

ART AND ARCHITECTURE

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Landscape Faculty: Gary Austin, Stephen R. Drown (Chair), Elizabeth Graff, Toru Otawa. **Temporary Faculty:** Donald H. Brigham II, William MacElroy.

Virtual Technology and Design Faculty: Brian Cleveley, John Anderson, Greg Turner-Rahman (Interim Program Head). **Temporary Faculty:** Kelly Anderson, Steve Guynup, Sam Miller

There are five programs within the College of Art and Architecture: Architecture, Interior Design, Art and Design, Landscape Architecture, and Virtual Technology and Design. Each program represents unique disciplines that are integrated throughout their curriculum, research and service mission. All undergraduate students majoring in any of the programs in art and architecture (architecture, interior design, art and design landscape architecture and virtual technology and design) are required to take the three classes that comprise the College Foundation Program.

Fees & Expenses. The State Board of Education has granted approval to charge a professional fee to all College of Art and Architecture students on a semester basis over and above general tuition and fees. This fee is used to directly support technology and computing for students and faculty, supplement operating budgets, hire temporary faculty, support the college's visual and design resource centers, cover professional accreditation costs, and partially support student field trips, clubs, and guest lecturers. See "Fees and Expenses" in this catalog.

Computer Technology. Students in architecture, interior design, art and design, landscape architecture and virtual technology and design are required to have their own computer and appropriate software for use in their studies. Specific technology requirements as well as guidelines and recommendations are posted on each program's web site.

IURDC. The Idaho Urban Research and Design Center (IURDC) is an educational and outreach function for the Programs of Architecture and Landscape Architecture, and the College of Art and Architecture. Graduate students in architecture, landscape architecture, bioregional planning and art and design are able to live and study in Boise for one or two years while completing graduate programs. In addition to course work in architecture, landscape architecture, sustainable urban landscapes, and urban design, students collaborate with architects, landscape architects and other design professionals, developers, urban planners and community and business leaders on projects and research that help shape Boise's cultural and metropolitan identity. Project partners include governmental agencies, arts and cultural organizations, businesses, nonprofits and residential communities.

IDL. The Integrated Design Lab, located in Boise, is dedicated to the development of high-performance, energy-efficient buildings in Idaho and eastern Oregon. Faculty, staff and student employees have opportunities there to work together on significant outreach and research projects and collaborate closely with faculty and students at the IURDC.

The Architecture and Interior Design Curriculum leads to a B.S. in Architecture (B.S.Arch.), Master of Architecture (M.Arch.), Bachelor of Interior Design (BID) and the MS Architecture.

Architecture. The Bachelor of Science in Architecture (B.S.Arch.), when combined with the Master of Architecture (M.Arch.) prepares students for

a career as a licensed architect, as well as for careers in community design, urban design, consulting in energy and lighting, sustainable development and related fields. Students first earn the B.S.Arch., which qualifies them to seek non-professional positions, or to move seamlessly into the accredited two-year Master of Architecture program. Qualified students from other BS Arch. degrees are also encouraged to apply to the accredited M.Arch. degree at Idaho.

For undergraduate students, the pre-professional program (first two years) consists of foundation courses in art and architecture as well as university core requirements. The professional program includes courses in architectural design, history and theory of architecture, environmental controls, structures, construction, urban theory and programming. The accredited M. Arch. includes comprehensive architectural design and professional practice as well as the opportunity to pursue more specialized course work and complete a graduate project.

Undergraduate students from other colleges or universities may transfer into the program at various points in the curriculum – depending on course work completed elsewhere, and students holding an undergraduate degree may apply directly to the graduate program.

In the United States, most state registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit U.S. professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted a 6-year, 3-year, or 2-year term of accreditation, depending on the extent of its conformance with established educational standards.

Doctor of Architecture and Master of Architecture degree programs may consist of a pre-professional undergraduate degree and a professional graduate degree that, when earned sequentially, constitute an accredited professional education. However, the pre professional degree is not, by itself, recognized as an accredited degree.

The University of Idaho, College of Art and Architecture, Architecture Program offers the following NAAB-accredited degree program: Master of Architecture which includes the undergraduate B.S. Architecture. The next accreditation visit for all programs is in 2016 (full visit), with a focus report due in 2012.

Interior Design. The Bachelor of Interior Design (B.I.D.) is a professional degree, nationally accredited by the Council for Interior Design Accreditation (CIDA). It prepares students for a successful career as an interior designer including valuable interdisciplinary skills and knowledge in the closely related field of architecture as well as environmentally and socially responsible design. Due to the unique configuration and relationship between Architecture and Interior Design, students in the interior design program graduate with a major in interior design and a minor in architecture. Students can also minor in other disciplines of their choice. Students have the option of majoring in interior design and architecture over a period of seven years, thus graduating with a B.I.D. and an M.Arch.

After the first year of study, academic achievement is reviewed to determine eligibility for continued study in interior design. Another review is conducted at the end of the second year of study.

Art and Design. The art and design curriculum at the University of Idaho leads to a Bachelor of Fine Arts, (B.F.A.) in Studio Art, a Bachelor of Science in Art Education (B.S.Art Ed.), a Bachelor of Arts (B.A.) in Art, a Master of Fine Arts (M.F.A.) or a Master of Arts in Teaching (M.A.T.) in art. This curriculum provides a broad base from which students may pursue a number of different career options. Students are required to complete a core of courses (the art core) designed to ensure an understanding of the historical and theoretical basis of art and design, while developing general competency in various media. They become strong visual thinkers equipped with both the creative and intellectual skills to succeed in a variety of careers in the global art and design communities. Students of art and design experience an integrated curriculum that fosters theoretical and professional growth, while promoting a profound understanding of the potential of visual work in its many contexts.

The B.F.A. degree is designed for those students who wish to develop professional careers in studio art and design. Requirements for the degree are stringent, and include intense involvement in studio work in the senior year, closely mentored by all faculty members, culminating in the

development of a portfolio and written statement in support of a professional exhibition. Because the B.F.A. degree is a professional degree, often preparatory to pursuit of a Master of Fine Arts (M.F.A.) degree, students must maintain a minimum 2.75 GPA.

The B.S.Art Ed. degree is designed for those students intending to pursue a career of teaching in the public schools. In addition to the studio course requirements, students take a range of courses in the College of Education that lead to teacher certification. The B.S.Art Ed. is a rigorous degree specializing in studio art and design, students must maintain a minimum 2.75 GPA.

The B.A. degree with a major in art is designed to ensure a broad, liberal education with an emphasis in art. Students pursuing this degree must meet the B.A. degree requirements listed in the College of Letters, Arts, and Social Sciences section of this catalog, including a foreign language.

The Art and Design program offers two graduate degree programs: M.F.A. and M.A.T.

The M.F.A. degree is the terminal degree for studio artists and designers who want to deepen their current professional practice or teach at the college or university level. The M.A.T. degree is for certified teachers who want to enhance their professional practice in visual art and educational pedagogy. Graduate students are assigned studio space in the program's Graduate Art Studio (GAS House), as space and individual requirements permit. Priority is given to full-time graduate students. Admission requirements for the M.F.A. include a minimum grade-point average of 2.80 and an undergraduate degree in a studio area, or its equivalent as determined by the Art and Design program graduate faculty. Fewer than 60 credits in studio courses, and 12 in art history (or criticism, theory, or history in a related field) at the undergraduate level is considered a deficiency. Applicants with these deficiencies who are admitted to the M.F.A. program may be required to include deficiency course work as part of their graduate program. Deficiency courses are required but do not count towards satisfying degree requirements.

Admission to the M.A.T. degree requires an approved undergraduate degree, or its equivalent as determined by the Art and Design program graduate faculty, at least 20 credits of undergraduate art course work, and a minimum grade-point average of 2.80. Fewer than 20 credits in art courses at the undergraduate level is considered a deficiency. Applicants with these deficiencies who are admitted to the M.A.T. program may be required to include deficiency course work as part of their graduate program. Deficiency courses are required but do not count towards satisfying degree requirements.

All applicants to the graduate programs apply using the Graduate Admissions online application process. Applicants are required to submit a comprehensive portfolio of work, a written statement of career goals, three letters of recommendation and official transcripts from all previously attended colleges/universities. Portfolios may be in slide or CD form, 20 clearly labeled slides or images in a PDF file, and must include a postage-paid return envelope.

Art and Design is accredited by the National Association of Schools of Art and Design (NASAD).

Landscape Architecture. The practice of Landscape architecture is diverse with career opportunities in the traditional landscape architecture firm, interdisciplinary planning, engineering or architecture firms, urban, regional and national public agencies as well non-governmental organizations such as land and watershed trusts. Landscape architectural education at the University of Idaho is enhanced by the ecology of the Inland Northwest landscape, opportunities for integrated professional education in the College of Art and Architecture and the overall academic diversity of a land grant institution.

To achieve the professional M.L.A. degree a first year student must complete a five and one-half year seamless program that includes the Bachelor of Science, Landscape Architecture (B.S.L.A.) degree and the first professional Master of Landscape Architecture (M.L.A.) degree. After the second year of study, academic achievement is reviewed to determine eligibility for continued study in the program. Students are required to submit a portfolio of their work at this time.

Upon achieving senior standing, students apply for admission to the graduate professional M.L.A. In accordance with College of Graduate Studies requirements, these students must have a 3.0 GPA to be considered for admission. Once admitted to the M.L.A. program, students work toward completion of both the B.S.L.A. & M.L.A., receiving both degrees upon completion of the five and one-half year curriculum.

Transfer students with baccalaureate degrees in a program other than landscape architecture may be admitted, based on their transcripts, directly into the M.L.A. professional program. The three-year program

requires a minimum of 36 graduate level credits and 90 credits overall. Transfer students without an undergraduate degree are admitted to the B.S.L.A. program before being considered for the M.L.A. program.

International Study. All students in the program are normally required to participate in a landscape architecture, international study abroad program. (Students are encouraged to work closely with their faculty advisor in planning for these programs as there are several options.) International study abroad is subject to national and international conditions that may impact the college's ability to offer or facilitate a program.

Program options and opportunities. Graduate students in landscape architecture have the opportunity to study at the University of Idaho, Moscow campus or at the College of Art and Architecture Idaho Urban Research and Design Center in Boise. Students in Boise work together with their peers in architecture in a year-long integrated design studio focusing on sustainable urban design and urban systems. Students at the Moscow campus have the opportunity to participate in an interdisciplinary studio focusing on community and rural design with graduate students in Art and, Design, Architecture and Interior Design and Bioregional Planning and Community Design. Individual faculty-directed off campus community internships in cooperation with a practitioner mentor are also available.

Elective Tracks. All landscape architecture students in both the B.S.L.A. and the M.L.A. program will work with their advisor to select an elective track that supports their specific interest in one of the project scales of the profession of landscape architecture. These normally include the site scale, neighborhood and community scale and the urban or bioregional scale. Electives may be chosen from the natural and social sciences as well as the humanities and the arts and will assist in gaining skills and knowledge that support the graduate studio or thesis.

Field Trips. All B.S.L.A. landscape architecture majors are required to take part in one field trip in the third or fourth year of the program. All M.L.A. majors are required to take part in one field trip in the first or second year of the program. These three to five day trips are usually to Northwest cities such as Portland, Seattle and San Francisco. Often one of these trips is a visit to the American Society of Landscape Architects (ASLA) national conference when the meeting is held in the western region of the country.

The Virtual Technology and Design (VTD) program offers a B.S. degree, which emphasizes an interdisciplinary education, through a curriculum that integrates emerging technologies with the process of design. VTD is accredited through the National Association of Schools of Art and Design.

VTD recognizes the demand for design professionals who have the interdisciplinary knowledge and skills necessary to conceive and construct electronically mediated solutions for an array of issues that give form and substance to our daily activities. As electronic media increasingly intersects with human interaction, the quality of access to information, services and the opportunity to participate fully in our emerging communities hinge in part on the kinds of solutions imagined and environments planned by these virtual designers. The virtual designer serves both defined and yet to be defined industries. They bring a unique combination of experiential, spatial, critical thinking and technical skills to problems that range from the need to interactively visualize complex information systems to the multi-dimensional modeling requirements of virtual environments for commercial, entertainment, educational or social applications.

The VTD student is a person excited by the possibilities of combining design with emerging technologies. Like other design students, VTD students are intrigued with inquiry, discovery and the development of creative solutions that responds to human needs. However, they are further intrigued by the possibility of designing in a virtual or augmented reality rather than exclusively with bricks and mortar or more traditional media.

Graduates of the program will be prepared with the intellectual and management tools, as well as the technical and design skills, required of professionals who wish to contribute as leaders in the digital realm and design communities. Their understanding of the implications of electronically mediated information, communication and virtual environments on human activities will enable them to significantly influence the quality of everyday life. A VTD graduate is a designer who utilizes emerging technologies and theories.

