Design

Associate in Fine Art Degree, Design

The Design program offers preparatory studies in the fields of applied design: interior design, fashion design, fashion merchandising, architecture and industrial design. Students obtain a solid foundation in the visual arts and intermediate studies that focus on developing an understanding of design principles through the study of history, design theory and research-based studio courses.

Project work explores various media applicable to a wide range of design professions. The program awards an Associate in Fine Arts (AFA) degree and is designed to transfer to four-year colleges as the first two years of a BFA or B.A. degree. Design graduates major in industrial design, interior design, architecture, fashion design, fashion merchandising or other design disciplines.

Articulation Agreements

Students should check with the Transfer Office about articulation agreements with this program.

For more information, visit the Design (http://www.ccm.edu/academics/divdep/department-of-art-and-design/design/) website.

Degrees

- Architecture: (p. 1) A Track within the AFA Design Option
- Fashion Design: (p. 1) A Track within the AFA Design Option
- Fashion Merchandising: (p. 2) A Track within the AFA Design Option
- Industrial Design: (p. 2) A Track within the AFA Design Option
- Interior Design: (p. 2) A Track within the AFA Design Option

AFA Design

(P4141)

Architecture

A Track within Design

General Education Foundation

<table>
<thead>
<tr>
<th>Course</th>
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<th>Credits</th>
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<tr>
<td>ENGR-111</td>
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<td>or ENGR-100</td>
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Total Credits 20

Design/Fashion Design Core

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<tr>
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<td>ART-132</td>
<td>Three Dimensional Design</td>
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Total Credits 40

Fashion Design

A Track within Design

General Education Foundation

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Math-Science-Technology

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Social Science Elective

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Total Credits 30

Design Elective

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Total Credits 15

Design/Fashion Design Core

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<td>DSN-125</td>
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Total Credits 60
Fashion Merchandising
A Track within Design

General Education Foundation
Communication 6
ENG-111 English Composition I
ENG-112 English Composition II
or COM-109 Speech Fundamentals
Math-Science-Technology 8
Mathematics Elective
Laboratory Science Elective
Social Science Elective 3
General Education Courses 3
ART-133 Art History I
or ART-134 Art History II

General Education Foundation Credits 20

Design/Fashion Merchandising Core
DSN-110 History of Design 3
ART-122 Drawing I 3
ART-132 Three Dimensional Design 3
ART-131 Color Theory 3
DSN-165 Drawing for Designers 3
DSN-125 Design Rendering 3
DSN-220 Design Concepts I 3
DSN-230 Design Concepts II 3
ART-230 Portfolio and Presentation 3
DSN-145 Introduction to Fashion and Visual Merchandising 3
DSN-146 Fashion Merchandising II 3
MKT-113 Principles of Marketing I 3
Design Elective 4
Design/Fashion Merchandising Core Credits 40

Total Credits 60

Interior Design
A Track within Design

General Education Foundation
Communication 6
ENG-111 English Composition I
ENG-112 English Composition II
or COM-109 Speech Fundamentals
Math-Science-Technology 8
Mathematics Elective
Laboratory Science Elective
Social Science Elective 3
General Education Courses 3
ART-133 Art History I
or ART-134 Art History II

General Education Foundation Credits 20

Design/Interior Design Core
DSN-110 History of Design 3
Design Elective 3
ART-122 Drawing I 3
ART-131 Color Theory 3
ART-132 Three Dimensional Design 3
DSN-165 Drawing for Designers 3
DSN-125 Design Rendering 3
DSN-120 Design Concepts I 3
DSN-220 Design Concepts II 3
ART-230 Portfolio and Presentation 3
ENR-117 Computer-Aided Drafting I 2
ENR-118 Computer-Aided Drafting II 2
DSN-115 Basic Drafting 3
DSN-219 Advanced CAD 3D Modeling 3
Design/Interior Design Core Credits 40

Total Credits 60

Industrial Design
A Track within Design

General Education Foundation
Communication 6
ENG-111 English Composition I
ENG-112 English Composition II
or COM-109 Speech Fundamentals
Math-Science-Technology 8
Mathematics Elective
Laboratory Science Elective
Social Science Elective 3
General Education Courses 3
ART-133 Art History I
or ART-134 Art History II

General Education Foundation Credits 20

Design/Interior Design Core
DSN-110 History of Design 3
Design Elective 3
ART-122 Drawing I 3
ART-131 Color Theory 3
ART-132 Three Dimensional Design 3
DSN-165 Drawing for Designers 3
DSN-125 Design Rendering 3
DSN-120 Design Concepts I 3
DSN-220 Design Concepts II 3
ART-230 Portfolio and Presentation 3
ENR-117 Computer-Aided Drafting I 2
ENR-118 Computer-Aided Drafting II 2
DSN-115 Basic Drafting 3
DSN-219 Advanced CAD 3D Modeling 3
Design/Interior Design Core Credits 40

