ART--DESIGN (ARTD)

ARTD Class Schedule (https://courses.illinois.edu/schedule/DEFAULT/DEFAULT/ARTD)

Courses

ARTD 101 Introduction to Industrial Design  credit: 3 Hours.
Introduction to problem-finding and problem-solving processes in the design of products. This course teaches foundational industrial design skills, methods, philosophies, and design thinking. Creation of 3-dimensional products begins with a simplified design process, adding steps until a final project is completed that incorporates all components of the design process. This course satisfies the 3D requirement in the new Art + Design Foundations curriculum. Additional fees may apply. See Class Schedule. Prerequisite: For art and design majors only.

ARTD 151 Introduction to Graphic Design  credit: 3 Hours.
An introductory course for students considering graphic design as their major. This course teaches design as a critical thinking and problem solving process that will be applied to class projects. Topics will include principles of visual perception, visual communication theory, precedents in design history, and technical skills common to the practice of graphic design and which relate to image making, surface design, typography, layout, design systems and their applications. This course satisfies the 2D requirement for the new Art + Design Foundation curriculum. Additional fees may apply. See Class Schedule. Prerequisite: For art and design majors only.

ARTD 160 The Image World  credit: 3 Hours.
Explores photography and video as the most powerful media in today’s image-saturated world. Students will look at, think about, discuss, and write about a diverse array of photography and video. They will study examples of historical and contemporary art, design, journalism and advertising, in various and numerous contexts. Students will make their own images, create their own videos, conduct visual research, and produce media-based projects. Students will also build their own individual social media sites for sharing their work with both their classmates and the world. This course satisfies the 2D requirement in the new Art+Design curriculum. Additional fees may apply. See Class Schedule. Prerequisite: For Art+Design majors only.

ARTD 201 Industrial Design I  credit: 4 Hours.
Introduction to the creative process and methods involved in industrial design; research, modeling, form giving, prototyping and communication with emphasis on user centered design. Projects of escalating scale and complexity complemented by lectures and demonstrations. Additional fees may apply. See Class Schedule. Prerequisite: Concurrent registration in ARTD 224 or ARTD 225.

ARTD 202 Industrial Design II  credit: 4 Hours.
Studio design problems of increasing complexity involving structures and mechanisms. Lectures and discussions to explore design issues affecting contemporary culture and aesthetics perceptions. Additional fees may apply. See Class Schedule. Prerequisite: ARTD 201. Concurrent registration in ARTD 224 or ARTD 225. Sophomore standing in Industrial Design major.

ARTD 203 Critical Design  credit: 3 Hours.
Examines what graphic designers make and the methods that are applied to the design of products for mass manufacture. Rendering and lighting techniques to communicate product forms. Additional fees may apply. See Class Schedule. This course satisfies the General Education Criteria for: Studies in Social Problems and Practice.

ARTD 281 Industrial Design II  credit: 3 Hours.
Concepts, methods and applications of computer-aided industrial design to the design of products for mass manufacture. Rendering and lighting techniques to communicate product forms. Additional fees may apply. See Class Schedule. Prerequisite: Industrial Design major, sophomore standing or consent of instructor. Concurrent registration in ARTD 201 or ARTD 202.
ARTD 230  **Design Thinking/Need-Finding**  credit: 3 Hours.  
Design thinking, a term with origins in industrial design practice, describes a human-centered approach to design and innovation in products and services, addressing the tri-partite requirements of feasibility, desirability and viability. With this focus on determining user needs, a variety of processes, including observation, empathy, ideation, prototyping and modeling, are used to discover people's needs and opportunities for design thinking, along with the communication of design outcomes by diagrammatic and narrative means. Design thinking is best done in teams, hence the project team basis for this course. This course concentrates on need-finding rather than the full resolution of design proposals. Same as TE 230. Additional fees may apply. See Class Schedule. Prerequisite: For Art+Design or Engineering majors only.

ARTD 240  **eWaste: Sustainable Design**  credit: 3 Hours.  
Examines the topics of electronic waste, or eWaste, within the context of sustainable design. Students will learn about sustainable and "green" electronic product design practices and develop the ability to assess a variety of products according to these criteria. Case studies will be supplemented by assigned readings, directed writing, and group discussion. 
This course satisfies the General Education Criteria for: Humanities - Lit Arts

ARTD 251  **Graphic Design Toolbox**  credit: 2 Hours.  
This studio introduces students to the field of graphic design in theory and practice. The course examines what graphic designers make and the methods that are employed in contemporary design practice. Emphasis is placed on the organization and visual presentation of relevant content across media and their effect within systems.

