CDE 1090. Design Fundamentals I. 3 Credits.
An introduction to the visual components that serve as fundamental principles in the field of design. The study, classification, and application of Gestalt theories of perception, color systems for designers, and pattern making. Design methodology, processes, and language; the critique process; project workflow; professional practices and presentation; and digital software and hand craft tools. Students create 2D and 3D forms and learn how to use materials in design projects.

CDE 1091. Design Fundamentals II. 3 Credits.
In Design Fundamentals II, students utilize and deepen the skills they acquired in Design Fundamentals I. Course projects focus on visual relationships of form and image; type and grid structures; and scale. Visual communication and visual hierarchy are concepts integrated in course projects. Students will be engaged in a series of projects that address more advanced 2D and 3D concepts of abstract forms and their professional applications. Students will learn about the cultural and functional meaning of materials and finishes, while continuing to hone their digital software tools and hand craft skills. Pre-requisite: A grade of “C” or higher in CDE 1090 Design Fundamentals I.

CDE 1250. Frame By Frame Animation. 3 Credits.
This course introduces students to the principles and workflow for frame-by-frame animation with still images. Through wire framing and drawing flip books, students will learn basic principles of animation. Students will learn how to combine claymation and hand crafted techniques with digital production tools. Student will learn animation methods and processes, along with workflow and production. Critique process and animation terminology is introduced and developed with course content and projects.

CDE 2090. Design Studio I. 3 Credits.
Course content focuses on visual hierarchy, principles of composition, design principles, and intro to Semiotics. Typography, form, image, space, and the grid are explored through projects. Students learn an iterative design process to explore and develop concepts. This course requires a high level of execution through precise craftsmanship.

CDE 2091. Design Studio II. 3 Credits.
This course explores brand identity systems and programs. Students learn an iterative design process to develop a cohesive and comprehensive branding program. The developed brand identity will be applied to various media: print, motion, and web. Prerequisite: A grade of “C” or better in GD2090 Sophomore Design Studio I; or Department Chair’s approval.

CDE 3800. Independent Study: DM/GD. 3 Credits.
This option is appropriate for degree students who want access to independent faculty supervision, lab areas, and supplies for independent projects, and do not need or desire extensive course instruction.

CDE 3900. Internship: DM/GD. 3 Credits.
For degree students only. Internships can help students develop marketable skills, establish professional contacts, and explore different career options.

CDE 4170. Professional Practices for Designers. 3 Credits.
This course explores targeted résumé and portfolio development in addition to the everyday business considerations of the practicing designer. Topics include personal goal assessment, strengths vs. weaknesses, the formation and operation of a design business, and designer/client relationships. Refining a professional portfolio and reviewing projects is emphasized. This course is geared towards students who are about to enter the design job market. Prerequisites: CDM 3091 Digital Media Design Junior Studio II or CGD 3091 Graphic Design Junior Studio II or CID 3091 Interior Design Junior Studio II.