Computer Technology

All Virtual Technology and Design majors are required to provide their own laptop computer and appropriate software available for use in all VTD classes. Specific technology requirements as well as guidelines and recommendations are posted on the VTD web site at www.caa.uidaho.edu/vtd.

Courses

See course sections in Architecture (Arch), Art (Art), Interior Design (ID), Landscape Architecture (LArc), and Virtual Technology and Design (VTD).

Architecture and Interior Design Undergraduate Curricular Requirements

Architecture (B.S.Arch.)

The four-year curriculum leading to a B.S.Arch. degree provides the undergraduate, pre-professional coursework that qualifies students to pursue a NAAB accredited, M. Arch degree. While the B.S.Arch. is not an accredited professional architectural degree, qualified students who earn this degree at the University of Idaho have the opportunity to proceed directly to the accredited M.Arch program. Admission to the B.S. Arch program is competitive. After the first year of study, academic achievement is reviewed to determine eligibility for continued study in architecture. Only students with a 2.5 or higher grade-point average are eligible to continue in the architecture design studio sequence. Another review is conducted at the end of the second year of study. Applicants to the third year are required to submit a portfolio containing examples of graphic work in art and architecture. A portfolio of no more than 10 pages, should be submitted in an 8-1/2" x 11" format. The submission should also contain a transcript of any college work outside the UI. The deadline for third year applications is usually May 20. Results of the evaluation are made known to applicants by the first week of July.

Students accepted into the years three and four of the curriculum are required to maintain a minimum 3.0 GPA and to receive a grade of "C" or higher in architectural design courses. Students who do not meet these criteria are ineligible for acceptance to the M.Arch. degree program and the College of Graduate Studies. Provisional admittance to the M. Arch. program can be granted, with permission, for students with GPAs of 2.8 cumulatively, or 3.0 over the last 60 credit hours. See below for M.Arch. degree requirements.

College permission is required for admittance into Architecture design courses (ARCH 253, Arch 254, Arch 353, Arch 354, Arch 453, and Arch 454) and students must achieve a minimum grade of C in the previous studio course to enroll in the next sequential studio course.

Note: Students who have not been accepted into the third year curriculum may not enroll in architectural design courses. Students who have left the program may only re-enter the curriculum by application to the college admissions committee.

Required course work includes the university requirements (see regulation J-3) and:

Arch 151	Introduction to the Built Environment (2 cr)
Arch 154	Introduction to Architectural Graphics (3 cr)
Arch 243	Digital Design Tools for Architecture and Interior Design (2 cr)
Arch 244	Computer Aided Drafting and Modeling (2 cr)
Arch 253	Architectural Design I (3 cr)
Arch 254	Architectural Design II (4 cr)
Arch 266	Materials and Methods (3 cr)
Arch 353	Architectural Design III (6 cr)
Arch 354	Architectural Design IV (6 cr)
Arch 367	Building Technology I - Steel Structures (3 cr)
Arch 385	History of Architecture I (3 cr)
Arch 386	History of Architecture II (3 cr)
Arch 450	Architectural Programming (2 cr)
Arch 453	Architectural Design V (6 cr)
Arch 454	Architectural Design VI (6 cr)
Arch 462	Building Technology II - Concrete (2 cr)
Arch 463	Environmental Control Systems I (3 cr)
Arch 463L	Environmental Control Systems I Lab (1 cr)
Arch 464	Environmental Control Systems II (3 cr)
Arch 464L	Environmental Control Systems II Lab (1 cr)
Arch 466	Building Technology III - Seismic Design (2 cr)
Arch 483	Urban Theory and Issues (3 cr)
Art 110	Integrated Art and Design Communication (2 cr)
Art 112	Drawing as Integrated Design Thinking (2 cr)
Art 121	Integrated Design Process (2 cr)
LArc 251	Introduction to Principles of Site Design (3 cr)
Math 143	Pre-calculus Algebra and Analytic Geometry (3 cr)
Phys 111, Phys 111L	General Physics I and Lab (4 cr)
RMat 365	Wood Building Technology (3 cr)

One of the following (3-4 cr):

Math 160	Survey of Calculus (4 cr)
Phil 202	Intro to Symbolic Logic (3 cr)
Stat 251	Statistical Methods (3 cr)
CS 112	Intro to Problem Solving and Programming (3 cr)

Courses to total 128 credits for this degree (including at least 3 cr of 200-level or above courses taken outside the disciplines of architecture; landscape architecture; art and design; interior design; and virtual technology and design; and 3 cr of 200-level or above courses taken within the disciplines; and at least 3 credits of 200-level or above courses taken in any discipline. Credits earned in completion of an academic minor may be substituted).

Interior Design (B.I.D.)

The Interior Design program is a four-year professional program that leads to a Bachelor of Interior Design. Our mission is to serve as Idaho's only public, accredited, professional interior design program by providing a strong interdisciplinary design experience through a curriculum accredited by the Council for Interior Design Accreditation (CIDA), allied research, and outreach opportunities. We prepare our graduates to serve society through their professional and community work.

Due to the unique configuration and relationship between Architecture and Interior Design, students in the interior design program graduate with a major in interior design and a minor in architecture. Students can also minor in other disciplines

of their choice. Students have the option of double majoring in interior design and architecture over the period of seven years, thus graduating with a B.I.D. in interior design and an M.Arch. in architecture. Students must hold a minimum GPA of 2.50. A portfolio and transcript review will be conducted in the spring of the sophomore year. The portfolio, of no more than 10 pages, should be submitted in an 8-1/2" x 11" format. Results of the evaluation are made known to applicants by the first week of July.

College permission is required for admittance into Architecture and Interior Design studio courses (Arch 253, Arch 254, Arch 353, Arch 354, Arch 453, Arch 454 and ID 152, ID 254, ID 351, ID 352, ID 451, ID 452) and students must achieve a minimum grade of C in the previous Interior Design studio course to enroll in the next sequential studio course.

Required course work includes the university requirements (see regulation J-3) and:

Arch 151	Introduction to the Built Environment (2 cr)
Arch 154	Introduction to Architectural Graphics (3 cr)
Arch 243	Digital Design Tools for Architecture and Interior Design (2 cr)
Arch 244	Computer Aided Drafting and Modeling (2 cr)
Arch 253	Architectural Design I (3 cr)
Arch 266	Materials and Methods (3 cr)
Arch 385	History of Architecture I (3 cr)
Arch 386	History of Architecture II (3 cr)
Arch 463	Environmental Control Systems I (3 cr)
Arch 463L	Environmental Control Systems I Lab (1 cr)
Arch 464	Environmental Control Systems II (3 cr)
Arch 464L	Environmental Control Systems II Lab (1 cr)
Arch 475	Professional Practice (3 cr)
Art 110	Integrated Art and Design Communication (2 cr)
Art 112	Drawing as Integrated Design Thinking (2 cr)
Art 121	Integrated Design Process (2 cr)
ID 151	Introduction to Interior Design (3 cr)
ID 152	Interior Design I (3 cr)
ID 254	Architectural Design II (4 cr)
ID 281	History of Interiors I (3 cr)
ID 282	History of Interiors II (3 cr)
ID 332	Furniture Design and Construction (3 cr)
ID 351	Interior Design III (6 cr)
ID 352	Interior Design IV (6 cr)
ID 368	Materials and Specifications (3 cr)
ID 404	Special Topics (2 cr)
ID 443	Universal Design (3 cr)
ID 451	Interior Design V (6 cr)
ID 452	Interior Design VI (6 cr)

Courses to total 127 credits for this degree (including 3 cr from a list of advisor-directed electives)

Art and Design Undergraduate Curricular Requirements

Art Core

Art 100	World Art and Culture (3 cr)
Art 110	Visual Communication (2 cr)
Art 111	Drawing I (2 cr)
Art 112	Drawing II (2 cr)
Art 121	Design Process I (2 cr)
Art 122	Design Process II (3 cr)

Studio Art and Design (B.F.A.)

The B.F.A. is a four-year degree divided into two parts: the preprofessional program (freshman and sophomore years) and the professional program (junior and senior years). Majors are eligible to apply for the professional program when they have completed the art core, in the process of completing the 200-level art course requirements, and have earned a minimum 2.75 GPA. Applications for the professional BFA program will be requested each semester; students must be admitted to the professional BFA through the review process *before being admitted to 490 BFA Art/Design Studio and 495 BFA Senior Thesis*. Transcripts and a portfolio of the student's art work must accompany the application. Students accepted into the professional program must complete 15 credits of 300-level studio courses with at least 6 of the 15 credits in one sequential studio area and 12 credits of art history before enrolling in Art 490 and Art 495. Students must maintain a minimum GPA of 2.75 and receive a grade of C or better in the 300- and 400-level art courses. Students may reapply for entry into the professional program any semester after their sophomore year.

Computer Equipment: beginning with the first year of the program, all art and design students are required to have their own laptop computer and appropriate software for use in their courses. Please refer to the College of Art and Architecture's website for specifics.

Required course work includes the university requirements (see regulation J-3), the art core, and a studio emphasis (all the 200-level and 300-level courses in a specific studio area) in one of the following areas: graphic design, interaction design, painting, sculpture, printmaking, or photography/digital imaging and:

Art 303	Contemporary Art and Theory (3 cr)
Art 407	New Media (3 cr)
Art 410	Professional Practices (2 cr)
Art 490	BFA Art/Design Studio (12 cr)
Art 495	BFA Senior Thesis (4 cr)

Art History Electives selected with advisor approval (6 cr):

Art 205	Visual Culture (3 cr)
Art 208	Italian Renaissance Art and Culture (3 cr)
Art 213	History and Theory of Modern Design I (3 cr)
Art 302	Modern Art and Theory (3 cr)
Art 313	History and Theory of Modern Design II (3 cr)
Art 323	History of Typography (3 cr)
Art 382	History of Photography (3 cr)
Art 409	Visual Studies (3 cr)

200-level studio courses selected from the following (15 cr):

Art 211	Drawing III (3 cr)
Art 216	Digital Tools (3 cr)
Art 221	Introduction to Graphic Design (3 cr)
Art 222	Introduction to Typography (3 cr)
Art 231	Painting I (3 cr)
Art 241	Sculpture I (3 cr)
Art 251	Printmaking I (3 cr)
Art 261	Ceramics I (3 cr)
Art 271	Interaction Design I (3 cr)
Art 272	Interaction Design II (3 cr)
Art 280	Understanding Photography (3 cr)

300-400 level studio courses selected from the following (at least 6 cr must be taken in one studio area, i.e., Art 330, no more than 6 cr in one studio area may be counted toward this requirement) (15 cr):

Art 321	Graphic Design Concepts (3 cr, max 6)
Art 322	Graphic Design Studio (3 cr, max 6)
Art 330	Intermediate/Advanced Painting (3 cr, max 9)
Art 340	Intermediate/Advanced Sculpture (3 cr, max 9)
Art 350	Intermediate/Advanced Printmaking (3 cr, max 9)

Art 370	Intermediate/Advanced Interaction Design (3 cr, max 9)
Art 380	Digital Imaging (3 cr)
Art 390	Mixed Media (3 cr, max 6)
Art 491	Information Design (3 cr, max 9)

Courses to total 120 credits for this degree

No more than a combined total of 9 credits of the following courses may be applied toward a B.F.A. degree: Art 404, Art 488, Art 497, Art 498, and Art 499.

Art (B.A.)

Computer Equipment: beginning with the first year of the program, all art and design students are required to have their own laptop computer and appropriate software for use in their courses. Please refer to the College of Art and Architecture's website for specifics.

Required course work includes the university requirements (see regulation J-3), the general requirements for the B.A. degree, the art core, and a studio emphasis (all the 200-level and 300-level courses in a specific studio area) in one of the following areas: graphic design, interaction design, painting, sculpture, printmaking, or photography/digital imaging and:

Art 303	Contemporary Art and Theory (3 cr)
Art 407	New Media (3 cr)
Art 410	Professional Practices (2 cr)
Art History Electives selected with advisor approval (6 cr):	
Art 205	Visual Culture (3 cr)
Art 208	Italian Renaissance Art and Culture (3 cr)
Art 213	History and Theory of Modern Design I (3 cr)
Art 302	Modern Art and Theory (3 cr)
Art 313	History and Theory of Modern Design II (3 cr)
Art 323	History of Typography (3 cr)
Art 382	History of Photography (3 cr)
Art 409	Visual Studies (3 cr)

200-level studio courses selected from the following (students pursuing a studio emphasis in graphic design must include Art 222; and interaction design majors must include Art 272) (15-18 cr):

Art 211	Drawing III (3 cr)
Art 216	Digital Tools (3 cr)
Art 221	Introduction to Graphic Design (3 cr)
Art 222	Introduction to Typography (3 cr)
Art 231	Painting I (3 cr)
Art 241	Sculpture I (3 cr)
Art 251	Printmaking I (3 cr)
Art 261	Ceramics I (3 cr)
Art 271	Interaction Design I (3 cr)
Art 272	Interaction Design II (3 cr)
Art 280	Understanding Photography (3 cr)

300-level studio courses selected from the following (at least 6 cr must be taken in one studio area, i.e., Art 330, no more than 6 cr in one studio area may be counted toward this requirement) (15 cr):

Art 321	Graphic Design Concepts (3 cr, max 6)
Art 322	Graphic Design Studio (3 cr, max 6)
Art 330	Intermediate/Advanced Painting (3 cr, max 9)
Art 340	Intermediate/Advanced Sculpture (3 cr, max 9)
Art 350	Intermediate/Advanced Printmaking (3 cr, max 9)
Art 370	Intermediate/Advanced Interaction Design (3 cr, max 9)
Art 380	Digital Imaging (3 cr)
Art 390	Mixed Media (3 cr, max 9)
Art 491	Information Design (3 cr, max 9)

Courses to total 120 credits for this degree

Art Education (B.S.Art Ed.)