ARTD 260  **Basic Photography**  credit: 3 Hours.  
Investigates basic image making and meaning. Student works with digital camera, exposure meter and learns digital printing. Student must furnish camera. Additional fees may apply. See Class Schedule. Prerequisite: Freshman standing in Art and Design or in Art History major or minor, or consent of instructor.

ARTD 261  **Photography II**  credit: 3 Hours.  
Uses digital process to express content with emphasis on the development of a personal aesthetic. Student must furnish camera. Additional fees may apply. See Class Schedule. Prerequisite: ARTD 260. For Art majors only.

ARTD 262  **View Camera**  credit: 3 Hours.  
Includes work with camera movements, exposure, black and white film development and basic wet process silver printing as tools of creative expression. Most equipment furnished. Additional fees may apply. See Class Schedule. May be repeated in separate terms to a maximum of 6 hours. Prerequisite: ARTD 261 or consent of instructor.

ARTD 263  **Digital Photographic Output**  credit: 3 Hours.  
Explores the potential of color printing and output in digital media as a form for creative expression. Student must furnish camera. Additional fees may apply. See Class Schedule. May be repeated in separate terms to a maximum of 6 hours. Prerequisite: ARTD 260.

ARTD 270  **Design Methods**  credit: 3 Hours.  
A hybrid studio and seminar that introduces students to the principles and process of human-centered design through a focus on research and observation outside of the studio. This approach will allow students to address the social and cultural contexts in which designers intervene. Through a series of exercises and projects, students will begin to develop competencies in conduction research in specific environments in order to inform and inspire the direction of their design projects. Students will also learn how to iterate design solutions and prototypes based on expert input, testing and user feedback. Students will better understand and articulate the tools and methodologies shared by all design disciplines as it relates to a variety of actions and outcomes: visual communication and the design objects, services, interactions and experiences. Additional fees may apply. See Class Schedule.

ARTD 299  **Spec Topics in Design Courses**  credit: 1 to 5 Hours.  
Topics and subject matter to be published in course listings. Additional fees may apply. See Class Schedule. May be repeated to a maximum of 6 hours in a semester, to a maximum of 12 total hours. Prerequisite: Sophomore standing in Art and Design.

ARTD 301  **Industrial Design III**  credit: 4 Hours.  
Design of user centered products for mass production; experience in the iterative problem solving processes and methods. Addresses practical constraints such as sustainability, environmental factors/ergonomics, manufacturing and materials, social and political and economic. Additional fees may apply. See Class Schedule. Prerequisite: ARTD 202.

ARTD 302  **Industrial Design IV**  credit: 4 Hours.  
Industrial design problems of increasing complexity, scope and size. Continuation of ARTD 301. Additional fees may apply. See Class Schedule. Prerequisite: ARTD 301.

ARTD 310  **Intermediate Graphic Design I**  credit: 3 Hours.  
This intermediate studio expands student knowledge of contemporary research methodologies that focus on user experience, collaboration, sustainability, and social responsibility. Projects are designed to provide students with the basic knowledge to become agents of positive social and commercial change. Additional fees may apply. See Class Schedule. Prerequisite: Junior standing in graphic design curriculum and ARTD 215, ARTD 216, and ARTD 217.

ARTD 311  **Intermediate Graphic Design II**  credit: 3 Hours.  
This intermediate studio tasks student teams analyze a system of designed products or services and propose/manage an intervention strategy. Students develop inclusive practices with stakeholders, who are addressed with empathy as co-creators. This topic studio changes in content with each semester. Additional fees may apply. See Class Schedule. Prerequisite: Junior standing in graphic design curriculum and ARTD 310.

ARTD 318  **Digital Interaction**  credit: 3 Hours.  
This studio explores the construction of compelling user experiences that incorporate the use of digital media. Students investigate both the theoretical and practical aspects of interaction through exercises involving information architecture, interface design, and creative code. Additional fees may apply. See Class Schedule. Prerequisite: Junior standing in graphic design or consent of instructor.
ARTD 326  Sustainability & Manufacturing  credit: 3 Hours.
Exploration of environmental origins, theory and practice of sustainable product design. Environmentally-responsive design methodologies and topics such as industrial ecology, dematerialization, design for disassembly, design for recycling and life-cycle assessment. Additional fees may apply. See Class Schedule. Prerequisite: Junior standing in Art and Design or consent of instructor.

ARTD 328  Human-Centered Product Design  credit: 3 Hours.
Principles of human-centered design and usability applied to products, product systems, and product environments to enhance the user experience; strategies to enhance independent learning for professional development, to further research, and to acquire new skills. Additional fees may apply. See Class Schedule. Prerequisite: Junior standing in Art and Design or consent of instructor.

