

SD: Surface Design (See also TD)

SD 101 — Experimental Screen Printing

3 credits; 2 lecture and 2 lab hours

Students experiment designing with screens and printing on fabric while working in an actual workshop surrounding. Includes screen making, color mixing, and printing techniques.

SD 102 — Decorative Papers and Greeting Cards

3 credits; 2 lecture and 2 lab hours

Students design and paint greeting cards and decorative wrapping paper using various media. Card formats include die-cut, pop-up, and French-fold with emphasis on trends and holidays.

SD 112 — Textile Color Fundamentals

2 credits; 1 lecture and 2 lab hours

Introduction to traditional color theories and systems through comparisons and analysis. Color experimentation for use in textile fashion and home furnishing fabrics is developed in opaque watercolor (gouache).

SD 113 — Textile Surface Design Styles and Sources

2 credits; 1 lecture and 2 lab hours

An introduction to the design styles, design vocabulary, and research methods necessary for creating original textile surface designs. Through image-based lectures, discussions, museum visits, design projects, and presentation critiques, students explore themes in fashion and the applied arts that will serve as a foundation in their future design work.

SD 121 — Studio Practices

3 credits; 6 lab hours

Students create painted designs and patterns for fashion fabrics appropriate for apparel using opaque watercolor (gouache). Emphasis is on developing original design concepts and exploring industry standards.

SD 122 — Printed Fabrics

3 credits; 6 lab hours

Students create original painted designs for printed fashion fabrics marketable for women's, men's, and children's wear. Professional methods of designing patterns, repeats, and color combinations are explored using transparent watercolor (dyes) and mixed media.

Prerequisite(s): SD 121.

SD 125 — Print Design for Apparel and Home Furnishings

4.5 credits; 9 lab hours

For one-year Textile/Surface Design students. This course focuses on the principles of creating design layouts and developing color as they apply to the print field. Skill development in gouache and dye painting techniques is addressed, as well as current professional workflow practices in the textile design industry.

SD 141 — Nature Studies

1.5 credits; 3 lab hours

Study of design in nature as a source of inspiration for textile design. Students analyze growth and structure of plants and other forms of nature using live flowers and marine life as models for drawing and painting in representational techniques. (G6: Arts).

SD 142 — Advanced Nature Studies

1.5 credits; 3 lab hours

Painting from flowers and other nature forms with continued emphasis on observation, selection of color, structure, and design patterns. Students use forms in nature as a basis for stylized compositions in line and color. (G6: Arts)

Prerequisite(s): SD 141.

SD 151 — Techniques and Faux Finish Concepts for Home Furnishings

3 credits; 6 lab hours

Students learn the technical aspects of creating special effects for home furnishing surfaces, products, and furniture using a variety of mixed media as they integrate traditional skills with digital design. Emphasis is on experimentation in materials, techniques, and color. Design trends, references, and inspiration are studied.

SD 155 — Decorative Fabrics

2 credits; 4 lab hours

For one-year Textile/Surface Design students. The application of print design techniques to designing for home furnishing fabrics and wall coverings, using various media. Using professional methods and technical requirements, designs are created for residential, commercial, and industrial spaces.

SD 156 — Introduction to Decorative Fabrics

2 credits; 4 lab hours

Students learn the fundamental design aspects and technical requirements appropriate for decorative fabrics. Large-scale layouts, research sources, and current trending information are utilized in creating original designs for the market.

SD 157 — Wallcovering Design

1.5 credits; 3 lab hours

This course focuses on the creative development of original wallcoverings. Through the study of historical documents and references, students explore design and production methods needed to create multi-layered compositions. They learn about the wallcovering market through the introduction of home furnishing trends, design styles, and current production standards.

SD 181 — Fundamentals of Screen Printing

1.5 credits; 3 lab hours

Designs in repeat are printed on various fabrics in actual workshop surroundings. Emphasis is on screen printing techniques and original design.

SD 183 — Screen Printing: T-Shirts and Related Products

2 credits; 4 lab hours

Using modern screen print technology, students create original engineered designs for T-shirts and related products. Color-mixing principles and screen printing techniques are taught.

SD 185 — Screen Printing

2 credits; 4 lab hours

For one-year Textile/Surface Design students. Students prepare screens of their designs, mix pigments, and print on fabric in workshop surroundings. Emphasis is on creative design using a variety of techniques and media.

SD 201 — Color Analysis

2 credits; 2 lecture hours

Comparative analysis of color theories, emphasizing their use in the textile industry. Includes color harmony, psychological associations, optical illusions, experiments, sales appeal and promotion values, current color styling, and terminology.

SD 202 — Color Trends in Industry Today

2 credits; 2 lecture hours

Develops an understanding of color trends in the apparel and home fashions industry for styling and forecasting purposes. Students research and track color trends for specific target markets and learn to present color line concepts.

Prerequisite(s): SD 112 or SD 201 or approval of chairperson.

SD 211 — Surface Design in Paris (summer only)

3 credits; 3 lecture hours

Students learn how to do extensive surface design research while abroad in Paris. Through on-site visits to design studios, galleries, libraries, museums, stores, and trend forecasting companies, students research an area of design interest for hard and/or soft product. Students keep a journal/sketchbook, give weekly oral presentations, and write a paper about the project outcomes of their research. Approximately three weeks in summer.

Prerequisite(s): HA 112.