Required course work includes the university requirements (see regulation J-3), the art core, a studio emphasis (all the 200-level and 300-level courses in a specific studio area) in one of the following areas: drawing, graphic design, interaction design, painting, sculpture, printmaking, photography/digital imaging, and the courses listed below.

Computer Equipment: beginning with the first year of the program, all art and design students are required to have their own laptop computer and appropriate software for use in their courses. Please refer to the College of Art and Architecture's website for specifics.

Note: For registration in upper-division courses in the field of education, students must have been admitted to the teacher education program and meet the teacher education GPA requirements. For admission criteria, refer to "Admission to the Teacher Education Program" in the College

of Education section of this catalog.

Art 410	Professional Practices (2 cr)
EDCI 201	Contexts of Education (2 cr)
EDCI 301	Learning, Development, and Assessment (3 cr)
EDCI 302	Teaching Culturally Diverse Learners (4 cr)
EDCI 401	Internship Seminar (1 cr)
EDCI 410	Technology, Teaching and Learning (2 cr)
EDCI 436	Secondary Art Methods (3 cr)
EDCI 446	Secondary Art Practicum (1 cr)
EDCI 453	Phonics, Phonological Awareness, Fluency, and Assessment (1 cr)
EDCI 463	Literacy Methods for Content Learning (3 cr)
EDCI 485	Secondary Internship (7-15 cr)
EDSP 300	Educating for Exceptionalities (2 cr)

200-level studio courses selected from the following (students pursuing a studio emphasis in graphic design must include Art 222; and interaction design majors must include Art 272) (15 cr):

Art 211	Drawing III (3 cr)
Art 216	Digital Tools (3 cr)
Art 221	Introduction to Graphic Design (3 cr)
Art 222	Introduction to Typography (3 cr)
Art 231	Painting I (3 cr)
Art 241	Sculpture I (3 cr)
Art 251	Printmaking I (3 cr)
Art 261	Ceramics I (3 cr)
Art 271	Interaction Design I (3 cr)
Art 272	Interaction Design II (3 cr)
Art 280	Understanding Photography (3 cr)

300-level studio courses selected from the following (at least 6 cr must be taken in one studio area, i.e., Art 330, no more than 6 cr in one studio area may be counted toward this requirement) (12 cr):

Art 321	Graphic Design Concepts (3 cr, max 6)
Art 322	Graphic Design Studio (3 cr, max 6)
Art 330	Intermediate/Advanced Painting (3 cr, max 9)
Art 340	Intermediate/Advanced Sculpture (3 cr, max 9)
Art 350	Intermediate/Advanced Printmaking (3 cr, max 9)
Art 370	Intermediate/Advanced Interaction Design (3 cr, max 9)
Art 380	Digital Imaging (3 cr)
Art 390	Mixed Media (3 cr, max 9)
Art 491	Information Design (3 cr, max 9)

Advisor Approved electives in art/design history/theory (9 cr)

Courses to total 120 credits for this degree

Landscape Architecture Undergraduate Curricular Requirements

Landscape Architecture (B.S.L.A.)

Students are typically accepted into the landscape architecture B.S.L.A. major as freshman or as transfer students. All new students whether freshman or transfer will be required to submit a portfolio of creative work at the end of their first year in the program. (Students are encouraged to include work from landscape architecture courses and any art or architecture courses they may have taken.) A committee of faculty will review this portfolio along with each student's cumulative GPA to determine their eligibility to continue in the program. Portfolios are due no later than the Monday of No Examination Week. All students will be notified of their eligibility for the coming fall semester no later than three weeks after the last day of classes of spring semester.

All majors in the program must maintain at least a 2.5 cumulative GPA in landscape architecture major courses. Failure to do so will require the student to meet with their advisor and repeat the landscape architecture major courses that impact this overall GPA before advancing in the program.

On registering for a course offered by the program, the student agrees that the college may retain work completed by the student for display, instruction, and accreditation purposes.

Computer Equipment: beginning with the first year of the program, all landscape architecture students are required to have their own laptop computer and appropriate software for use in their courses.

Required course work includes the university requirements (see regulation J-3) and:

Arch 483	Urban Theory and Issues (3 cr)
Art 110	Integrated Art and Design Communication (2 cr)
Art 112	Drawing as Integrated Design Thinking (2 cr)

Art 121	Integrated Design Process (2 cr)
Biol 102, Biol 102L	Biology and Society and Lab (4 cr)
Geol 101, Geol 101L	Physical Geology and Lab (4 cr)
LArc 151	Introduction to the Built Environment (2 cr)
LArc 154	Landscape Architecture Representation and Media 1 (3 cr)
LArc 210	Landscape Architecture Representation and Media 2 (2 cr)
LArc 251	Introduction to Principles of Site Design (3 cr)
LArc 254	Origins of Landscape Form (2 cr)
LArc 268	Landscape Construction 1 (2 cr)
LArc 269	Landscape Construction 2 (2 cr)
LArc 288	Planting Design Studio 1 (3 cr)
LArc 289	Planting Design Studio 2 (3 cr)
LArc 310	Landscape Architecture Representation and Media 3 (2 cr)
LArc 353	Landscape Architecture Studio 1 (3 cr)
LArc 355	Landscape Architecture Studio 2 (3 cr)
LArc 358	Professional Office Practice, LA (2 cr)
LArc 363	Landscape Architecture Studio 3 (3 cr)
LArc 365	Landscape Architecture Studio 4 (3 cr)
LArc 368	Landscape Architecture Construction 3 (2 cr)
LArc 369	Landscape Architecture Construction 4 (2 cr)
LArc 380	Water Conservation Technologies (2 cr)
LArc 389	History of Landscape Architecture (3 cr)
LArc 395	GIS Applications in Land Planning 1 (3 cr)
LArc 453	Landscape Architecture Studio 5 (3 cr)
LArc 455	Landscape Architecture Studio 6 (3 cr)
LArc 463	Landscape Architecture Studio 7 (3 cr)
LArc 465	Landscape Architecture Studio 8 (3 cr)
LArc 480	The Emerging Landscape (3 cr)
Math 143	Pre-calculus Algebra and Analytic Geom (3 cr)
Soil 205	The Soil Ecosystem (3 cr)
WLF 440	Conservation Biology (3 cr) or other related course approved by faculty committee

One of the following (3-4 cr):

Biol 314	Ecology and Population Biology (4 cr)
For 221	Ecology (3 cr)
REM 221	Ecology (3 cr)

Courses to total 128 credits for this degree

Recommended electives:

Art 380	Digital Imaging (3 cr)
CSS 486	Public Involvement in Natural Resource Management (3 cr)
Fish 430	Riparian Ecology and Management (3 cr)
For 235	Society and Natural Resources (3 cr)
Geol 335	Geomorphology (3 cr)
LArc 364	Summer Study Abroad Design Studio (6 cr)
LArc 382	Landscape, Language and Culture (2 cr)
LArc 390	Italian Hill Towns and Urban Centers (3 cr)
LArc 495	GIS Applications in Land Planning 2 (3 cr)
Phil 452	Environmental Philosophy (3 cr)
VTD 245	Advanced Modeling (3 cr)
VTD 266	Animation (3 cr)
VTD 271	Interactive Technologies (3 cr)

Virtual Technology and Design Undergraduate Curricular Requirements

Virtual Technology and Design (B.S.)

This is a four-year curriculum leading to a B.S. in Virtual Technology and Design. After the first year of study, academic achievement is reviewed to determine eligibility for continued study in VTD. Only students with a 2.5 or higher grade-point average are eligible to continue in the studio sequence. Another review is conducted at the end of the second year of study. Applicants to the second and third year are required to submit an electronic media based portfolio containing examples of their art and design work. Applicants should contact the program coordinator regarding acceptable media formats. The submission should also contain a transcript of any college work outside the UI. The deadline for third year applications is the close of the spring semester. Results of the evaluation will be made known to applicants by the end of June. Students accepted

into the third and fourth years of the curriculum are required to maintain a minimum GPA of 3.0 and to receive a grade of 'C' or higher in all required VTD courses.

Note: Students who have not been accepted into the second year of the curriculum may not enroll in VTD 200 level design courses. Students who have not been accepted into the third year of the curriculum may not enroll in VTD 300 level design courses. Students who have left the program or fail a design studio course may only re-enter the curriculum by application to the program admissions committee.

Required course work includes the university requirements (see regulation J-3) and:

Art 110	Integrated Art and Design Communication (2 cr)
Art 112	Drawing as Integrated Design Thinking (2 cr)
Art 121	Integrated Design Process (2 cr)
CS 112	Introduction to Problem Solving and Programming (3 cr)
Math 143	Pre-calculus Algebra and Analytic Geometry (3 cr)
Phys 111, Phys 111L	General Physics (4 cr)
VTD 152	Introduction to Virtual Design (2 cr)
VTD 244	Introduction to 3D Modeling (3 cr)
VTD 245	Advanced Modeling (3 cr)
VTD 246	Advanced Lighting and Materials (3 cr)
VTD 253	Virtual Design I (3 cr)
VTD 254	Virtual Design II (3 cr)
VTD 266	Animation (3 cr)
VTD 271	Interactive Technologies (3 cr)
VTD 355	Virtual Design III (4 cr)
VTD 356	Virtual Design IV (4 cr)
VTD 367	Advanced Animation (3 cr)
VTD 372	Advanced Interactive Technologies (3 cr)
VTD 400	Seminar (3 cr)
VTD 457	Capstone Design Studio I (6 cr)
VTD 458	Capstone Design Studio II (6 cr)

Two history or theory courses, that are associated with the disciplines of architecture, art, film, media, music or theatre, with approval of the VTD program (6 cr).

Three directed elective courses that allow a student to develop an emphasis area or breadth in a supporting discipline, with approval of VTD program (8-9cr).

Courses to total 120 credits for this degree

Art and Architecture Academic Minor Requirements

Architecture Minor

Arch 151	Introduction to the Built Environment (2 cr)
Arch 385	History of Architecture I (3 cr)
Arch 386	History of Architecture II (3 cr)

Courses selected from the following (10 cr):

Arch 154	Introduction to Architectural Graphics (3 cr)
Arch 253	Architectural Design I (3 cr)
Arch 254	Architectural Design II (4 cr)
Arch 266	Materials and Methods (3 cr)
Arch 463	Environmental Control Systems I (3 cr)
Arch 464	Environmental Control Systems II (3 cr)
Arch 483	Urban Theory and Issues (3 cr)
LArc 251	Introduction to Principles of Site Design (3 cr)

Courses to total 18 credits for this minor

Art Minor

Art 100	World Art and Culture (3 cr)
Art 110	Visual Communication (2 cr)
Art 111	Drawing I (2 cr)
Art 112	Drawing as Integrated Design Thinking (2 cr)
Art 121	Integrated Design Process (2 cr)
Art 122	Design Process II (3 cr)

200- and 300-level art studio classes and/or art history (6 cr)

Courses to total 20 credits for this minor

Note: Art courses used to meet the Art Minor cannot be taken under the pass/fail option.