ARTD 333  Type & Image  credit: 3 Hours.
This studio extends typographic study with representational strategies for image reproduction technology. Students engage in practices for incorporating existing and created imagery into typographic systems. Additional fees may apply. See Class Schedule. Prerequisite: ARTD 222.

ARTD 351  Graphic Design Inquiry  credit: 1 to 4 Hours.
A series of topical studios that touch upon the myriad practices of graphic design. Students produce and analyze form and content according to each individual topic. Media engagement varies across sections. Additional fees may apply. See Class Schedule. May be repeated up to 8 hours.

ARTD 360  Photography III  credit: 3 Hours.
Explores creative expression through various media but primarily photography. Students select format based on prior experience; group critiques held weekly; initial opportunity to experiment in personally selected directions and assignments which will be refined and amplified in ARTD 460. Additional fees may apply. See Class Schedule. May be repeated to a maximum of 12 hours. Prerequisite: Junior standing in Photography or consent of instructor.

ARTD 362  Photography Workshop  credit: 3 Hours.
Advanced course on a special topic: see Class Schedule section note for description. Additional fees may apply. See Class Schedule. May be repeated to a maximum of 12 hours. Prerequisite: Junior or senior standing in art and design; or consent of instructor based upon announced criterion that varies with topic.

ARTD 363  RAW Photography  credit: 3 Hours.
An advanced Photoshop course for the student interested in a digital approach to Fine Art Photography. Students will explore the use and conversion methods of the RAW digital process, and learn how to extract, control, and enhance digital image files. Over the course of the semester, an effective and personal workflow within the Photoshop environment will be developed. Access to a digital SLR camera is required. Additional fees may apply. See Class Schedule. May be repeated in separate terms to a maximum of 6 hours. Prerequisite: Junior or above standing in Art and Design, or consent of the instructor. ARTD 260 and ARTD 261 are suggested.

ARTD 371  Graphic Design Practicum  credit: 2 Hours.
This analytical studio prepares students for entry into the field of graphic design. Professional practice is parsed into areas of opportunity, to which students ultimately align themselves and by which they structure their preparatory endeavors. Additional fees may apply. See Class Schedule. Prerequisite: ARTD 207 and ARTD 333. For majors only.

ARTD 391  Special Problems in Design  credit: 1 to 4 Hours.
Directed independent creative activity or research. Additional fees may apply. See Class Schedule. May be repeated to a maximum of 6 hours. Prerequisite: Junior standing in Art and Design; and consent of instructor, advisor, and associate director of the School. A contract must be completed & approved by the instructor & advisor. Must be Junior. 3.3 GPA, & only 6 hours total Ind. Study.

ARTD 393  Contemporary Art and Ideas  credit: 3 Hours.
Advanced study of photographic issues and the creative process. Discusses creativity, aesthetics, criticism, and current imagery, as well as photography's relationship to other media. Additional fees may apply. See Class Schedule. May be repeated to a maximum of 6 hours. Prerequisite: Junior standing in Photography or consent of instructor.

ARTD 399  Internship in Design  credit: 1 to 4 Hours.
Internships to be pre-approved for variable credit. Students will be required to document work completed during the internship with verification of supervisor. Supervisor will also be required to fill out a questionnaire either by mail or on-line. Faculty members will assess work and questionnaires to assign a grade. Approved for S/U grading only. Prerequisite: Junior standing in School of Art and Design.

ARTD 401  Industrial Design V  credit: 4 Hours.
Advanced design projects in the context of the business environment in which product design and development takes place; marketing, branding, merchandizing, entrepreneurship within the context of globalized marketing and manufacturing. Additional fees may apply. See Class Schedule. 4 undergraduate hours. 4 graduate hours. Prerequisite: ARTD 302.

ARTD 402  Industrial Design VI  credit: 4 Hours.
Capstone project integrating all aspects of the design process from concept through final design, documentation and presentation; reconciliation of user centered constraints such as socio-economic, environmental-sustainability, manufacturability, health and safety and ethical. Standard approach that of an entry level industrial design professional. Additional fees may apply. See Class Schedule. 4 undergraduate hours. 4 graduate hours. Prerequisite: ARTD 401.

