the student's field of study offer information, guidance, and counsel during the programming phase and subsequent design development of the following semester. Students select their senior thesis topic, subject to the approval of the chairperson.

Prerequisite(s): ID 314, ID 363 and EN 323.

### **ID 495 — Senior Thesis Design Project**

4 credits; 8 lab hours

Based on the design program researched and written in the prior semester, students prepare a capstone project in interior design that synthesizes space planning, building regulations, accessibility, lighting, furniture layouts, color finishes and materials, furniture and furnishings selections, details, and their selected methods of presentation/communication. Students work in a classroom studio throughout the semester and culminate their study with a presentation to faculty, mentors, and invited design professionals.

Prerequisite(s): ID 412 and ID 494.

### **ID 499 — Independent Study in Interior Design**

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.