Interior Design Minor

ID 151	Introduction to Interior Design (3 cr)
ID 281	History of Interiors I (3 cr)

ID 282	History of Interiors II (3 cr)
ID 368	Materials and Specifications (3 cr)
ID 443	Universal Design (3 cr)

Directed electives as approved by ID advisor (3 cr)

Courses to total 18 credits for this minor

Landscape Architecture Minor

LArc 151	Introduction to the Built Environment (2 cr)
LArc 288	Planting Design Studio 1 (3 cr)
LArc 389	History of Landscape Architecture (3 cr)
LArc 480	The Emerging Landscape (3 cr)

Courses chosen from the following (7 cr):

LArc 154	Landscape Architecture Representation and Media 1 (3 cr)
LArc 210	Landscape Architecture Representation and Media 2 (2 cr)
LArc 268	Landscape Construction 1 (2 cr)
LArc 269	Landscape Construction 2 (2 cr)
LArc 288	Planting Design Studio 1 (3 cr)
LArc 289	Planting Design Studio 2 (3 cr)
LArc 353	Landscape Architecture Studio 1 (3 cr)
LArc 355	Landscape Architecture Studio 2 (3 cr)
LArc 363	Landscape Architecture Studio 3 (3 cr)
LArc 365	Landscape Architecture Studio 4 (3 cr)
LArc 364	Summer Study Abroad Design Studio (6 cr) (with instructor's permission)
LArc 368	Landscape Architecture Construction III (2 cr)
LArc 369	Landscape Architecture Construction 4 (2 cr)
LArc 382	Landscape, Language and Culture (2 cr) (with instructor's permission)
LArc 390	Italian Hill Towns and Urban Centers (3 cr) (with instructor's permission)
LArc 395	GIS Applications in Land Planning 1 (3 cr)
LArc 495	GIS Applications in Land Planning 2 (3 cr)
LArc 499	Directed Study (3-6 cr)

Courses to total 18 credits for this minor

Architecture Graduate Degree Programs

Master of Architecture: Candidates must fulfill the requirements of the College of Graduate Studies and the Architecture and Interior Design program. Twenty-four of the 45 credits required for this degree must be at the 500 level, including the following courses: Arch 510 Graduate Seminar (2 cr), Arch 553 Architectural Design VII (6 cr), Arch 554 Architectural Design VIII (6 cr), and Arch 556 Architectural Design IX (6 cr). The remaining courses required to complete credits for this degree may be 400- or 500-level architecture courses or 300- or 400-level courses in supporting areas. Required courses include:

Arch 510	Graduate Seminar (3 cr)
Arch 553	Architectural Design VII (6 cr)
Arch 554	Architectural Design VIII (6 cr)
Arch 556	Architectural Design IX (6 cr)
Arch 568	Technical Integration in Design (2 cr)
Arch 575	Professional Practice (3 cr)

Graduate architecture electives selected from the following (6 cr):

Arch 502/504	Graduate Seminars and Special Topics (e.g. Urban Morphology, Non-Western Architecture, Urban Design[Boise] and, Environment and Behavior) (cr arr)
Arch 511	Native American Architecture (3 cr)
Arch 512	Identity and Place in Global Space (3 cr)
Arch 513	Architectural Theory: Modernism into Postmodernism (3 cr)
Arch 520	Architecture Research Methods (3 cr)
Arch 570	Natural Lighting (3 cr)
Arch 571	Building Performance Evaluation (3 cr)
Arch 572	Integrated Design Seminar (1 cr, max 4)
Arch 573	Daylight Design and Simulation (3 cr)
Arch 574	Building Performance Simulation for Integrated Design (3 cr)
Arch 580	British Green Architecture (2 cr)
Arch 581	Eco Urban Design (3 cr)
Arch 582	Housing Typologies and Issues (3 cr)
Arch 583	Sustainable Development (3 cr)
Arch 584	Urban Design and Morphology (3 cr)

Equivalents must be approved by the graduate program coordinator. Graduate students without an undergraduate architecture degree may also earn an accredited M.Arch. degree. Those students are placed in

the program according to their academic qualifications, and depending on the background of the transfer student, up to six years of study may be required to complete the degree requirements. Candidates must fulfill the requirements of the College of Graduate Studies and the Architecture program. Master of Architecture degree requirements are listed above.

Master of Science, major in Integrated Architecture and Design. The Master of Science offers a research program open to candidates who hold a non-professional degree in any design discipline and/or a professional degree in architecture (B.S.Arch. or M.Arch.), B.S.Arch., or other degree holders who desire to embark on a career in architectural consulting, research, and/or scholarship. The program is designed for independent study within one or more of the following areas of specialization: Visualization, Environment and Behavior, Urban Design, Community Design and Planning, Universal Design, Landscape Design, Media Design, and Sustainable Architecture and Planning. Graduate students work closely with their graduate committee to develop a detailed program of study that borrows from three disciplines within the College of Art and Architecture as well as studies with other programs throughout the university. Acceptance into the program is contingent on the Graduate Program Committee's review of the candidate's statement of intent describing the area of specialization in which the candidate will focus, three letters of recommendation, and a portfolio. The Graduate School requires a completed application, university transcripts, a resume, and an official TOEFL score, when appropriate. Prospective students are encouraged to first correspond with the Chair of the Graduate Program about their interests. The chair will then direct the applicant to further sources if needed. The M.S. degree with a major in Integrated Architecture and Design requires the completion of 30 credits of course work in either a thesis or non-thesis (project-based) option.

Thesis option:

Arch 500 Master's Research and Thesis (8-10cr)
 Arch 520 Architectural Research Methods (3 cr)
 Graduate Seminars in three disciplines (Two disciplines from within the College of Art and Architecture and one discipline from outside the college) (12 cr)
 Electives (5-7 cr)

Non-thesis option:

Graduate Studios (12 cr)
 Graduate Seminars in three disciplines (Two disciplines from within the College of Art and Architecture and one discipline from outside the college) (12 cr)
 Electives (6 cr)

Joint B.I.D. Interior Design & M.Arch. Program. Students who fulfill the requirements for the B.I.D. in interior design may apply for matriculation in the Master of Architecture program. Several architecture course requirements may be waived in lieu of interior design course work. This degree track may be completed in no less than seven years. Details are available from the Architecture program.

Art and Design Graduate Degree Programs

Candidates must fulfill the requirements of the College of Graduate Studies and the Art and Design program. See the College of Graduate Studies section for the general requirements applicable to each degree.

Master of Fine Arts. The Master of Fine Arts degree is a 60-credit degree designed for students wishing to prepare themselves for a career as a professional artist or art teacher at the college or university level.

The M.F.A. is the terminal degree in studio art and requires a thesis. The major portion of the student's thesis consists of a one-person exhibition of professional quality work supported by a written statement on the nature of the work. The statement includes an explanation of the evolution of the conceptual or theoretical basis for the work (including historical and contemporary examples and influences), and a discussion of the experiments, processes, and technical experiments that were used in the evolution of the work.

Areas of concentration are: painting, drawing, sculpture, ceramics, graphic design, printmaking, and interface design, or a direction may be developed that combines two or more of these areas. Students wishing to work in an area other than those listed above must clearly state their intention in their statement of goals or intent upon application for admission to the M.F.A. program.

A final oral examination is required (and may be supplemented with a written examination at the discretion of the graduate committee).

Master of Arts in Teaching – Major in Art. The Master of Arts in Teaching degree is a 30-credit degree designed for those students who are certified teachers wishing to strengthen their experience in studio art.

Of the 30-credit total, 20 credits must be in art courses and 9 in professional courses in education. At least 6 credits must be at the 500 level.

300- and 400-level courses in art may be counted towards the degree. M.A.T. students are encouraged to prepare themselves to take at least 6 credits, in 500-level art studio (Art 515, Art Faculty Studio), and to participate fully in graduate activities.

Areas of concentration are: painting, drawing, sculpture, ceramics, graphic design, printmaking, and interface design, or a direction may be developed that combines two or more of these areas. Students wishing to work in an area other than those listed above must clearly state their intention in their statement of goals or intent upon application for admission to the M.A.T. program. Students wishing to work in a studio in which they lack adequate preparation may be required to take deficiency courses as prerequisites.

A final oral examination is required (and may be supplemented with a written examination at the discretion of the graduate committee). The M.A.T. final examination may require a written statement as a basis for the oral examination. Such determination is at the discretion of the graduate committee.

Landscape Architecture Graduate Degree Programs

Candidates must fulfill the requirements of the College of Graduate Studies and of the Landscape Architecture program. See the College of Graduate Studies section for the general requirements applicable to the degree.

Master of Landscape Architecture. Candidates must fulfill the requirements of the College of Graduate Studies and of the Landscape Architecture program including a 3.0 minimum GPA in order to be considered for admission to the Master of Landscape Architecture first professional degree program. See the College of Graduate Studies section for the general requirements applicable to the degree.

Eighteen of the 36 credits required for the MLA degree must be at the 500 level, including the following courses: LArc 554 Graduate Studio 1 (6 cr), LArc 556 Graduate Studio 2 (6 cr), LArc 558 Graduate Studio 3 (6 cr). The remaining courses required to complete credits for this degree may be 300, 400 or 500-level electives from programs across the university. (300 level electives from Landscape Architecture cannot be used as graduate electives.) (More required courses are listed below under both thesis and nonthesis options)

Students without an undergraduate degree in Landscape Architecture are required to pursue the Non-Thesis or Final Project Option:

Non-Thesis Option Requirements:

Requirements include

LArc 554 Graduate Studio 1 (6 cr)
 LArc 556 Graduate Studio 2 (6 cr)
 LArc 558 Graduate Studio 3 (6 cr)

Research Methods (various) (3 cr)
 LArc 562 Graduate Studio 4 (6 cr)

Non-Thesis Elective courses include:

LArc 495 GIS Applications in Land Planning 2 (3 cr)

The Graduate Thesis Option

Students with an undergraduate degree in Landscape Architecture may pursue the Graduate Thesis Option Requirements include:

LArc 500 Graduate Thesis (7 cr maximum)
 LArc 554 Graduate Studio (6 cr)
 LArc 556 Graduate Studio (6 cr)
 Research Methods (various) (3 cr)

Graduate Thesis Elective courses:

LArc 495 GIS Applications In Land Planning 2 (3 cr)
 LArc 562 Graduate Studio 4 (6 cr)

ARCHITECTURE COURSES

Anne L. Marshall, Interim Program Head of Architecture (207 Art and Arch. South 83844-2451; phone 208/885-6781; arch@uidaho.edu).

Note: On registering for a studio course offered in this department, the student agrees that the department may retain work completed by the student. The department will make retained work available to the student for photographing.

Arch 141 Design Discovery Program (1 cr)

The University of Idaho Design Discovery Summer Program is an intensive one week experience that offers prospective students a chance to experience the world of design. During the program, students gain a broad view of various design disciplines while developing graphic and design skills and building their portfolios. (Summer only)

Arch 151 Introduction to the Built Environment (2 cr)

Introduction to the built environment and the role of architecture, interior design, landscape architecture, urban design and planning in helping to shape its layers. Lectures, guest speakers, and readings will discuss the power of design to nourish the human spirit, support functional needs, and contribute to ecological and cultural sustainability. Attendance required at evening lectures by guest speakers and (3) topical seminars during the semester.

Arch 154 Introduction to Architectural Graphics (3 cr)

Introduction to architectural graphics; two 1-hour lecture sessions per week, plus two 1-hour studio sessions per week; weekly assigned drawing projects, readings, and sketchbook projects; periodic quizzes.

Arch 200 (s) Seminar (cr arr)

Arch 203 (s) Workshop (cr arr)

Arch 204 (s) Special Topics (cr arr)

Arch 243 Digital Design Tools for Architecture and Interior Design (2 cr)

Introduction to software programs for use in designing the built environment. Including but not limited to 3-D modeling. (8 weeks)

Prereq: Arch 154

Arch 244 Computer Aided Drafting and Modeling (2 cr)

Introduction to computer-aided drafting and modeling techniques and applications.

Prereq: Arch 154

Arch 253 Architectural Design I (3 cr)

Exploration and design of basic architectural components and ordering systems and creative resolution of basic architectural design problems while developing and refining presentation techniques. Two 2-hr studios a wk for the semester, accompanied by two 1 hr lectures/recitations a wk for the first quarter of the semester.

Prereq: Arch 154 or Permission

Arch 254 Architectural Design II (4 cr)

Same as ID 254. Basic integration of principles and concepts for architectural design, both interior & exterior. Two 3-hr studios a wk and assigned work.

Prereq: Arch 253 or Permission

Arch 266 Materials and Methods (3 cr)

Introduce physical and performance characteristics of materials; and concepts, conventions and processes of construction methods. Provide a foundation for subsequent courses in architectural technology and design.

Arch 299 (s) Directed Study (cr arr)

Arch 353 Architectural Design III (6 cr)

Architectural building design process with emphasis on structural technology, historic influences, universal design, basic code and site related issues. Three 3-hr studios a wk and assigned work; field trips will be reqd at student expense outside scheduled hours; some class critique sessions meet outside of scheduled hours.

Prereq: Arch 254 and 266, and by permission

Arch 354 Architectural Design IV (6 cr)

Continued development of architectural projects and design process that cultivate understanding of the properties of materials and building techniques. Three 3-hr studios a wk and assigned work; field trips will be reqd at student expense outside scheduled hours; some class critique sessions will meet outside of scheduled hours.

Prereq: Arch 353

Arch 367 Building Technology I - Steel Structures (3 cr)

Steel structures. Expansion of basic statics and bending theory to include two-dimensional systems and loading as well as more complicated beam loading and support configurations. Analysis of statically determinate steel structures by ASD and LRFD.