ARTD 410  Advanced Graphic Design I  credit: 4 Hours.
This advanced studio challenges students to seek and define problems within a shared topic. Emphasis is placed on the articulation of self-initiated narratives and consequent development of appropriate design strategies. This studio promotes a deeper understanding of design as a change agent within societal and economic systems that will lead to a comprehensive plan for the capstone project undertaken in ARTD 411. Additional fees may apply. See Class Schedule. 4 undergraduate hours. 4 graduate hours. Prerequisite: ARTD 311 and senior standing in graphic design; for graduate credit - consent of graphic design program chair.

ARTD 411  Advanced Graphic Design II  credit: 4 Hours.
This capstone studio continues design investigations in the interest of understanding and confidently articulating individual interests and abilities. This studio also focuses on the refinement of a comprehensive portfolio; self, peer, faculty, and outside review of student work; and an enhanced study of the field in preparation for professional practice. Additional fees may apply. See Class Schedule. 4 undergraduate hours. 4 graduate hours. Prerequisite: ARTD 410 and senior standing in graphic design; for graduate credit - consent of graphic design program chair.
ARTD 415   Ninth Letter  credit: 3 or 4 Hours.
Students develop, design, and produce issues of the national literary
and arts journal, Ninth Letter. Also involves students in curating and
designing content for the companion website, ninthletter.com. Additional
fees may apply. See Class Schedule. 3 undergraduate hours. 4 graduate
hours. May be repeated to a maximum of 6 undergraduate hours and 8
graduate hours. Prerequisite: Consent of instructor.

ARTD 418   Digital Interaction Sandbox  credit: 2 Hours.
This advanced studio immerses students in design investigations that
stimulate awareness of emergent digital interaction paradigms. Potential
areas of exploration include design and development for both mobile
devices and interactive environments. Additional fees may apply. See
Class Schedule. 2 undergraduate hours. 2 graduate hours. Prerequisite:
ARTD 318. Junior standing.

ARTD 420   Disability Design  credit: 3 Hours.
Focuses on user-oriented, collaborative approaches to designing
new products and services, with special emphasis on designing for
people with disabilities. Students gain an understanding of the
product development process by exploring empathic design research
approaches, while working directly with prospective clients. Course work
centers on designing products for mass production, and on recognizing
opportunities to re-engineer existing products. 3 undergraduate hours. 3
graduate hours. Prerequisite: Junior standing.

ARTD 426   Product Innovation  credit: 3 Hours.
Presents an overview of the product development process from concept
generation to design for manufacturing and project management.
Emphasis on product definition, innovation, the early phases of
development and the role of designer in new product development. 3
undergraduate hours. 3 graduate hours.

ARTD 444   Typographic Systems  credit: 3 or 4 Hours.
Students engage with complex typographic systems across varied media
in a studio setting. Additional fees may apply. See Class Schedule. 3
undergraduate hours. 4 graduate hours. Prerequisite: ARTD 318 and
ARTD 333. Junior standing required.

ARTD 445   Seminar in Design  credit: 3 or 4 Hours.
Investigation of special problems and current topics in industrial and/
graphic design. Students will conduct original research which will be
shared through papers, presentations, and discussions. Additional
fees may apply. See Class Schedule. 3 undergraduate hours. 4 graduate
hours. May be repeated in separate terms to a maximum of 12
undergraduate hours or 16 graduate hours. Prerequisite: Junior standing
in Art and Design or consent of instructor.

ARTD 448   Professional Design Practice  credit: 3 Hours.
Concentrates on developing presentation and communication skills
that form the basis of a successful design career. Students will
engage in portfolio reviews, plan and install exhibitions, prepare client
presentations, and rehearse job interviews. Written work will include
CV preparation. Emphasis will be placed on familiarizing students with
professional practices and contexts. 3 undergraduate hours. 3 graduate
credit.

ARTD 451   Graphic Design Problems  credit: 1 to 4 Hours.
A series of topical studios that present complex problems of graphic
design practice. Individual sections address professional, theoretical,
or exploratory problems. Media engagement varies across sections.
Additional fees may apply. See Class Schedule. 1 to 4 undergraduate
hours. 1 to 4 graduate hours. May be repeated up to 8 hours in the same
term and 12 hours in separate terms. Prerequisite: ARTD 333.

ARTD 452   Interaction Design Problems  credit: 1 to 4 Hours.
This series of topical studios presents complex problems of user
experience through interactive media. Individual sections address
professional, theoretical, or exploratory problems. Technological
engagement varies across sections. 1 to 4 undergraduate hours. 1 to 4
graduate hours. Prerequisite: ARTD 222 and ARTD 318.

ARTD 460   Advanced Photography  credit: 3 Hours.
Concentrated use of photographic processes for creative expression
with emphasis on professionalism and the production of a photographic
portfolio. Additional fees may apply. See Class Schedule. 3
undergraduate hours. 3 graduate hours. May be repeated to a maximum
of 6 hours. Prerequisite: Senior standing in Photography, or consent of
instructor.

