

INDUSTRIAL DESIGN TECHNOLOGY

Bachelor of Science Degree

Industrial Design Technology is a design career covering all three dimensions, combining creative ideation, refined technical skills, and innovative application of design. It encompasses such fascinating endeavors as the design of consumer products and toys, packaging, and a wide range of environmental design applications such as museum, tradeshow, stage and exhibit design.

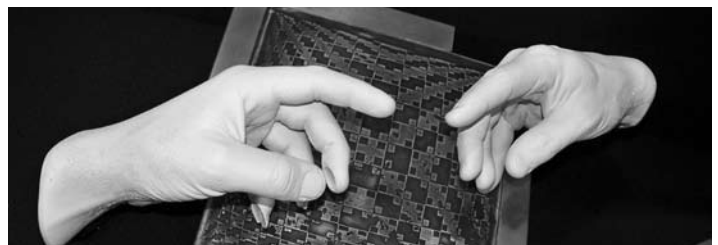
PROGRAM OBJECTIVES

- Resolve problems dealing with form, space and function
- Generate sketches that reflect the ideation and research process
- Create well-balanced compositions utilizing design principles
- Collect and tabulate sophisticated user-group information based upon the identification of ergonomic needs
- Demonstrate advanced skills in drawing and mechanical drafting
- Demonstrate advanced skills in model making and proto-typing
- Differentiate between safe and unsafe production practices in the resolution of design problems
- Apply manufacturing and materials based knowledge
- Demonstrate an understanding of how to develop and realize an idea through the product design process (research, ideation, concept development, model-making /proto-typing, point of purchase, package design, presentation, and project resolution)
- Explain the relevance of milestones in art history and product design
- Demonstrate skills in rapid sketching, digital drafting, graphics, image manipulation, editing and page-layout
- Operate three-dimensional computer rapid proto-typing technology
- Employ three-dimensional rendering and modeling skills to create photorealistic representations of products, designs and spaces

- Generate compiled layouts that communicate the designer's intent and the design process clearly
- Employ a functional knowledge of general business law and industrial design law
- Professionally deliver a practical product design presentation
- Produce a portfolio that is relevant to marketable career opportunities

ENTRY-LEVEL EMPLOYMENT OPPORTUNITIES

Industrial Design Technology graduates are prepared to seek entry-level positions such as industrial designer, product designer, computer aided draftsperson, 3D designer/modeler, junior staff designer, toy product, designer, junior industrial designer, freelance industrial designer, or model maker.



REQUIREMENTS FOR BACHELOR OF SCIENCE DEGREE

180 Quarter Credits
Twelve 11-Week Quarters or 132 Weeks

GENERAL EDUCATION

GE10110	English Composition I
GE10120	Art History: Prehistoric to Mannerist
GE10210	English Composition II
GE10220	College Math
GE10230	Art History: Baroque to Contemporary
GE10310	World Literature
GE10320	Effective Speaking
GE10410	Introduction to Psychology
GE10430	Environmental Science
GE20510	Ethics
GE20520	Physics
GE20530	Sociology
GE30920	Logic
GE30970	History of 20th Century Art
LS10110	Computer Science
LS20620	Business Law

General Education Elective List (Select 4):

GE20540	United States History: Early Period
GE20550	United States History: 20th Century
GE20560	Western Civilization: Ancient to Renaissance
GE20570	Western Civilization: Reformation to WWII
GE20590SA	Study Abroad
GE20610	Theatre Appreciation
GE20710	Aesthetics
GE30910	Theories of Communication
GE30930	Issues in American Society
GE30940	Literature and Culture
GE30960	Introduction to Museum Studies
GE30980	Creative Writing
GE31010	Study Abroad
GE31030	Comparative Religions
GE31040	Media & Pop Culture

CORE COURSES

GR10110	Fundamentals of Drawing
GR10120	Fundamentals of Design
GR10130	Color Theory
GR10220	Life Drawing
IT0015PF	Portfolio Foundations Industrial Design
IT10111	Fabrication Techniques
IT10211	Three-Dimensional Design
IT10221	Mechanical Drawing
IT10311	Sculpture
IT10321	Advanced Mechanical Drawing
IT10331	Concept Drawing
IT10411	Structure & Form
IT10421	Computer Aided Industrial Design
IT10431	Human Factors
IT10441	Typography
IT20511	Model Making & Prototyping
IT20521	Manufacturing Techniques
IT20531	Presentation Drawing
IT20541	History of Industrial Design
IT20611	Computer Graphics
IT20621	Product Design
IT20631	Effects Design I
IT20711	Computer-Aided Modeling I
IT20721	Trade Show & Exhibit Design
IT20731	Intermediate Product Design
IT20811	Computer-Aided Modeling II
IT20851	Principles of Mechanical Engineering
IT30911	Computer-Aided Rendering
IT31011	Graduate Project Research & Concept Development
IT31031	Package and Point of Sale
IT41111	Graduate Project Design Development
IT41131	Computer Portfolio
IT41211	Graduate Project Presentation and Defense
IT41221	Portfolio
IT41231	Industrial Design Law



IT Elective I (Select 1):

IT20741	Toy Design
IN20741IT	Internship I
IT20751	Effects Design II

IT Elective II (Select 1):

IT20821	Environment Design
IN20821IT	Internship II
IT20831	Transportation Design
IT20841	Effects Design III

IT Elective III (Select 1):

IT30921	Furniture Design
IT30931	Clay Modeling

Studio Elective (Select 3):

IT30941	Metals Studio
IT31021	Plastics Studio
IT30960	Special Topics Studio
IT41121	Wood Studio