DESIGN STUDIES MINOR

https://cola.unh.edu/art-art-history/program/minor/design-studies

Description

Situated within the studio arts program, the interdisciplinary minor in design studies brings together the formal and conceptual principles of design in the visual expressions of the fine arts (painting, sculpture, photography, etc.), the commercial arts (graphic design, illustration, etc.), the industrial arts (engineering) and the performing arts (stage, costume and lighting design).

Course options in communication, marketing, English and art history offer the opportunity to contextualize the principles and products of design in a broader historical, sociological and cultural context.

Course requirements and options within the design studies minor enable students to develop a common skill set of literacy and fluency in a range of design software programs (Photoshop, InDesign, LightBox, Fuse, etc.), the utility of which has become increasingly more essential to a range of fields of study and vocations.

Requirements

Five courses (20 credits) are required.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTS 510</td>
<td>Principles of Design</td>
<td>4</td>
</tr>
<tr>
<td>Select two of the following:</td>
<td></td>
<td>8</td>
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<tr>
<td>ARTS 455</td>
<td>Architectural Design Studio</td>
<td></td>
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<tr>
<td>ARTS 501</td>
<td>Introductory Ceramics</td>
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<tr>
<td>ARTS 525</td>
<td>Introductory Woodworking</td>
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<tr>
<td>ARTS 532</td>
<td>Introductory Drawing</td>
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<tr>
<td>ARTS 536</td>
<td>Introduction Printmaking: Intaglio</td>
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<tr>
<td>ARTS 546</td>
<td>Painting Design I: Perceptual Painting and Color Theory</td>
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<tr>
<td>ARTS 551</td>
<td>Introduction to Darkroom Photography</td>
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<tr>
<td>ARTS 567</td>
<td>Introductory Sculpture</td>
<td></td>
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<tr>
<td>ARTS 610</td>
<td>Principles of Typography</td>
<td></td>
</tr>
<tr>
<td>ARTS 613</td>
<td>Design and Place</td>
<td></td>
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<tr>
<td>ARTS 614</td>
<td>Design and People</td>
<td></td>
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<tr>
<td>THDA 460</td>
<td>Elements of Design</td>
<td></td>
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<tr>
<td>THDA 546</td>
<td>Costume Design for the Theatre</td>
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<td>THDA 547</td>
<td>Stage Properties</td>
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<tr>
<td>THDA 548</td>
<td>Stage Lighting Design and Execution</td>
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Technical Practice

Select one of the following: 4

<table>
<thead>
<tr>
<th>Code</th>
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<tbody>
<tr>
<td>ARTS 552</td>
<td>Introductory Digital Photography</td>
</tr>
<tr>
<td>ARTS 611</td>
<td>Animation and Motion Design</td>
</tr>
<tr>
<td>ARTS 612</td>
<td>Interaction &amp; Game Design</td>
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<tr>
<td>CEE 402</td>
<td>2D Computer Aided Design (3 cr)</td>
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<tr>
<td>CEE 700</td>
<td>Building Information Modeling (3 cr)</td>
</tr>
<tr>
<td>CMN 596</td>
<td>Special Topics in Media Studies (Multi-media Communication)</td>
</tr>
<tr>
<td>ENGL 712</td>
<td>Multimedia Storytelling</td>
</tr>
<tr>
<td>IT 403</td>
<td>Introduction to Internet Technologies</td>
</tr>
<tr>
<td>IT 502</td>
<td>Intermediate Web Design</td>
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</table>

Historical/Theoretical Context

Select one of the following: 4

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<tbody>
<tr>
<td>ARTH 460</td>
<td>Introduction to Art History</td>
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<tr>
<td>ARTH 474</td>
<td>Introduction to Architectural History</td>
</tr>
<tr>
<td>CMN 650</td>
<td>Critical Perspectives on Film</td>
</tr>
<tr>
<td>CMN 697</td>
<td>Seminar in Rhetorical Study (Rhetoric of the Photograph)</td>
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<tr>
<td>CMN 756</td>
<td>Rhetorics of Display</td>
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