CORCORAN EXHIBITION DESIGN (CEX)

CEX 6001. Introduction to Vectorworks. 1 Credit.
This course, offered to non-degree and degree students in the MA/Exhibition Design program, provides an introduction to the 2-D and 3-D environments of Vectorworks. Students will learn the principles of architectural drafting, orthogonal projection, basic 3-D modeling and rendering, and efficient workflow in this software. Restricted to No restrictions. This class is open to non-degree and degree students. Priority enrollment is offered to students entering the MA/Exhibition Design program in the Fall.

CEX 6010. Core Studio: Introduction to Exhibition Planning and Design. 3 Credits.
Introduction to the process of planning and designing effective interpretive exhibitions. The final project and presentation is a conceptual interpretive exhibition design that identifies the target audiences and their needs and that develops interpretive goals and objectives, theme and subthemes, the overall visitor experience, schematic plans and drawings, and graphic design and typography typicals. Field trips and guest speakers bring real-world experience to the course. Restricted to MA Exhibition Design students only; Certificate in Exhibit Design students by request.

CEX 6011. Core Studio: Introduction to Tools & Methods of Visual Representation. 3 Credits.
This course will introduce students to tools and methods used for graphic design, drafting, and model-making for the purposes of exhibition development and design. Students will learn the essentials of graphic design through practice in Adobe Photoshop, Illustrator and InDesign. Students will document exhibition elevations and floor plans using Vectorworks. Students will practice the techniques of model-making for use in design development and final presentation of exhibition design concepts.

CEX 6020. Core Studio: Advanced Exhibition Design & Planning: Museum Environments. 3 Credits.
With instruction of designers from the National Gallery of Art, students learn about the design of a large-scale comprehensive exhibition. Conceptual thinking, creative problem solving, and attaining project goals. Students further their skills in articulating and presenting design solutions within contexts that may include challenging architectural issues, universal design principals, and complex client requirements. Organization, clarity of thought and communication, drawing, and model making are stressed. Specific topics may vary. Restricted to MA Exhibition Design Students only; Certificate in Exhibit Design by permission only. Prerequisites: CEX 6010.

CEX 6021. Core Studio: Advanced Exhibition Design & Planning: Non-Museum Environments. 3 Credits.
For students interested in exploring exhibition design in non-traditional environments. By engaging in a real-world project students learn conceptual thinking, creative problem solving, and how to attain project goals. Students further their skills in articulating and presenting design solutions within contexts that may include challenging architectural issues, universal design principals, and complex client requirements. Organization, clarity of thought and communication, drawing, and model making are stressed. Specific topics may vary. Restricted to MA Exhibition Design Students Only; Certificate in Exhibit Design students by permission. Prerequisites: CEX 6010.

CEX 6050. Advanced 3D Modeling and Rendering: Vectorworks. 3 Credits.
Architectural and exhibition design modeling and rendering in the virtual 3D environment of Vectorworks. Students build and document construction-ready virtual structures and environments, with textures, lighting, and image props to generate photorealistic renderings. The final project is a design package that includes renderings and construction drawings for a gallery exhibition or installation. Prerequisites: CEX 1500 or demonstrated skill through portfolio review.

CEX 6100. Lighting Exhibitions. 3 Credits.
Museum lighting design, including such issues as conservation of objects, identification of lamps and fixtures, strategies for controlling lighting effects, and the safe handling of electric equipment.

CEX 6110. Materials, Finishes and Methods for Exhibition Design. 3 Credits.
The range of building and finishing materials available for the design and construction of museum exhibitions and architectural interiors. Design and fabrication of exhibit components, based on considerations of design intent, function, aesthetics, and the visitor experience, as well as ADA guidelines, security, operations, and maintenance. Basics of organizing and preparing construction documents and specifications.

CEX 6120. Core Studio: Advanced Tools & Methods of Visual Representation. 3 Credits.
Advanced instruction in the principles and fundamentals of computer-aided design, representation, presentation, and analysis. Development of skills with digital tools to communicate the design intent to a variety of project stakeholders. Systems of the design process, including analytical, expressive, syntactical, and spatial language. Prerequisites: CEX6011.