Prereq: Math 143 and Phys 111/111L

Arch 385 History of Architecture I (3 cr)

A survey of global architecture and urban design through the seventeenth century, considered within its diverse climatic, ecological, technological, socioeconomic, public health, and cultural contexts. Recommended Preparation: Arch 151.

Arch 386 History of Architecture II (3 cr)

A historical survey of global modern architecture from the late Eighteenth and Nineteenth-centuries to the development of the Modern Movement in the Twentieth-Century in relation to rapid industrialization and the intellectual culture of the Enlightenment, Romanticism, Historicism, Modernism, and Post-Modernism; Topics include: the architecture of Neoclassicism, Victorian Gothic, industrial technology, the Arts & Crafts movement, and the Modern Movement.

Arch 400 (s) Seminar (cr arr)

Arch 403 (s) Workshop (cr arr)

Arch 404 (s) Special Topics (cr arr)

Arch 410 Sketching for Architecture (2 cr)

Instruction in intermediate through advanced architectural sketching, painting, and place-recording techniques. A variety of media techniques will be employed, including graphite, charcoal, colored pencil, pen & ink, and watercolor. The majority of work will be completed in class, with additional homework assignments outside class and on field trips. Recommended Preparation: Basic sketching abilities, as developed in Arch 154 and subsequent architectural design studios.

Arch J411/J511 Native American Architecture (3 cr)

Same as AIST 411. An exploration of Native American architecture in North America, including ancient, historic, and contemporary buildings and settlements within their diverse social, cultural, and physical contexts. Additional assignments required for graduate credit. (Spring only)

Arch J421/J521 China Program Preparation Seminar (2 cr)

Seminar course preparing students for summer study abroad program in China. This course will introduce travelling, money management, safety, visa application, and some basic cultural introductions. Also, this class will introduce the academic courses to be undertaken in China and prepare research data collection. Required for all students enrolled in the China program. (Spring only)

Prereq: Arch 353 or LArc 353

Arch J422/J522 China's Urbanization Seminar (2 cr)

Seminar course conducted in China, focusing on understanding the complicated challenges of China's urbanization and design strategies for urban development.

Prereq: Arch 354 or LArc 365

Arch J423/J523 Cultural & Ethical Issues in Global Architectural Practice (2 cr)

Study of the phenomenon of architectural practice under the impact of globalization using the market of China as an example. Focus on the development of model architectural practice in China as well as the associated social and cultural issues of global architectural practice.

Prereq: Arch 354 or LArc 365

Arch 430 Rome Preparatory Seminar (2 cr)

Seminar preparing students for summer study abroad in Rome, Italy. Introduces academic courses to be taken in Rome, and begins research and information-gathering tasks for Design Studio and Rome Design History courses. Also includes practical matters such as travel planning, money, safety, and basic language skills. (Spring only)

Arch 431 Rome Design History (2 cr)

Lecture course conducted in Rome, Italy, focused on the essential eras of Roman history related to design (art, architecture, urban planning, etc.): Republican & Imperial Rome; Early Christian Rome; Renaissance & Baroque Rome; the "Third Rome" of the Risorgimento and Mussolini; Contemporary Rome of the late-20th and early-21st Centuries.

Prereq: Arch 430

Arch 450 Architectural Programming (2 cr)

Introduction to basic principles and techniques of building programming. Recommended Preparation: Third or fourth year standing.

Prereq: Arch 353

Arch 453 Architectural Design V (6 cr)

Application of urban theory and appropriate responses to climatic factors to the resolution of architectural and planning and design problems in community or urban contexts. Interdisciplinary design encouraged. Three 3-hr studios a wk and assigned work; field trips reqd at student expense outside scheduled hours; some class critique sessions meet outside of scheduled hours.

Prereq: Arch 353 and Arch 354; or Permission

Arch 454 Architectural Design VI (6 cr)

Large architectural and/or urban design projects explore and integrate urban theory sustainable design, environmental control systems technology, human and cultural factors, and construction assemblies. Design in team/collaborative settings encouraged. Three 3-hr studios a wk and assigned work. Field trips at student expense are required and meet outside scheduled hours; some class critique sessions meet outside of scheduled hours.

Prereq: Arch 353 and Arch 354; or Permission

Arch 462 Building Technology II - Concrete (2 cr)

Concrete Structures. Statics/strengths, allowable stresses and 'prescriptive' and 'engineered' design approaches, factors of safety, ductility, Strength Design (LRFD) as applied to reinforced concrete structures.

Prereq: Arch 367 and RMat 365

Arch 463 Environmental Control Systems I (3 cr)

Principles and design of sustainable passive energy systems, mechanical heating and cooling systems, air quality, fire suppression and vertical transport. Three 1-hr lec a wk.

Coreq: Arch 463L

Arch 463L Environmental Control Systems I Lab (1 cr)

Laboratory to accompany the Arch 463 lecture. One 2-hour lab a week.

Coreq: Arch 463

Arch 464 Environmental Control Systems II (3 cr)

Principles and design of integrated natural and electrical lighting systems, water use and conservation systems, storm and waste water treatment and management, and acoustic systems as well as principles for and evaluation of sustainable architecture. Three 1-hr lec a wk.

Coreq: Arch 464L

Arch 464L Environmental Control Systems II Lab (1 cr)

Laboratory to accompany the Arch 464 lecture. One 2 hour lab a week.

Coreq: Arch 464

Arch 466 Building Technology III - Seismic Design (2 cr)

Lateral and dynamic loads on architectural structures, principles of design for wind and seismic resistance, high-rise structural systems.

Prereq: Arch 367 and RMat 365

Arch 567 Wellness and Design (2-3 cr)

Principles and exploration of the designed environment's impact on our health and sense of wellness. Special focus on how physical and aesthetic design elements can affect the body and mind. (Fall only)

Arch J475/J575 Professional Practice (3 cr)

Overview of professional standards and practices in the architecture and interior design professions. Including duties and responsibilities in practice (construction documents and contracts, code analysis, ethics, and professional organizations and alliances), project management, office administration, and comprehensive services; specification writing, unit

costs, and building estimation. Additional assignments/projects required for graduate credit.

Arch 483 Urban Theory and Issues (3 cr)

History and theory of city planning and problems associated with urban growth.

Arch 498 (s) Internship (cr arr)**Arch 499 (s) Directed Study (cr arr)****Arch 500 Master's Research and Thesis (cr arr)****Arch 501 (s) Seminar (cr arr)****Arch 502 (s) Directed Study (cr arr)****Arch 503 (s) Workshop (cr arr)****Arch 504 (s) Special Topics (cr arr)****Arch 510 Graduate Project Seminar (3 cr)**

Specialized research and program writing in preparation for Arch 556 as well as schematic design proposals.

Prereq or Coreq: Arch 553

Arch 511 Native American Architecture (3 cr)

See Arch J411/J511.

Arch 512 Identity and Place in Global Space (3 cr)

A seminar focused on contemporary issues related to architecture in an increasingly globalized world. Themes, theories, and issues may include symbolic architecture and identity, colonization/postcolonialism/neocolonialism, modernity and tradition, space and power, themed spaces/simulacra, ethnoburbs and globurbs, and transnational planning processes. Recommended Preparation: Arch 386.

Arch 513 Architectural Theory: Modernism into Postmodernism (3 cr)

This seminar provides an overview of architectural theory focusing primarily on work done after 1968. Reading and discussion will center on topics such as structuralism, post-structuralism, phenomenology, semiology, Marxism, as well as other cultural perspectives as they prove germane to understanding Modern, Postmodern, and contemporary architectural discourse and practice. Recommended Preparation: Graduate standing.

Arch 520 Architectural Research Methods (3 cr)

Philosophy of research in architecture, research design, data gathering and interpretation, and thesis preparation.

Arch 521 China Program Preparation Seminar (2 cr)

See Arch J421/J521.

Arch 522 China's Urbanization Seminar (2 cr)

See Arch J422/J522.

Arch 523 Cultural & Ethical Issues in Global Architectural Practice (2 cr)

See Arch J423/J523.

Arch 552 Alternative Graduate Design Experience (4-6 cr)

Independent exploration of specific issues in architecture and/or urban design. An application, including Independent study plans and credits must be approved by the Department during the semester before the proposed study. Recommended Preparation: Bachelor of Science in Architecture.

Arch 553 Architectural Design VII (6 cr)

Comprehensive design of an architectural project including pre-design, schematic design and design development. Demonstration of ability to develop details and systems in support of design concepts. Three 3-hr studios a wk and assigned work; field trips reqd at student expense outside of scheduled hours; some class critique sessions will meet outside of scheduled hours.

Coreq: Arch 568

Arch 554 Architectural Design VIII (6 cr)

Topical studio will explore specific questions in architecture/ urban design in depth. Three 3-hr studios a wk and assigned work; field trips may be required at student expense outside of scheduled hours; some class critique sessions will meet outside of scheduled hours.

Arch 556 Architectural Design IX (6 cr)

Graduate terminal project - a self-directed architectural design study with faculty consultation within a studio context. Students demonstrate their capacity to apply appropriate programming and research methods in pursuit of a focused design topic. The project culminates with a project book prepared by the student.

Prereq: Arch 510 and Arch 553

Arch 568 Technical Integration in Design (2 cr)

Strategies for integrating structure, enclosure, services, site and interior systems in the design and development of an architectural concept. Recommended preparation: completion of required building and environmental technologies courses.

Prereq or Coreq: Arch 553

Arch 570 Natural Lighting (3 cr)

Natural lighting seminar/workshop including hands-on experience with physical and digital modeling techniques. The course includes a term-long investigation of the nature of Palouse light, and a redesign problem of a real space on-campus or nearby, which will be measured, modeled, redesigned, predicted, redesigned, and evaluated.

Arch 571 Building Performance Evaluation (3 cr)

This case-study based course focuses on evaluation methods for occupied buildings. A full-range of physical measurement and user surveying techniques are presented and employed on local buildings.

Arch 572 Integrated Design Seminar (1 cr, max 4)

This course is modified each semester by hosting outside expert lecturers in topics related to integrated energy design in buildings and inviting professionals and students together for an interactive learning experience. Every other week, the instructor hosts a discussion session with students based upon the presented content from the previous week.

Arch 573 Daylight Design and Simulation (3 cr)

This course teaches the fundamental principles for daylighting design in buildings through building tours, case studies, geometric approaches, as well as physical modeling and digital simulation methods. Students will understand implications of design decisions on visual comfort, thermal comfort and performance, energy efficiency and will have the skills to scientifically assess these factors during design stages.

Arch 574 Building Performance Simulation for Integrated Design (3 cr)

Same as ME 571. This course focuses on design decisions that impact energy, thermal, visual and acoustic comfort with a strong emphasis on building simulation tools. This course provides students with the understanding of the nature of building thermal comfort, building envelope behavior, ventilation requirements, indoor air quality, passive cooling systems, energy conservation, and the importance of iterative building simulation in achieving high performance buildings.

Arch 575 Professional Practice (3 cr)

See Arch J475/J575.

Arch 580 British Green Architecture (2 cr)

Preparation for students who will participate in the summer studies abroad program in London, including basic research on green building in the UK, helping plan the itinerary. All logistical preparations for studies abroad will be discussed and students are familiarized with both green approaches to design and British culture. (Spring only)

Arch 581 Eco Urban Design (3 cr)

Introduction to urban design including urban space and form, building configuration and form, transportation, ecological, environmental and social considerations and issues. Three hours per wk and assigned work; field trips may be reqd at student expense; some class sessions will meet outside of scheduled hours. Recommended Preparation: Arch 483. (Fall only)

Arch 582 Housing Typologies and Issues (3 cr)

Introduction to housing typologies and issues in the urban context, considering aspects of physical, infrastructural, sociological, economic, cultural, historical, political, regulatory environments and construction. Three hours per wk and assigned work; field trips may be reqd at student expense; some class sessions will meet outside of scheduled hours. Recommended Preparation: Arch 483.

Arch 583 Sustainable Development (3 cr)

This seminar explores concepts and strategies for sustainable development that are holistic, transdisciplinary, and integrated. Scale and scope of critical inquiry ranges from the local Palouse region to global contexts

with particular emphasis on impacts imposed by developed nations. Weekly readings, student led discussion and team research projects require active engagement. (Spring, alt/yrs)

Arch 584 Urban Design and Morphology (3 cr)

Seminar style course that explores the theory, research, documentation and interpretive practices of urban morphology (study of urban form) and application to the design and planning of urban environments. Through case studies students will interpret the physical structure of urban contexts and forces that impact their formal transformation over time. Field Trip and field documentation activities required. Recommended preparation: Arch 483, background in architecture or the related fields of landscape architecture, geography and anthropology. (Spring only)

Arch 597 (s) Practicum (cr arr)**Arch 598 (s) Internship (1-3 cr, max 6)**

Work in an architectural office under the supervision of a licensed architect.

Prereq: Permission

Arch 599 (s) Non-thesis Master's Research (cr arr)

Research not directly related to a thesis or dissertation.