SD 221 — Techniques for Printed Textiles and Surfaces

3 credits; 6 lab hours

Experimentation in a variety of materials and mixed media, techniques, and textures to create original and simulated designs for apparel and home fashion fabrics. Emphasis on awareness of color impact, current trends, industry standards, and marketability.

Prerequisite(s): SD 122 or approval of chairperson.

SD 224 — Computer-Aided Print Design

1.5 credits; 3 lab hours

Using Adobe Photoshop, students scan images and create original designs, repeats, colorways, and coordinates targeting specific markets. Emphasis is on creative use of the software, awareness of industry trends, and the development of an original portfolio of digitally produced designs.

SD 227 — Painting on Fabric

2 credits; 1 lecture and 2 lab hours

Students paint directly on silk, cotton, and synthetic fabrics, using appropriate pigments or dyes for setting colors permanently. Explores use of hand-painted fabrics for home furnishings, fashion, and studio applications.

SD 228 — Techniques for Fashion Fabrics

2 credits; 4 lab hours

Students learn the research, design, and technical skills needed to create textiles for the apparel and home furnishings markets. Emphasis is placed on research methods and experimentation with materials, techniques, and color to create textural effects using a variety of mixed media.

Prerequisite(s): SD 122 or SD 125.

SD 229 — Screen-Print Techniques for Fabric

2 credits; 4 lab hours

Students explore a variety of screen-making and imaging techniques in order to have an understanding of aesthetic and experimental printing methods. Emphasis is on surface effects, techniques, layering and color as they relate to design for fabric. Students present a professional portfolio of their work at the end of the semester.

Prerequisite(s): SD 181.

SD 253 — Advanced Decorative Fabrics

2 credits; 4 lab hours

Students learn the design and technical skills required in the home furnishings textile industry. Through on-site field trips and research, students explore and analyze design inspiration. The technical aspects of painting, layout, repeat and color are examined. New layouts, techniques, and colors are also introduced to sensitize students to the needs of home textiles for the interior design industry.

Prerequisite(s): SD 155 or SD 156.

SD 261 — Industrial and Studio Practices

3 credits; 6 lab hours

Students are brought into contact with industry through lectures, demonstrations, and mill visits. Repeats, color combinations, coordinates, reference pieces, and adaptations are stressed. Special attention is given to the preparation of student portfolios, with an emphasis on professional presentation.

Prerequisite(s): SD 125 or SD 221.

SD 271 — Textile/Surface Design Using Adobe Illustrator

2 credits; 1 lecture and 2 lab hours

Students learn to use Adobe Illustrator for application to textile and surface design and gain proficiency in working between Adobe Illustrator and Adobe Photoshop. Target markets and the creative use of software for portfolio development are emphasized.

Prerequisite(s): TD 111 or SD 224.

SD 299 — Independent Study in Surface Design

1-3 credit

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

SD 303 — Screen Printing with Typographic Imagery

1.5 credits; 3 lab hours

For Graphic Design students. The process and possibilities of screen printing as a medium of expression and reproduction are explored. Students focus on computer-generated typographic imagery and the effects of manipulation through this process.

Prerequisite(s): CD 322 and GD 312.

SD 311 — Lace/Embroidery Design

1.5 credits; 3 lab hours

Application of design principles to the needs of the lace and embroidery industry. Study of the technical requirements for and creation of original designs for machine reproduction of Bonnaz, Schifflii, Swiss-handloom, and other types of lace and embroidery.

SD 321 — Advanced Hand Screen Printing for Portfolio Development

2 credits; 4 lab hours

This course explores advanced methods of developing repeats and printing techniques for long table fabrics. Students choose a market and produce a line of fabrics for a specific client, while developing personal style and professionalism in a modern screen printing environment. Autographic as well as digitally produced positives may be used to produce large screens that will be printed in repeat and in multiple colorways.

Prerequisite(s): SD 185 or SD 229.

SD 351 — Surface Design: Paper Products

2 credits; 4 lab hours

Learning to design products to specification for tabletop, students produce print designs, shopping bags, playing cards, and tissue boxes. The uniqueness of designing for paper products is emphasized. Licensing and market trends are discussed.

SD 357 — Applied Surface Design for the Home

3 credits; 6 lab hours

Students research design possibilities to create color/pattern-coordinated designs for a spectrum of home products. Critiques are in direct consultation with industry.

SD 451 — Surface Design: Print Media Graphics

2 credits; 4 lab hours

Explores graphic design concepts for dinnerware, tabletop, and related products with special emphasis on the needs of industry and the marketplace.

SD 462 — Portfolio Collection

3 credits; 6 lab hours

Preparation of a professional portfolio collection inspired by research and influenced by market trends. Students' collections include coordinated designs for fashion, home, contract, or product, incorporating printed, woven, fiber art, knit, and CAD applications.

SD 471 — Advanced CAD with Adobe Photoshop and Fashion Studio

1.5 credits; 3 lab hours

Students develop advanced skills in Adobe Photoshop applied to surface design. Fashion Studio software is incorporated into the course, with the objective of designing product for a global marketplace using current trend information.

Prerequisite(s): SD 224.

SD 481 — Screen Printing: Scarves

2 credits; 4 lab hours

Studies the requirements, limitations, and possibilities of designs for scarves. Students prepare screens, mix colors, and print a variety of fabrics with emphasis on techniques and fashion trends.

SD 499 — Independent Study in Surface Design

1-3 credit

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