

ID: Interior Design

ID 103 — Interior Design Merchandising

2 credits; 2 lecture hours

For Fashion Business 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 117 — Interior Design Studio I

5 credits; 1 lecture and 8 lab hours

Students are introduced to the fundamentals of design as applied to interior environments. Basic fact-finding skills--information literacy, the iterative process, design analysis methodologies, physical model making, and elemental design processes are introduced. Students apply knowledge of design fundamentals to two-dimensional and three-dimensional exercises, using both manual and digital means.

Corequisite(s): ID 173 and CD 114.

ID 118 — Interior Design Studio II

5 credits; 1 lecture and 8 lab hours

The basic design fundamentals are reinforced. Programming, fact-finding skills and design analysis methods for interiors are introduced. Programs are developed with an emphasis on space planning and human factors, and through the fundamental knowledge of codes, accessibility, and sustainable design. Building on ID 117, three-dimensional software aides in the iterative process and final representations.

Prerequisite(s): ID 117

Corequisite(s): ID 174.

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 122 — History, Theory and Criticism I

2 credits; 1 lecture and 2 lab hours

This course introduces students to the broad survey of design history, theory and criticism through the discussion of design principles and elements as they were and are used to inform form, style, function, experience, and meaning of interior spaces.

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 173 — Visual Representation I

3 credits; 6 lab hours

Through focused exercises, students learn the fundamentals of delineating interiors, including plan, elevation and section, while exploring the subject through constructed models. Sketching is introduced as a method to represent observations, analyze, communicate intentions, and develop designs.

Co-requisite(s): ID 117 and CD 124.

ID 174 — Visual Representation II

3 credits; 6 lab hours

Building upon the skills introduced in ID 173, this course combines additional rendering techniques in a variety of media and tools to delineate interior space. Rapid visualization skills to pursue creative thinking, investigation through multiple views, and rapid prototyping are further developed.

Prerequisite(s): ID 173 Co-requisite(S): ID 118.

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.

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 219 — Interior Design Studio III

5 credits; 1 lecture and 8 lab hours

Building upon research and programming skills introduced in ID 118, students further develop programs and explore various design processes to project solutions for specific building types and user groups. Topics covered include design concept, color, materials, graphics, building codes, global context, sustainability, social issues and barrier-free design needs.

Prerequisite(s): ID 118.

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 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 227 — History, Theory and Criticism II

2 credits; 1 lecture and 2 lab hours

Students continue their exploration of specific buildings, artists, and design projects from various cultural contexts and explore the design decisions that evolve from the knowledge of history and various cultures. They are introduced to critical evaluation of sources of information to develop research skills.

Prerequisite(s): ID 122.

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.

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.

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.

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 281 — Interior Design Studio IV

5 credits; 1 lecture and 8 lab hours

Building upon skills learned in ID 219, students design complex interior spaces with multiple functions and user groups. They conduct observations, develop case studies, study precedents, review existing literature, and analyze collected information to define program requirements. Lighting, color, materials, details, building codes, global context, sustainability, social issues, and barrier-free inclusive design needs are highlighted.

Prerequisite(s): ID 219.

ID 282 — Design Technology I

3 credits; 6 lab hours

Students gain a basic understanding of the process of interior construction and its interaction with various building systems. The general concepts of Computer-Aided Design and Drafting (CADD) and Building Information Modeling (BIM) are introduced. Building materials and interior fabrication and installation methods are explored through detail drawings using CADD and BIM software.

ID 283 — Design Technology II

3 credits; 6 lab hours

Students learn how to prepare a construction set of working drawings for use by contractors and related building trades. Architectural drafting techniques, schedules, specifications of materials and finishes, and principles of door and cabinetry detailing are addressed. The exploration of basic elements of architectural materials and their related joinery methodologies and applications to the detailing of various custom components of interior spaces are addressed.

Prerequisite(s): ID 282.

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 310 — Adaptive Reuse: Community Place Making

2 credits; 4 lab hours

This course is offered to Interior Design students working for three weeks either in an international design office or classroom environment. Students are exposed to strategic planning methods of design and their impact on local redevelopment, and are introduced to the process of critical evaluation of existing city and neighborhood resources, which will support their proposals for an interior design group project. With an emphasis on adaptive reuse and repurposing existing interior spaces, students will propose design ideas for cultural, residential and commercial uses.

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 315 — Interior Design Studio V

4 credits; 8 lab hours

This studio course introduces students to the holistic strategies and principles of integrated design for interior environments. Students apply in-depth programming research, fact-finding skills and design analysis methods. The complexity of sustainable design decisions that have an impact on global and local environments, economy and human health are explored. Inclusive design, design for activity, and building codes are covered.