Prereq: Permission

ART COURSES

Sally G. Machlis, Coordinator, Art and Design (116 Art and Arch. 83844-2471; phone 208/885-7837)

Note: On registering for a studio course offered in this department, the student agrees that the department may retain work completed by the student.

Vertically-related courses in this subject field are: Art 111-112-211-390, Art 221-222-321-322, Art 231-330, Art 241-340, Art 251-350, Art 271-272-370.

Art 100 World Art and Culture (3 cr)

An introductory historical survey of art and culture in Western and non-Western contexts. Major cultural sites, monuments, image traditions and technologies will be examined alongside the historical, religious, political, economic, and aesthetic contexts which produced them. Cultures studied include China, Islam, Pre-Columbian civilizations in North and South America, Africa, India, Japan, Oceania, the ancient Near-East, Greece and Rome, Western Medieval, the European Renaissance, and Western and non-Western Modernism. A theoretically comparative approach will be followed, towards an understanding of both similarities and differences between Western and non-Western cultural production. 2 hours of lecture with one 2-hour lab/recitation.

Art 110 Integrated Art and Design Communication (2 cr)

Introduction to the history, theory, language, principles and processes of art and design. Lectures, readings and writing assignments are connected to the studio experiences in Art 121.

Art 111 Drawing I (2 cr)

Freehand drawing; emphasis on expressive use of materials. Two 2-hour studios a wk.

Art 112 Drawing as Integrated Design Thinking (2 cr)

Emphasis on drawing as a form of thinking and communication in art and design disciplines; studio problems to familiarize students with strategies using drawing for analogy, translation, imagination and abstraction. Two 2-hour studios a week.

Art 121 Integrated Design Process (2 cr)

Introduction to design process as it relates to art and design disciplines; studio problems to familiarize students with basic design process, principles and elements of design. Studio experiences, readings, and written analysis challenge students to explore basic two- and three-dimensional design and color. Two 2-hour studios a week and assigned work; attendance at outside events (lectures, symposiums, Prichard and University Gallery openings).

Prereq or Coreq: Art 110

Art 122 Design Process II (3 cr)

Continuation of study of design process; studio problems challenge students to apply elements and principles of design to studio problems that include traditional and experimental concepts of design. Studio experiences, readings, and written analysis allow for further exploration of two- and three-dimensional design as well more complex concepts such as context, time, and light. Two 3-hr studios a wk and assigned work; attendance at outside events (lects, symposiums, Prichard and Univ Gallery openings).

Prereq: Art 121

Prereq or Coreq: Art 110

Art 200 (s) Seminar (cr arr)

Art 204 (s) Special Topics (cr arr)

Art 205 Visual Culture (3 cr)

An introduction to the interdisciplinary approaches in art history, visual studies, film and media studies, sociology, and the general field of cultural studies that constitute the field of visual culture. Visual Culture addresses the societal, cultural, economic, aesthetic, and political dimensions and provocations of images and the visual in our contemporary world. This course offers a broad introduction to the most important critical and theoretical methods for the analysis, critique, and evaluation of visual culture.

Art 208 Italian Renaissance Art and Culture (3 cr)

Same as RelS 208. A study of painting, sculpture, architecture, and art theory in Italy from c. 1350-1600. The art of Giotto, Duccio, Brunelleschi, Ghiberti, Alberti, Donatello, Fra Angelico, Fra Filippo Lippi, Andrea Mantegna, Botticelli, Leonardo da Vinci, Raphael, Michelangelo, Bramante, Palladio, Giorgione and Titian, among others, is examined along with the broader components of Italian Renaissance culture.

Art 211 Drawing III (3 cr)

Life drawing, work with various media to develop an understanding of the human figure. Two 3-hr studios a wk and assigned work.

Prereq: Art 111-112 or Permission

Art 213 History and Theory of Modern Design I (3 cr)

This course explores the historical and theoretical components of design from the Industrial Revolution to WWII. Products, furniture, textiles, packaging, advertising, industrial design, and graphic design will be studied in terms of their historical development, theoretical components, and their translation and application within contemporary concepts of design in various professional fields. Throughout the course we will critically examine and address the theoretical and critical vocabulary of contemporary design. Topics considered include industrialization and modernism; design and propaganda; design and the modernist avant-garde; design and nationalism; design, multinational corporations, and global economics; design, promotion, profession, and management; the politics and economics of design, and design and advertising.

Art 216 Digital Tools (3 cr)

Introduction to professional design, development, and production workflows related to various aspects of digital design. Demos and lectures cover various industry standard design software. Two 2-hr studios a week and assigned work.

Prereq: Art 110 and Art 121; or Permission

Art 221 Introduction to Graphic Design (3 cr)

Creative problem solving with emphasis on 2-D solutions to conceptual problems; translation of concept into form using word, image, and layout; introduction to graphic design theory. Two 3-hr studios a wk and assigned work.

Prereq: Art 121-122 or Permission

Art 222 Introduction to Typography (3 cr)

Continued translation of concept into form with emphasis on typography, letterforms, and typographic syntax. The potential of type as image is emphasized; introduction to history and theory of typography. Two 3-hr studios a wk and assigned work.

Prereq: Art 121-122 or Permission

Art 231 Painting I (3 cr)

Intro to basic fundamentals of painting; investigating color and techniques. Two 3-hr studios a wk and assigned work.

Prereq: Art 111 or Permission

Art 241 Sculpture I (3 cr)

Introductory studio environment with emphasis on basic design principles and techniques, tool safety, material exploration, and the development of unique personal expressions in three dimensions. Two 3-hr studios a wk and assigned work.

Art 251 Printmaking I (3 cr)

Intro to basic printmaking techniques, relief, intaglio, and monotype; emphasis on sensitivity to materials and individual development.

Art 261 Ceramics I (3 cr)

Intro to clay-forming techniques, wheel-thrown and hand-built forming methods, ceramic design concepts, development and articulation of individual design criteria, glaze experimentation; fundamental types of ceramic ware; kiln and studio procedures. Two 3-hr studios a wk and assigned work.

Art 271 Interaction Design I (3 cr)

Introduction to interactive design methodologies, including usability strategies and best practices for interaction design. Various industry standard software and Open Source Tools will be introduced. Relevant industry standard programming languages will be covered throughout

semester. Exercises and projects assigned will address production project workflows including: project proposal, mind mapping, wireframes & flowcharts, layout design, and technical development. Recommended Preparation: Basic knowledge of digital design software or Art 216 (strongly recommended).

Art 272 Interaction Design II (3 cr)

Introduction to time-based (narrative) design strategies and how they are utilized as tools of communication in interaction design. Analysis of various case studies that use narrative story telling as a means to communicate information. Industry standard Digital Design and Motion Design software will be introduced. Demos and topic discussion including a wide variety of time-based mediums (video, animation, motion design, stop-motion). Recommended Preparation: Basic knowledge of digital design software or Art 216 (strongly recommended).

Art 280 Understanding Photography (3 cr)

Basic skills of camera operation; emphasis on image design and creative techniques; lec topics include exposure, lenses, composition, filters, and films. 35mm adjustable camera required, plus additional costs for photographic materials. Two lec and one 3-hr recitation a wk.

Art 299 (s) Directed Study (cr arr)

Art 302 Modern Art and Theory (3 cr)

study of the principal artistic movements and theories in modern art from c. 1880 to World War II. Beginning with late-nineteenth-century modernism, the course closely examines the historical, societal, cultural, philosophical, and theoretical frameworks from which modern art and theory emerged. Modernist movements to be considered include, Neo-impressionism, Symbolism, Fauvism, German Expressionism, Futurism, Cubism, Dada, and Surrealism, among others.

Art 303 Contemporary Art and Theory (3 cr)

A survey of the principal artists, movements, theories, and artistic strategies since World War II in Europe and America. Important movements examined include the New York School, Neo-dada, Post-Painterly Abstraction, British and American Pop, Minimalism, Conceptual art, Earthworks and Environments, Performance Art, Neexpressionism, and the various approaches within contemporary art.

Art 313 History and Theory of Modern Design II (3 cr)

Study, analysis, and critique of design history and theory from 1945 to the present. Historical and theoretical analysis of the emergence of the industrial, product, graphic, and information design professions in America and Europe, and the relationship between design, corporations, and global products. Other topics under consideration include Swiss design, the New York School and the American poster movement; the emergence of Japanese design; semiotics and design; postmodernism and design; and design and new media.

Prereq: Art 213

Art 321 Graphic Design Concepts (3 cr, max 6)

Advanced design problems that center on individual development and the exploration of contemporary design issues. The conceptual potential of words and images is emphasized. Two 3-hr studios a wk and assigned work.

Prereq: Art 221 and 222, or Permission

Art 322 Graphic Design Studio (3 cr, max 6)

Graphic problem solving in the community environment; client interaction, project presentation and production techniques for the graphic designer. Two 3-hr studios a wk and assigned work.

Prereq: Art 221 and 222, or Permission

Art 323 History of Typography (3 cr)

History and Theory of Typography: Historical and theoretical survey of typography and graphic technologies from the invention of writing to the present. The course begins with the study of writing before the printing press and continues detailing the origin of European typography and design for printing through the Industrial Revolution and the invention of photography. The study of typography in the modernist era follows, including close examination of Bauhaus and *Neue Typographie*, the Swiss *Neue Graphik* and subsequent developments in America and abroad. A detailed study of the practical, historical, and theoretical implications of digital typography will conclude the course.

Art 330 Intermediate/Advanced Painting (3 cr, max 9)

Intermediate painting in oil or acrylic; emphasis on color assignments and aesthetic problems. Advanced students emphasize individual conceptual approaches. Two 3-hr studios a wk and assigned work.

Prereq: Art Core and Art 231 or Permission

Art 340 Intermediate/Advanced Sculpture (3 cr, max 9)

Intermediate level studio environment with emphasis on promoting tool safety, material exploration, creative autonomy, portfolio development, and comprehension of historical and contemporary issues relevant to studio projects and sculpture discourse. Two 3-hr studios a wk and assigned work.

Prereq: Art Core, Art 241 or Permission

Art 350 Intermediate/Advanced Printmaking (3 cr, max 9)

Advanced printmaking; further exploration of printmaking methods and materials; emphasis on individual development in conceptual and technical abilities. Two 3-hr studios a wk and assigned work.

Prereq: Art Core and Art 251 or Permission

Art 370 Intermediate/Advanced Interaction Design (3 cr, max 9)

Advance analysis of both design and development techniques, and strategies used in various interactive mediums. Relevant industry standard programming languages will be introduced throughout semester. Discussions, exercises and projects assigned will address interactive design best practices, trends and current industry standards.

Prereq: Art 271 or Art 272 or Permission

Art 380 Digital Imaging (3 cr)

Computer imaging with emphasis on visual problem solving and design; development of professional techniques with industry standard software.

Prereq: Art 216

Art 382 History of Photography (3 cr)

History and development of photography in its various forms; photography as a creative art form and a reflection of society; selected slide lecs.

Art 390 Mixed Media (3 cr, max 9)

Understanding synthesis of different media in context to a work of art by using two or more techniques; tutorial-based studio, production to occur outside of class. Outside lec and special events may be assigned.

Prereq: Art Core, 9 cr of 200-level art studios, and 6 cr of 300-level art studios or Permission

Art 400 (s) Art Seminar (1-3 cr, max 6)

Art 404 (s) Special Topics (cr arr)

Art 407 New Media (3 cr)

Study, analysis, and critique of the cultural, technological, and aesthetic dimensions and practices of new media. The course entails a detailed examination of the genealogy, historical and cultural ramifications of the computer as an expressive medium. We will study the history of the computer and the digital, from its pre-conception in literature and science, to its various manifestations today in information, political, aesthetic, technological, and cultural contexts. Throughout the course students will analyze and evaluate the constantly changing provocations of new media in terms of communication, language, art, design, architecture, and the general ontological issues of time and space.

Art 409 Visual Studies (3 cr)

Examination, evaluation, and critique of the expanding interdisciplinary field of visual studies. Visual practices, technologies, communicative, and epistemological models and structures are studied in terms of their implications for art, design, architecture, and cultural and scientific practices and production in general. The historical, theoretical, and aesthetic provocations of visualization in such varied fields as biology, medicine, law, forensics, genetics, and information technologies is addressed as well as the cultural dimensions of the social ubiquitousness of the visual in general. Recommended preparation: Art 205.

Prereq: 12 credits of Art History/Visual Culture courses

Art 410 Professional Practices (2 cr)

Professional issues for studio artists and designers including obligations, duties, and responsibilities in practice, self-promotion, and career planning. Includes analysis of gallery operations.

Prereq: Advanced standing or Permission

Art 488 Faculty Directed Internship (1-3 cr, max 6)

Open only to art majors. Art faculty directed work on a professional project.

Prereq: successful completion of one 300-level studio sequence (6 cr), and advisor and directing faculty approval.