CEX 6800. Independent Study: Exhibition Design. 1-3 Credits.
For degree students only. Enrollment requires prior permission. Restricted to Instructor Permission Required.
CEX 6900. Exhibition Design Internship. 3 Credits.
For degree students only. Enrollment requires prior permission. Restricted to Instructor Permission Required.

CEX 7010. Exhibition Design Studio III: Visual Storytelling. 3 Credits.
Learning through real-world exhibition projects. Further advancement of student skills in planning, programming, developing, and designing a museum exhibition. Students gain experience in developing an exhibition concept package suitable to promote, raise funds, and acquire artifacts for an exhibition in a museum venue in the Washington metropolitan area. Definition of the exhibition mission, teaching points and goals, theme and storyline within the conceptual design. Prerequisites: CEX 6020 or CEX 6021.

CEX 7011. Exhibition Design Studio III: Media and Technology for Audience Engagement. 3 Credits.
Learning through real-world exhibition projects. Explore how digital media is used in museums, as experience and as information delivery. Understand the various forms that digital media takes from simple touch screens and linear video to visitor guided interactive projections. New software tools, applying them to increasingly more complex and demanding scenarios. Augmenting an exhibit item on a local device, activating an exhibit area with projection and motion information graphics, and finally using the visitor as a component of the museum experience. Restricted to MA Exhibition Design Students Only; Certificate in Exhibit Design students by permission. Prerequisites: CEX 6020 and CEX 6021.

CEX 7100. Museum Management and Operations. 3 Credits.
Arts institutional management, including curatorial and collections management as well as legal and financial considerations. Strategic and tactical planning, programming, fundraising, board relations, and outcomes assessment. The roles and relationships of departments such as Visitor Services, Development, Finance, Education, Marketing, Communications, Curatorial, and Collections Management.

CEX 7120. Construction and Detailing for Exhibition Design. 3 Credits.
The materials, documentation, and construction techniques used by exhibition designers and fabricators. How design decisions can influence manufacturing efficiency and cost. Drawing skills for reverse engineering of typical exhibit structures. Compilation of a final design or construction documentation package with exhibit media keys and requisite components to communicate and control the design during fabrication.

CEX 7200. Curatorial Studies for Exhibition Designers. 3 Credits.
Overview of curatorial practice in institutions that vary in size, scale, and scope. Traditional and non-traditional curatorial practice, including collections management, research, exhibition planning, public programs, and educational outreach. Specific focus may vary.

CEX 7220. Conservation and Art Handling: The Art of Exhibition Mount Making. 3 Credits.
In this blended learning course, each student will combine a research project investigating mount making techniques and their relationship with museum standards for conservation and art handling with hands-on experience in brass mount-making. Students will research mount making techniques that reflect understanding of museum object conservation and display. Students will visit exhibitions and go behind the scenes to meet conservators, mount-makers, designers and other museum professionals. Students will also participate in hands-on workshop component to learn the basics of brass mount-making for museum objects and artifacts. Students will work independently towards a final written paper and presentation, along with a physical example of mount making techniques.

CEX 7800. Exhibition Design Capstone/Thesis Part 1. 3 Credits.
The equivalent of the programming phase of a professional exhibition design project, Part 1 of the Capstone/Thesis lays the critical foundation for an exhibition proposal by defining its mission, interpretive goals, and content. Students develop a design concept, based on precedent research, that serves as the guideline for the Capstone/Thesis to be completed in the following semester. The format of the final pro-thesis document is an academic research paper with concept design sketches, plans, and drawings. Restricted to MA Exhibition Design students only; Pre-thesis assessment required before registration is allowed. Prerequisites: CEX 7010 or CEX 7011.

CEX 7900. Exhibition Design Capstone/Thesis Part 2. 3 Credits.
The student is expected to work at a professional level in completing a comprehensive exhibition design proposal. The process culminates in a public review of the project with jurors drawn from the faculty and the professional design community. Restricted to MA Exhibition Design students only. Prerequisites: CEX 7800.