Total Credits 60
Faculty

Nieves Gruneiro-Roadcap
Chairperson, Art and Design
Associate Professor, Art and Design
M.F.A., Mason Gross School of the Arts, Rutgers University
B.F.A., New Jersey City University
EH 101 973-328-5435 ngruneiro@ccm.edu

Kelly Whalen
Special Projects, Design
Associate Professor, Art and Design
M.I.D., Pratt Institute
B.A., Caldwell College
EH 106 973-328-5416 kwhalen@ccm.edu

Courses

DSN-103. Introduction to Sewing. 1 Credit.
LECT 1 hr
A studio course that introduces the student to the primary aspects of Fashion Construction. Content includes an overview of industry related equipment and tools, dart manipulation, and pattern reading. Students will illustrate understanding of key lectures/demonstrations through evidence found in sewing skill samplers.

DSN-108. Two Dimensional Design for Designers. 3 Credits.
LECT 2 hrs, LAB 3 hrs
A studio course that explores a variety of techniques of visualization to develop and present design concepts. Students learn to use elements and principles to achieve a synthesis of form, space, composition, and content. Emphasis will be given on communicating ideas for realization as architectural and interior spaces, consumer products, packaging, and fashion design. The course is designed to address the range of formal issues, processes, and material practices students will encounter as they move into the more specialized areas of design
Corequisites: ART-122.

DSN-110. History of Design. 3 Credits.
LECT 3 hrs
The History of Design is a survey of major developments of design as well as the methodology and cultural influences which impact particular designs. The nature, function and evolution of design are studied through innovations in the architectural, interior, industrial, decorative and fashion design realms. The development of concepts, their relationship to historical and cultural movements, and their impact on surrounding art and design communities will be explored.

DSN-115. Basic Drafting. 3 Credits.
LECT 2 hrs, LAB 3 hrs
Basic Drafting is a beginner’s course that provides a solid foundation for all design and engineering courses. The study of materials and techniques in this course introduces students to the many forms of graphical communication and how best to convey their ideas in a graphical form. A variety of techniques are explored from pencil on vellum to pen on Mylar with further rendering techniques offered to focus on the individual’s Design discipline.

DSN-120. Design Concepts I. 3 Credits.
LECT 2 hrs, LAB 3 hrs
Design Concepts I is a detailed exploration of scale and proportion through two and three-dimensional sketch problems varying in levels of complexity and duration. Design projects explore relationships between historical and cultural systems and human proportion. Verbal and graphic communication skills are emphasized as a method of articulating the development of visual concepts and solutions to design problems. Communication tools such as perspective are explored in detail. Projects, which include architectural, interior design, fashion and industrial design are reviewed through juried presentations.
Prerequisites: ART-122, DSN-108
Additional Fees: Course fee applies.

DSN-125. Design Rendering. 3 Credits.
LECT 2 hrs, LAB 3 hrs
Design Rendering is an advanced-level studio course that builds on the work completed in Drawing I, II and Drawing for Designers. The course concentrates on producing virtual product fashion, architecture and interior images through the means of controlled light. Emphasis is placed on setting up proper perspective and generating a line drawing as an underlay. Color marker techniques are stressed as well as color pencil. In addition, pen and ink techniques and pastel are explored. At the end of the course, each student has a collection of portfolio quality renderings that demonstrate a high level of competence in a chosen field of design.
Prerequisites: DSN-108, DSN-120 and ART-122
Additional Fees: Course fee applies.

DSN-135. Fashion Construction Technology I. 3 Credits.
LECT 2 hrs, LAB 3 hrs
This course takes a hands-on approach to the design, construction and presentation of fashion apparel, custom made clothing and costuming for stage and screen. Construction techniques, fabrics, tools and equipment are explored in detail in the classroom and the community. Draping as a means of design and basic pattern drafting are explored. Students develop the skills necessary to construct and present projects of their own design to a panel of peers and professionals.
Prerequisites: DSN-103
Additional Fees: Course fee applies.