Art 490 BFA Art/Design Studio (6 cr, max 12)

Open only to BFA Studio Art and Design majors. Intensive tutorial studio closely monitored by all the faculty, culminating in development of a portfolio and a professional exhibition. Outside lec and special events may be assigned. Twelve formal hrs of studio a wk plus outside work to equal 18 hrs of involvement a wk; field trips and guest lectures may be required.

Prereq: Senior standing and completion of 15 cr in 300-level art courses with a minimum grade of C and a minimum GPA of 2.75

Art 491 Information Design (3 cr, max 9)

Project-based course in theory and practice of the design of information and information visualization for use in research, teaching, and outreach. Interdisciplinary teams of students, faculty and staff will develop and produce systems that communicate complex ideas with clarity, precision, and efficiency, using the most appropriate presentation tools.

Prereq: Junior standing

Art 495 BFA Senior Thesis (2 cr, max 4)

Open only to B.F.A. Art and Design majors who have been admitted to the professional program through the BFA Art and Design Review. BFA majors take 2 semesters. Preparation of thesis, portfolio, and senior exhibition.

Prereq: Senior standing and completion of 15 cr in 300-level art courses with a minimum grade of C and a minimum GPA of 2.75

Art 497 (s) Practicum in Tutoring (1 cr, max 2)

Tutorial services performed by advanced students under faculty supervision. Graded P/F.

Prereq: Permission

Art 498 (s) Internship (1-12 cr, max 12)

Graded P/F. Open to art majors only; no more than 6 cr may be counted toward art degree requirements. Work with professional artists.

Prereq: One 300-level studio sequence (6 cr) and permission of department chair

Art 499 (s) Directed Study (1-3 cr, max 9)

Individual study areas selected by the student and approved by the faculty; it is the student's responsibility to select a study area and prepare a semester study program; the student contacts one of the art faculty who agrees to direct the study; it is the student's responsibility to initiate the study program and to maintain regular contact with the faculty member who has agreed to direct the study.

Prereq: Completion of one 300-level studio sequence (6 cr) and Permission

Art 500 Master's Research and Thesis (cr arr)**Art 504 (s) Special Topics (cr arr)****Art 505 (s) Professional Development (cr arr)**

Professional development and enrichment of certificated school personnel. Credit earned will not be accepted toward grad degree program, but may be used in a fifth-year program. Additional projects/assignments reqd for grad cr.

Art 507 (s) Art Seminar (3 cr, max 6)

Open only to art majors. Seminar in professional art concerns: guest artist programs, University Gallery activities, including field trips. One 2-hr seminar a wk and assigned work.

Art 508 (s) Readings in Art and Design (3 cr)

Exploration and analysis of issues surrounding contemporary and historical practices of artistic production. Open to all graduate students. Seniors with a sufficient GPA or higher may enroll per UI catalog and College of Graduate Studies requirements with instructor permission.

Art 510 Gallery (1-3 cr, max 6)

Descriptive analysis of gallery functions; hands-on student participation installing, packaging art works for shipping, lighting, promotions, advertising and marketing; speakers series of professionals in the field or allied areas; e.g., gallery directors, artists as presenters/installers, professional art movers.

Prereq: Permission of UI Gallery director

Art 515 (s) Art Faculty Studio (3-6 cr, max 12)

Open only to art majors. Studio research taken from the entire art faculty; students are required to arrange at least two studio critiques/faculty each semester.

Art 516 (s) MFA/MAT Art Studio (3-6 cr, max 9)

Open only to MFA/MAT art majors. Studio research taken from two or more art faculty members.

Art 520 (s) Studio Workshops (1-3 cr, max 6)

Open only to art majors. Specialized studio experience; offered by art faculty members, faculty groups, and/or guest artists.

Art 521 (s) MFA/MAT Individual Critique (3 cr, max 9)

Open only to MFA/MAT art majors. Studio research taken from individual art faculty members; individual instruction and critiques. One hr a wk critique session and 8 hrs a wk of individual studio research.

Art 570 Internet Portfolio Development (3 cr)

Preparation of an online portfolio suitable for critiques and reviews. Limited to students admitted to a graduate Art & Design degree program.

Art 590 (s) MFA Thesis Exhibition (4-8 cr, max 20)

Open only to MFA majors. Studio research directly related to preparation of MFA "Exhibition and Statement."

Art 597 (s) Practicum (3 cr, max 6)

Open only to art majors. Classroom assistance in teaching and preparation of course materials; conducted under faculty supervision. Normally requires 4-6 hrs a wk in class and assigned work.

Prereq: Permission of individual faculty and art graduate coordinator

Art 598 (s) Internship (1-6 cr, max 6)

Open only to art majors. Work with professional artists.

Prereq: Permission of major professor and department chair

INTERIOR DESIGN COURSES

Shauna J. Corry, Interior Design Program Chair (207 Art and Arch. South 83844-2451; phone 208/885-6781).

Note: On registering for a studio course offered in this department, the student agrees that the department may retain work completed by the student. The department will make retained work available to the student for photographing.

ID 151 Introduction to Interior Design (3 cr)

Introduction to interior design theory and process. Explores transdisciplinary design issues and relationships; emphasis areas include basic design theories, vocabulary, and sustainability of the built environment. Attendance at outside events (such as lectures and symposiums) is required.

ID 152 Interior Design I (3 cr)

Study of the relationship of design theories to the interior environment; exploration, through a variety of media, of the elements and principles of design, with emphasis on spatial relationships and color theory. Focus of design problems is residential design and small-scale contract design. Attendance at outside events; some class critique sessions outside of scheduled hours at student expense.

Prereq: ID 151 or Permission

Coreq: Arch 154

ID 200 (s) Seminar (cr arr)

ID 203 (s) Workshop (cr arr)

ID 204 (s) Special Topics (cr arr)

ID 254 Basic Architectural Design II (4 cr)

See Arch 254.

ID 281 History of Interiors I (3 cr)

Survey of historical interiors and furnishings from antiquity to the industrial revolution.

ID 282 History of Interiors II (3 cr)

Survey of historical interiors and furnishings from the industrial revolution to the present.

Prereq: ID 281 or Permission

ID 299 (s) Directed Study (cr arr)

ID 332 Furniture Design and Construction (3 cr)

Theory and application of furniture design and construction emphasizing the continuing development of three-dimensional design skills and attention to physical detail; aspects of structure, ergonomics, and aesthetics are addressed in process of designing and constructing furniture pieces. One and one-half hrs of lec and 3 hrs of lab a wk. Recommended Preparation: ID 281, 282.

Prereq or Coreq: ID 351 or Permission

ID 351 Interior Design III (6 cr)

Sequence of advanced residential and small scale contract design projects requiring integration of design theories and process in relationship to critical problem solving. Emphasis on formation of interior spaces to correspond to function and flow patterns. Nine hours of studio a week; field trips reqd at student expense; some class jury sessions outside of scheduled hours.

Prereq: ID 152 and 254 or Permission

ID 352 Interior Design IV (6 cr)

Sequence of large scale contract and other design problems requiring application of expanded design process including problem identification, analysis, program development, conceptual and design development and solution presentation. Implementation of lighting, codes, systems furniture, and interior specifications in the design process. Nine hours of studio a week; field trips required at student expense; some class jury sessions outside of scheduled hours.

Prereq: ID 351

ID 368 Materials and Specifications (3 cr)

In-depth study of interior finishes, materials, and products; emphasis on performance characteristics, manufacturing methods, testing, codes,

specifications, and professional liability. Field trips required at student expense. Recommended Preparation: FCS 123.

ID 400 (s) Seminar (cr arr)

ID 403 (s) Workshop (cr arr)

ID 404 (s) Special Topics (cr arr)

ID 410 Capstone Proposal Development (1 cr)

Capstone Studio proposal development requiring systematic approach to the development of project proposal in preparation for ID 452. 8 week course/1 credit hour course.

Coreq: ID 451

ID 443 Universal Design (3 cr)

Introduction to and application of universal design and accessible design concepts, principles, products, standards, laws, regulations, and guidelines to the design and adaptation of the built environment. Attendance at outside events (such as lectures, simulations, and completion of a service learning component) is required. One and a half hours lecture and 3 hours arranged. Recommended Preparation: ID 254 or Arch 254.

ID 451 Interior Design V (6 cr)

Advanced problems in mixed use contract interior design requiring synthesis of related course work into comprehensive design resolution that communicates design impact on sense of place and place making; projects will seek to refine the design decision making process by requiring in-depth programming, client participation, and development beyond schematic phases, e.g., integration of building systems, lighting design, interdisciplinary investigation, and understanding of cultural/environmental context. Nine hrs of studio a wk and assigned work; field trips reqd at student expense; some class jury sessions will meet outside of scheduled hours. Recommended Preparation: Arch 244 and ID 443.

Prereq: ID 352

ID 452 Interior Design VI (6 cr)

Capstone studio course featuring advanced applications of design theories and processes focusing on complex design issues, synthesis and implementation of previous course work in appropriate student selected project, from the initial programming through the final complete design documentation and presentation. Nine hrs of studio a wk and assigned work; field trips required at student expense; some class jury sessions will meet outside of scheduled hours.

Prereq: ID 410 and ID 451

ID 498 (s) Internship (cr arr)

ID 499 (s) Directed Study (cr arr)

LANDSCAPE ARCHITECTURE COURSES

Stephen R. Drown, Coordinator of Landscape Architecture (207 Art and Architecture 83844-2481; phone 208/885-7448; larch@uidaho.edu; www.caa.uidaho.edu/larch).

LArc 151 Introduction to the Built Environment (2 cr)

An introduction to the profession of landscape architecture and related design professions engaged in the planning and design of the built environment with an emphasis on the value and benefit of interdisciplinary professional education, and creative practice. (Fall only)

LArc 154 Landscape Architecture Representation and Media 1 (3 cr)

Drawing and graphic techniques traditional to the practice of landscape architecture and design thinking; emphasis on conceptual and analytical graphics, plan section/elevation, perspective illustration and color rendering; introduction to digital technology presentation tools. (Spring only)

LArc 200 (s) Seminar (cr arr)

LArc 203 (s) Workshop (cr arr)

LArc 204 (s) Special Topics (cr arr)

LArc 210 Landscape Architecture Representation and Media 2 (2 cr)

Exploration of the digital technology tools used by design professionals throughout the design process; emphasis on digital tools that assist with the conceptualization and implementation of site design with an introduction to related landscape architecture specific tools. Open to landscape architecture majors only; non-majors by permission as space permits. (Fall only)

Prereq: LArc 154 and major in Landscape Architecture; non-majors by permission as space permits

LArc 251 Introduction to Principles of Site Design (3 cr)

An overview of site analysis, design, and planning principles addressing the theoretical foundations, emerging cultural practices as well as the technical and functional standards for sustainable landscape architectural site design. Includes a lab section for discussion, critique and presentation of additional technical issues and site-related design projects; field trips and special sessions may be required. (Fall only)

LArc 254 Origins of Landscape Form (2 cr)

An overview of the principles and theory of form generation demonstrating the relationship between world-view, historic epoch, science and technology and the creation of form relevant to landscape architecture and other design professions. Summer reading list provided. (Spring only)

Prereq: Art 121

LArc 268 Landscape Construction 1 (2 cr)

Site grading and drainage with a focus on siting building elevations and grading open space, roads, parking, walkways, paved public spaces, cut and fill and horizontal road layout. Recommended Preparation: Math 143. (Spring only)

Prereq: Landscape Architecture major, Landscape Architecture minor, or Permission

LArc 269 Landscape Construction 2 (2 cr)

Sustainable storm water design, grading of swales, calculating runoff and the sizing conveyance and detention basins. Recommended preparation: LArc 268 and Math 143. (Spring only)

Prereq: Landscape Architecture major, Landscape Architecture minor or Permission

LArc 288 Planting Design Studio 1 (3 cr)

Plant identification and selection; the sustainable use of plant materials in relation to soils, topography, and climate; introduction to the principles in relation to planting design. Selected field trips at student expense. (Fall only)

LArc 289 Planting Design Studio 2 (3 cr)

Continuation of plant material identification with emphasis on planting design at different scales of the landscape. Exploration of sustainable principles and practices of planting design. Two lec and 4 hrs of lab a wk; selected field trips at student expense. (Spring only)

Prereq: LArc 288

LArc 299 (s) Directed Study (cr arr)

LArc J310/J510 Landscape Architecture Representation and Media 3 (2 cr)

Advanced digital technology tools used by landscape architects throughout the design process; emphasis on digital modeling tools that assist with the conceptualization and development of site design and design detail. Further exploration of digital media to assist with the communication and presentation of design process and concepts. Open to landscape architecture majors only. Additional project required for graduate credit. (Fall only)

Prereq: LArc 154, LArc 210, and major in Landscape Architecture; non-majors by permission as space permits

LArc J353/J550 Landscape Architecture Studio 1 (3 cr)

