# INDUSTRIAL DESIGN TECHNOLOGY

**Bachelor of Science Degree**

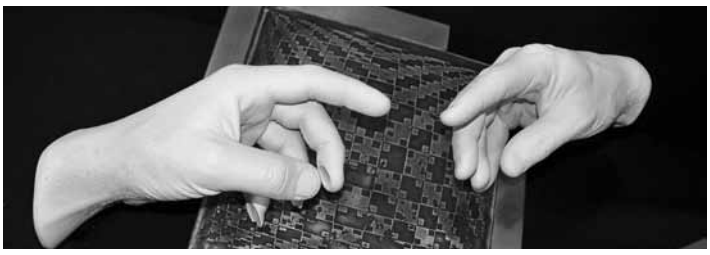
**The Industrial Design Technology program is designed to educate students in creative ideation, refined technical skills, innovative application of design, and the product-making process. It encompasses a wide range of environmental design applications, including design of consumer products and toys, packaging, and 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 prototyping
- 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 /prototyping, 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 prototyping technology
- Employ three-dimensional rendering and modeling skills to create photorealistic representations of products, designs, and spaces
- Generate compiled layouts that clearly communicate the designer's intent and the design process
- 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

Graduates of the Industrial Design Technology program are prepared to seek entry-level positions 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):**

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|---|---|
| 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

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|---|---|
| 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 |
| IT10230 | Computer Graphics |
| IT10311 | Sculpture |
| IT10331 | Concept Drawing |
| IT10340 | Technical Drawing I |
| IT10450 | Technical Drawing II |
| IT10411 | Structure & Form |
| IT10431 | Human Factors |
| IT10441 | Typography |
| IT20511 | Model Making & Prototyping |
| IT20521 | Manufacturing Techniques |
| IT20531 | Presentation Drawing |
| IT20541 | History of Industrial Design |
| 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 |
| IN41210IT | Internship |

**IT Elective I (Select 1):**

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| IT20741 | Toy Design |
| IT20751 | Effects Design II |

**IT Elective II (Select 1):**

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| IT20821 | Environment Design |
| IT20831 | Transportation Design |
| IT20841 | Effects Design III |

**IT Elective III (Select 1):**

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| IT30921 | Furniture Design |
| IT30931 | Clay Modeling |

**Studio Elective (Select 3):**

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