ARTD 471   Graphic Design Capstone  credit: 3 Hours.
Students in this advanced studio articulate individual interests and
conduct corresponding investigations to develop specialized expertise.
The coursework represents the student's final preparation for practice
in graphic design. Additional fees may apply. See Class Schedule. 3
undergraduate hours. No graduate credit. Prerequisite: ARTD 444 and
ARTD 451. For majors only.

ARTD 490   Senior Honors  credit: 2 to 5 Hours.
Independent creative activity, guided study, or research for honors. 2
to 5 undergraduate hours. No graduate credit. May be repeated to a
maximum of 5 hours. Prerequisite: Senior standing in Industrial Design,
a cumulative grade point average of 3.0; and consent of instructor and
department.

ARTD 499   Special Topics in Design  credit: 1 to 4 Hours.
Topics and subject matter to be published in course listings. Additional
fees may apply. See Class Schedule. 1 to 3 undergraduate hours. 1 to
4 graduate hours. May be repeated as topics vary to a maximum of 9
undergraduate hours or 12 graduate hours. Prerequisite: Senior standing
or consent of instructor.

ARTD 501   Industrial Design I  credit: 6 Hours.
Introductory graduate-level course emphasizing in-depth design research
used to evaluate set studio projects. Focuses on the development of
critical thinking and product evaluation, and the development of inherent
skills required to communicate that thinking through designed artifacts.
This course is the first level of a six-term study in a three-year program
leading to a terminal degree of MFA in Industrial Design. Additional fees
may apply. See Class Schedule. Prerequisite: BFA in Industrial Design or
a related field (as accepted by the faculty), or consent of instructor.

ARTD 502   Industrial Design II  credit: 6 Hours.
Second term of the introductory level year of the Industrial Design
MFA degree program. Additional fees may apply. See Class Schedule.
Prerequisite: ARTD 501.

ARTD 503   Industrial Design III  credit: 6 Hours.
Start of the second level of a six-term study in a three-year program
leading to a terminal degree of MFA in Industrial Design. For two-year
program, emphasis is solely directed to a research and design project
that is the first stage of a comprehensive written thesis. Additional fees
may apply. See Class Schedule. Prerequisite: ARTD 502.

ARTD 504   Industrial Design IV  credit: 6 Hours.
Completion of the second level of a six-term study in a three-year program
leading to a terminal degree of MFA in Industrial Design.
For two-year program, emphasis is solely directed to a research and
design project that is the final stage of a comprehensive written thesis.
Additional fees may apply. See Class Schedule. Prerequisite: ARTD 503.
ARTD 505  Industrial Design V  credit: 6 Hours.
Beginning of the third year of six-term study in a three-year program leading to a terminal degree of MFA in Industrial Design. Emphasis is solely directed to a research and design project that is the first stage of a comprehensive written thesis. Additional fees may apply. See Class Schedule. Prerequisite: ARTD 504.

ARTD 506  Industrial Design VI  credit: 6 Hours.
Final term of a three-year program leading to a terminal degree of MFA in Industrial Design. Emphasis is solely directed to a research and design project accompanied by a comprehensive written thesis. Additional fees may apply. See Class Schedule. Prerequisite: ARTD 505.

ARTD 570  Design Methods Workshop  credit: 4 Hours.
A hybrid studio and seminar course that introduces students to the principles and process of human-centered design through a focus on research and observation outside of the studio. Students address the role of pedagogy in establishing design practices. Students enrolled in this course will take leadership roles in the corresponding Design Methods (ARTD 270). 4 graduate hours. No professional credit. Prerequisite: MFA students in Graphic Design.

ARTD 591  Special Problems in Design  credit: 2 to 8 Hours.
Directed individual creative activity or research. Additional fees may apply. See Class Schedule. May be repeated to a maximum of 20 hours. Prerequisite: Graduate standing in Design.

ARTD 595  Design Laboratory  credit: 2 to 6 Hours.
Individually directed research in the studio with concentration in design. Additional fees may apply. See Class Schedule. May be repeated to a maximum of 20 hours. Prerequisite: Enrollment in the MFA program in graphic design or consent of departmental graduate committee.

ARTD 599  Industrial Design Thesis  credit: 0 to 2 Hours.
Faculty guidance in research and writing thesis for advanced degree in Industrial Design. Additional fees may apply. See Class Schedule. Approved for S/U grading only. May be repeated. Prerequisite: Graduate study in Industrial Design.