Jewelry Design - AAS Degree Program

http://fitnyc.edu/jewelrydesign

School of Art and Design

Applications accepted for fall only. NYSED: 00831 CIP: 50.0713

The major in Jewelry Design integrates design ideation and development with traditional jewelry fabrication skills and processes. Students learn 2D graphic design applications for design creation and manipulation, 3D engineering applications for design verification, CAD modeling, gemology, and industry business practices. Students are prepared for positions as designers, artisans, or self-employed jewelers. Curriculum below is for the entering class of fall 2022.

| Semester 1 | | Credits |
|---------------------|--|---------|
| MAJOR AREA | JD 139 - Jewelry Design Ideations I | 2.5 |
| | JD 142 - Gemology and Gem Identification | 3 |
| | JD 174 - Studio Fabrications I | 2.5 |
| RELATED AREA | Related Area: choice* | 1.5 |
| GENERAL EDUCATION | EN 121 - English Composition | 3 |
| | SC 111 - Introduction to the Physical Sciences | 3 |
| Semester 2 | | |
| MAJOR AREA | JD 161 - Changes, Trends Appraisals | 2 |
| | JD 238 - Jewelry Design Ideations II | 2.5 |
| | JD 272 - Studio Fabrication II | 2.5 |
| RELATED AREA | Related Area: choice* | 1.5 |
| ART HISTORY | choice - see Requirements* | 3 |
| GENERAL EDUCATION | choice: see Requirements* | 3 |
| Semester 3 | | |
| MAJOR AREA | JD 240 - Jewelry Design Development | 3 |
| | JD 271 - Alternative/Sustainable Materials | 2.5 |
| | JD 273 - Studio Fabrication III | 2.5 |
| ELECTIVE(S) | choice - General Elective(s)* | 2 |
| ART HISTORY | choice - see Requirements* | 3 |
| GENERAL EDUCATION | choice - see Requirements* | 3 |
| Semester 4 | | |
| MAJOR AREA | JD 239 - Design Capstone/Portfolio | 2.5 |
| | JD 267 - Jewelry Seminar/Best Business Practices | 2.5 |
| | JD 274 - Fabrication Capstone/Portfolio | 2.5 |
| RELATED AREA | Related Area: choice* | 1.5 |
| GENERAL EDUCATION | choice - see Requirements* | 6 |
| TOTAL CREDIT REQUIR | EMENTS | |
| | GENERAL EDUCATION | 18 |
| | ART HISTORY | 6 |
| | ELECTIVE(S) | 2 |
| | MAJOR AREA | 30.5 |
| | RELATED AREA | 4.5 |
| | Total Credits: | 61 |

*Fall 2022 Requirements: See below.

FIT's General Education and Art History Requirements for Art and Design Associate Degree Programs:

- Three (3) credits from each required area, totaling 9 credits: G1, G2, and G3 (SC 111)
- Six (6) credits from two (2) different areas in **non-HA liberal arts** courses in G4–G10
- Three (3) credits of any 200- or 300-level English literature or speech course
- Six (6) credits from Art and Design History courses: HA 112 (3 credits, required for all Art and Design majors), plus another 3-credit HA course

FIT's Gen Ed courses are organized into the following categories: G1 Basic Communication; G2 Mathematics; G3 Natural Sciences; G4 Social Sciences; G5 Western Civilization; G6 The Arts; G7 Humanities; G8 Foreign Language; G9 Other World Civilizations; G10 American History.

See list of Gen Ed approved courses under FIT's General Education Requirements and Courses. An FIT Gen Ed course cannot be used to meet more than one General Education area.

Certain majors require specific courses. Please review your DARS audit to determine if a particular course is required by your major to meet General Education credits.

Related Area Elective(s): 4.5 credits

CHOICE of any two to four courses (for which prerequisites have been met) totaling 4.5 credits from the following:

Courses from the School of Art and Design:

CD 134, CG 111, CG 211, CG 214, DE 101, FA 104, FA 107, FA 114, FA 116, FA 141, LD 471, PH 201, TD 141

Courses from the School of Business and Technology:

BE 261, BE 403, BL 343, EP 311, EP 321, FM 117, FM 231, MG 242

Upper Division Alternative(s):

Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Footwear and Accessories Design, Textile/Surface Design, and Toy Design.

Upon completion of the Jewelry Design AAS Program, students will be able to:

- 1. Solve design problems, turning concepts into real, functioning jewelry.
- 2. Research and document sources for design and technical inspiration.
- 3. Design iewelry and objects for various markets.
- 4. Engineer iewelry and objects for production.
- 5. Perform cost analysis and product life-cycle management for the production of jewelry.
- 6. Create designs and models using 2D digital technology.
- Use 3D hard- and soft-surface modeling software to create digital models of jewelry for production.
- 8. Present designs, proposals, and projects to clients, peers, and in an industrial board room setting.
- 9. Create collections of jewelry in the genres of fine, fashion, and alternative materials.
- Apply knowledge of sustainability and ethical practices to the choices made in design, sourcing, and fabrication of iewelry.
- Demonstrate and implement safe working practices in a jewelry studio and a production environment.