Prerequisite(s): ID 281.

ID 316 — Interior Design Studio VI

4 credits; 8 lab hours

This course builds upon studies initiated in ID 315, with additional advanced focus on collaboration with professionals from various fields. This collaboration is necessary to address complexity of human interactions with the built environment, and to utilize available advanced strategies, materials, and technologies. Students explore holistic strategies and principles for interior environments, and further develop programming skills and design analysis methods. They experiment with complex sustainable design decisions that intend to balance impact on global and local environments, on economy, human health, safety and wellbeing. Knowledge and application of major building blocks of interior design professional practice are further developed.

Prerequisite(s): ID 315.

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 324 — History, Theory and Criticism III

2 credits; 1 lecture and 2 lab hours

This course builds upon ID 122 and ID 227. Students continue their exploration of specific buildings, artists, and design projects from various cultural contexts, and explore the complexity of design decisions that evolve through the knowledge of history and various cultures. They are introduced to critical evaluation of sources of information to develop research skills.

Prerequisite(s): ID 227.

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 347 — Lighting Design

2 credits; 1 lecture and 2 lab hours

This course increases students' awareness of the application of lighting principles in more complex interior design environments. Various types of architectural built-in, recesses, and semi-recessed luminaires, as well as decorative lighting sources are explored. Types of lamps are studied and lighting calculations are reviewed to assure understanding of how the amount of light is measured in the built environment to meet codes. The impact of codes compliance, budget estimating, sustainability and project cost control methods are also examined.

ID 354 — CAD III

1.5 credits; 3 lab hours

Students will acquire advanced skills in Autodesk Revit and other current software. Upon successful completion of this course, students will be able to produce 3D models, 3D furniture components and computer renderings.

Prerequisite(s): ID 283.

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 381 — Design Technology III

4 credits; 2 lecture and 4 lab hours

This course addresses the design and control of interior environments as it relates for human comfort levels through the supply of heating, ventilation, air conditioning and plumbing systems, including the various electrical systems and sub-systems. The various regulations that govern the design, construction and occupancy of building interiors relative to public health, safety and welfare are addressed. Zoning ordinances, state building and energy codes, federal occupational regulations, fire prevention, egress, barrier-free accessibility (ADA) and administrative requirements are covered.

Prerequisite(s): ID 283.

ID 382 — Design Technology IV

4 credits; 2 lecture and 4 lab hours

Students become familiar with the application of a wide variety of building materials, finishes and the preparation of construction details. Through research and analysis, they assess performance criteria including applications, function, and environmental factors. They explore the materials and fabrication techniques involved in the design and construction of interior details.

Prerequisite(s): ID 381.

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 413 — Interior Design Studio VII

4 credits; 8 lab hours

This integrative design studio course builds upon ID 315, with additional focus placed on addressing current social and cultural phenomena and diverse and/or special needs populations through collaboration with local community. Students continue exploration of the holistic strategies and principles for interior environments, and further develop in-depth programming and design analysis skills. They experiment with complex sustainable design decisions that intend to balance impact on global and local environments, on economy, human health, safety and wellbeing. Knowledge and application of major building blocks of interior design professional practice are further developed.

Prerequisite(s): ID 315.

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): VP 311.

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 462 — Professional Practice II/Internship

3 credits; 3 lecture hours

This course prepares students for common situation associated with professional interior design practice. Project contracts, procurement and billing procedures, fees, marketing and sales efforts, public relations, professional ethics, office organization, cost and time estimating and progress scheduling are covered.

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 496 — Senior Thesis Design Project: Programming

3 credits; 2 lecture and 2 lab hours

Students gather information and develop a comprehensive evidence-based design program for the following semester's senior design project. Through fact-finding and analysis, they explore the complexity of human interaction with, and functioning in the built environments. They define appropriate strategies and technologies that balance the foreseeable impact on global and local environments, economy, and human health, safety and wellbeing. Students identify applicable laws, codes and standards to create design solutions.

Prerequisite(s): ID 381, and ID 316 or ID 413, and EN 323.

ID 498 — Senior Thesis Design Project

4 credits; 8 lab hours

Based on, and in response to the design program researched and written in ID 496, students prepare a capstone project in interior design that synthesizes their knowledge of space planning, indoor environmental quality strategies, building regulations, accessibility, lighting, furniture layouts, color, finishes and materials, furniture and furnishings selections, and presentation and communication methods. They work in a classroom studio throughout the semester, which culminates with a presentation to faculty, mentors, and invited design professionals.

Prerequisite(s): ID 496, ID 316, and ID 413.

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.