DSN-145. Introduction to Fashion and Visual Merchandising. 3 Credits.
LECT 2 hrs, LAB 3 hrs
This class explores the interrelationship between the consumer and the various sectors of the fashion industry. Students learn the principles and techniques that fashion merchandisers use in making key decisions on buying and product sourcing, store planning and layout. Students review actual case studies and take on projects that engage the merchandising planning and decision-making process. This course is highly recommended for design and business students with interest in fashion merchandising and store plan layout.
Prerequisites: ART-122, DSN-108, ENG-111
Corequisites: DSN-120
Additional Fees: Course fee applies.
DSN-146. Fashion Merchandising II. 3 Credits.
LECT 2 hrs, LAB 3 hrs
This course explores the interrelationship between the consumer and the various sectors of the fashion industry. Students learn the principles and techniques that fashion merchandisers use in making key decisions on buying and product sourcing, store planning and layout. Fashion as a retail component is also discussed. Students review actual case studies and take on product development projects designed to enhance their comprehension of the subject. Course introduces business math as an applied principle to merchandising.
Prerequisites: DSN-145
Additional Fees: Course fee applies.

DSN-155. Costume Design and Construction. 3 Credits.
LECT 2 hrs, LAB 3 hrs
This is a course in advanced sewing techniques that builds on skills developed in Fashion Construction Technology I and II. With costume design, construction and creative problem-solving serving as the foundation, students learn advanced techniques in haute couture tailoring and further develop their designed fashion lines and portfolios.
Prerequisites: DSN-120, DSN-135, DSN-160
Additional Fees: Course fee applies.

DSN-160. Fashion Construction Technology II. 3 Credits.
LECT 2 hrs, LAB 3 hrs
This intermediate course in fashion construction techniques concentrates on the details that set couture sewing apart from ready-to-wear and standard home sewing. The student explores hand-detailed sewing, speed techniques and embellishment while improving their skills in construction. Basic sewing knowledge is a must for this class.
Prerequisites: DSN-135 or permission of department chair
Additional Fees: Course fee applies.

DSN-165. Drawing for Designers. 3 Credits.
LECT 2 hrs, LAB 3 hrs
A studio course that introduces the design student to the many techniques of drawing required for a design professional. The course explores perspective, line quality and the graphic visualization process as well as method, materials and subject matter. Students learn to use rapid visualization skills in solving complex design problems.
Prerequisites: ART-122
Additional Fees: Course fee applies.

DSN-219. Advanced CAD 3D Modeling. 3 Credits.
LECT 2 hrs, LAB 3 hrs
Upon completing CAD I and CAD II, students are next expected to acquire advanced skills in 3D modeling. This course expands on the lessons learned in CAD I and II and teaches the students valuable skills that are critical to the product and build environments. Working with advanced digital imaging software like Adobe Revit, students learn to generate modeled images with a critical determination.
Prerequisites: ENR-117, ENR-118, DSN-120.

DSN-220. Design Concepts II. 3 Credits.
LECT 2 hrs, LAB 3 hrs
Design Concepts II is a continuation of Design Concepts I through projects focusing on the design methodology of problem solving. Projects explore design problems through sketches and three-dimensional scaled models of products and spaces. Students are expected to apply their entire design, visual and technical experience to the development and communication of visual concepts. Projects relevant to architectural, industrial design, interior design and fashion emphases are assigned. Project work will be reviewed through juried presentations. The role of CAD as a design tool is introduced.
Prerequisites: DSN-120
Additional Fees: Course fee applies.

DSN-234. Independent Study in Design. 1-3 Credits.
LECT 3 hrs
This course provides an opportunity for selected students to participate in independent work under close supervision of a Design faculty member. Interested students should make their interest known to the department chair early in the prior semester. The chair will determine criteria for selection. OR - A project designed with a faculty advisor. The student is responsible for developing a statement of goals and objectives, maintaining a weekly log and submitting a summary project.
Prerequisites: Permission of department chair.

DSN-255. Fashion Design Computer. 3 Credits.
LECT 2 hrs, LAB 3 hrs
Fashion Design and Fashion Merchandising students learn to design fashion garments and generate fashion promotional utilizing the computer and advanced digital imaging software. Adobe Illustrator and Photoshop are utilized along with other modeling programs.
Prerequisites: DSN-120 or permission of department chair.

DSN-291. Special Topics in Design I. 3 Credits.
LECT 2 hrs, LAB 3 hrs
The Special Topics in Design I course allows for the insertion of relevant but unscheduled courses into the curriculum. The course content includes specific technical or aesthetic topics that have both a lecture and a laboratory (studio) component in an area of Design.
Additional Fees: Course fee applies.

DSN-292. Special Topics in Design II. 3 Credits.
LECT 2 hrs, LAB 3 hrs
The Special Topics in Design II course allows for the insertion of relevant but unscheduled courses into the curriculum. The course content includes specific technical or aesthetic topics that have both a lecture and a laboratory (studio) component in an area of Design.
Additional Fees: Course fee applies.

DSN-293. Special Topics in Design III. 3 Credits.
LECT 3 hrs
The Special Topics in Design III course allows for the insertion of relevant but unscheduled courses into the curriculum. The course content includes specific technical or aesthetic Design topics that may be delivered in a lecture format.