Studies and applications in landscape architecture site design process at the small-site scale with an emphasis on critical thinking within the bio-regional context; includes readings, lectures and field trips. Course offered in the first half of fall semester. Additional project required for graduate credit. Recommended Preparation: Art 100, Art 121, LArc 151, and LArc 154. (Fall only)

Prereq: Engl 102, LArc 251, LArc 254, LArc 288, and LArc 289

LArc 355 Landscape Architecture Studio 2 (3 cr)

Continued application and exploration of design process with a focus on the significance of site inventory and analysis, design programming and the creation of a conceptual framework to guide the design process. Course offered in the second half of fall semester. (Fall only)

Prereq: LArc 251, LArc 254, LArc 288, and LArc 289

Coreq: LArc 353 or Permission

LArc 358 Professional Office Practice in Landscape Architecture (2 cr)

Office organization, fees, contracts, bonding, bidding specifications, insurance, and relationships with subcontractors. Cooperative: open to WSU degree-seeking students. (Fall only)

LArc J363/J552 Landscape Architecture Studio 3 (3 cr)

Exploration of design principles, process, conceptualization, spatial understanding, and craft via narrative; within a cultural, social, and environmental context; and application to creative thinking and decision-making required of site-specific projects. Required field trips and attendance at outside events (lectures, symposiums, films). Course offered first half of semester. Additional project required for graduate credit. Recommended Preparation: LArc 154, LArc 210, and LArc 288 (Spring only)

Prereq: LArc 355 or Permission

Coreq: LArc 365 or Permission

LArc 364 Summer Study Abroad Design Studio (6 cr)

Intermediate site scale planning and design with an emphasis on bioregional context, sustainable development and the cultural landscape as influencing site design factors. A summer abroad studio that may be substituted for LArc 353 and LArc 355, or LArc 363 and LArc 365. Recommended Preparation: Art 110 and Art 121. (Summer only)

Prereq: LArc 151, LArc 154, LArc 210 and LArc 288

Coreq: LArc 382 and LArc 390

LArc 365 Landscape Architecture Studio 4 (3 cr)

Further integration and application of design process explored in LArc 363 via outreach project(s). Focus on sustainable design development. Required field trips and attendance at outside events (lectures, symposiums, films). Course offered second half of semester. Recommended Preparation: LArc 154, LArc 210, and LArc 288. (Spring only)

Prereq: LArc 355 or Permission

Coreq: LArc 363 or Permission

LArc 368 Landscape Architecture Construction 3 (2 cr)

Introduction to the art and technology of designing and detailing materials in the landscape. Examines the content and purpose of construction documents, the construction sequence, the properties of common landscape construction materials (concrete, masonry, timber, metals, others) as they relate to aesthetics, the articulation of place, durability, and performance in outdoor environments. Students apply this knowledge in developing construction document detail design drawings.

Prereq: Landscape Architecture major, Landscape Architecture minor, or Permission (Spring only)

LArc 369 Landscape Architecture Construction 4 (2 cr)

Extension of LARC 368 with a focus on building a unified set of construction detail design drawings for a range of materials applied to a small scale site. Drawings are presented in professional format as a small construction document package which includes work from LARC 368. Sustainable approaches, practices, and research reports support the work in detailing the materials and completion of the construction document package. Recommended Preparation: LArc 210, LArc 268, and LArc 269. (Spring only)

Prereq: *Landscape Architecture major, Landscape Architecture minor, or Permission*

LArc 380 Water Conservation Technologies (3 cr)

Sustainable irrigation best practices; principles of water conservation and water harvesting in landscape architecture site design with the production of a number of drawings and projects at different scales. Recommended Preparation: LArc 210. (Spring only)

LArc 382 Landscape, Language and Culture (2 cr)

Students study the Italian language, utilizing the regional, historic landscape of southern Piedmont and the markets, museums, and cultural events of Cremonino, Ovada and Aquì Termini as a resource for enhancing language skills. (Summer only)

Coreq: *LArc 364 and LArc 390*

LArc 389 History of Landscape Architecture (3 cr)

An overview of the history of landscape design with a focus on pre-Egyptian civilization through Ancient Greece and Rome, the Middle Ages, the Renaissance, the influence of Asian culture, the birth of landscape architecture, modernism, and a contemporary focus of practice. Cooperative: open to WSU degree-seeking students. (Spring only)

LArc 390 Italian Hill Towns and Urban Centers (3 cr)

A summer lecture and field experience course exploring the historical foundations of community and urban pattern utilizing Italian hill towns and urban centers as a resource. Students study the organic and formal relationships between landscape and human settlement as well as the relationship between urban form and political and historical context. Recommended Preparation: Art 100, Art 111, and LArc 389. (Summer only)

Prereq: *LArc 154*

Coreq: *LArc 364 and LArc 382*

LArc 395 GIS Applications in Land Planning 1 (3 cr)

A primer on geographic information systems (GIS) applied to landscape architecture and land planning with lab exercises exploring the site suitability analysis process at the landscape level. Three hrs of lec-lab a wk. (Fall only)

Prereq: *LArc 210 or Permission*

LArc 400 (s) Seminar (cr arr)**LArc 403 (s) Workshop (cr arr)****LArc 404 (s) Special Topics (cr arr)****LArc 453 Landscape Architecture Studio 5 (3 cr)**

Intermediate scale site planning through integrated studio engagement at the community and urban scale of landscape architecture with a focus on the integration of open space systems in community design. Opportunity to collaborate with students and faculty from allied professional programs. Course offered first half of fall semester. Recommended Preparation: LArc 288, LArc 289, and LArc 389. (Fall only)

Prereq: *LArc 365 or Permission*

Coreq: *LArc 455 or Permission*

LArc J455/J551 Landscape Architecture Studio 6 (3 cr)

Continued emphasis on community design with a focus on master planning and design development that explores different models of human settlement and patterns of cultural, environmental and social elements. Selected field trips at student expense. Course offered second half of fall semester. Additional project required for graduate credit. Recommended Preparation: LArc 288, LArc 289, and LArc 389. (Fall only)

Coreq: *LArc 453 or Permission*

LArc 463 Landscape Architecture Studio 7 (3 cr)

Intermediate scale sustainable land planning and design for the urban and rural environment with a focus on the integration of wetland ecology planning, storm water management and wildlife habitat. Course offered first half of spring semester. Selected field trips at student expense. Recommended Preparation: LArc 288 and LArc 289. (Spring only)

Prereq: *LArc 395, LArc 455, or Permission*

Coreq: *LArc 465 or Permission*

LArc J465/J553 Landscape Architecture Studio 8 (3 cr)

Intermediate scale land planning and design that emphasizes sustainable development with a focus on landscape restoration and regeneration, visual analysis of the landscape matrix using GIS digital technologies and the use of indigenous plant materials for restoration and rehabilitation. Required Field Trip at student expense. Course offered second half of spring semester. Additional project required for graduate credit. Recommended Preparation: LArc 288 and LArc 289. (Spring only)

Prereq or Coreq: *LArc 463, or Permission*

LArc 480 The Emerging Landscape (3 cr)

A capstone course exploring the emerging scholarship of landscape architecture and land planning. Writing, projects and attendance at activities outside of class time required. Includes a service learning option. Recommended Preparation: Comm 101. (Spring only)

Prereq: *Engl 102 and Junior standing*

LArc 495 GIS Applications in Land Planning 2 (3 cr)

Advanced methods for regional-scale landscape planning using geographic information system (GIS) technology to apply ecological principles and land use analysis and planning. Required of Landscape Architecture majors with a land planning focus.

Prereq: *LArc 395 or Geog 385 or Permission*

LArc 497 Teaching Assistantship, Undergraduate (3 cr, max 6)

Teaching assistant services performed by advanced undergraduate students with faculty supervision. By permission only.

LArc 499 (s) Directed Study (cr arr)**LArc 500 Master's Research and Thesis (cr arr)****LArc 501 (s) Seminar (cr arr)****LArc 502 (s) Directed Study (cr arr)****LArc 503 (s) Workshop (cr arr)****LArc 504 (s) Special Topics (cr arr)****LArc 510 Landscape Architecture Representation and Media 3 (2 cr)**

See LArc J310/J510.

LArc 550 Landscape Architecture Studio 1 (3 cr)

See LArc J353/J550.

LArc 551 Landscape Architecture Studio 6 (3 cr)

See LArc J455/J551.

LArc 552 Landscape Architecture Studio 3 (3 cr)

See LArc J363/J552.

LArc 553 Landscape Architecture Studio 8 (3 cr)

See LArc J465/J553.

LArc 554 Landscape Architecture Graduate Studio 1 (6 cr)

The professional landscape architecture comprehensive studio with options to study on campus or elsewhere in collaboration with students from allied professions. Attendance at outside events, lectures, symposiums, films may be required. (Fall only)

Prereq: *Graduate standing, LArc 368, LArc 369, and LArc 465; or Permission*

LArc 556 Landscape Architecture Graduate Studio 2 (6 cr)

The professional landscape architecture comprehensive studio with options to study on campus or elsewhere in collaboration with students from allied professions. Attendance at outside events, lectures, symposiums, films may be required. (Spring only)

Prereq: *Graduate standing, LArc 368, LArc 369, LArc 465, and LArc 554; or Permission*

LArc 558 Landscape Architecture Graduate Studio 3 (6 cr)

Graduate final project with faculty advisor.

Prereq: *Graduate standing and LArc 556; or Permission*

LArc 559 The Northern Rocky Regional Landscapes (4 cr)

Biophysical characteristics of the Northern Rocky Mountain regional landscape. Cooperative: open to WSU degree-seeking students.

Prereq: *Graduate standing*

LArc 560 Cultural Interpretation of Regional Landscapes (4 cr)

Cultural characteristics of the Northern Rocky Mountain regional landscape.

Prereq: Graduate standing

LArc 597 Teaching Assistant, Graduate (3 cr, max 6)

Teaching assistant services performed by advanced graduate students with faculty supervision. By permission only.

LArc 599 (s) Non-thesis Master's Research (cr arr)

Research not directly related to a thesis or dissertation.

Prereq: Graduate standing and Permission

LArc 562 Landscape Architecture Graduate Studio 4 (6 cr)

Graduate final project with faculty advisor.

Prereq: Graduate standing and LArc 558; or Permission

VIRTUAL TECHNOLOGY AND DESIGN COURSES

Brian Clevely, Coordinator (120 Art and Architecture North; phone 208/885-7083)

Note: On registering for a studio or capstone course offered in this program, the student agrees that the program may retain work completed by the student.

VTD 152 Introduction to Virtual Design (2 cr)

Introduction to the language, processes and principles of design associated with virtual and tangible environments. Two 2-hr lectures a week and assigned work. Recommended Preparation: Art 110 and 121. (Spring only)

Prereq: *Permission*

VTD 200 (s) Seminar (cr arr)

VTD 204 (s) Special Topics (cr arr)

VTD 244 Introduction to 3D Modeling (3 cr)

Introduction to 3D digital modeling focused on high and low poly polygon hard surface assets and digital sets (including basic lighting and materials). Two 1-1/2hr lecture/lab a wk and associated work.

Prereq: *Major in Virtual Technology and Design; non-majors by permission as space permits*

VTD 245 Advanced Modeling (3 cr)

Exploration of methods used for modeling and sculpting organic surfaces focused on the creation of character and avatar for high and low polygon 3D digital models. Three 1 hr lecture/lab a wk and associated work. (Fall only)

Prereq: *VTD 244 or Permission*

VTD 246 Advanced Lighting and Materials (3 cr)

Exploration of methods for illuminating and texturing virtual objects and environments. Foreground, middleground and background rendering issues are examined through topics that include radiosity, ray-tracing, procedural materials and render engine options. Three 1hr lecture/lab a wk and associated work. (Fall only)

Prereq: *VTD 244 or Permission*

VTD 253 Virtual Design I (3 cr)

Investigation of the art and science of virtual design, integrating creative problem solving skills with computer technologies. Sequence of exercises explores the problem domains of virtual objects and environments. Two 3-hr studios a week and assigned work. (Fall only)

Prereq: *Art 121 and VTD 152; or Permission*

VTD 254 Virtual Design II (3 cr)

Continued development of critical thinking and problem solving skills through a sequence of exercises that emphasize design process, concept and context driven solutions to virtual, tangible and integrated projects. Two 3-hr studios a week and assigned work. (Spring only)

Prereq: *VTD 253 or Permission*

VTD 266 Animation (3 cr)

Introduction to 3D computer-generated animation addressing interface, character rigging, and linear animation. Two 1-1/2hr lecture/lab a wk and associated work. (Spring only)

Prereq: *VTD 244 or Permission*

VTD 271 Interactive Technologies (3 cr)

Exploration of technologies to create and deliver interactive and immersive applications. Focus on navigation, way-finding and behavior issues associated with virtual environments. Two 1-1/2hr lecture/lab a wk and associated work. (Fall only)

Prereq: *VTD 244 or Permission*

VTD 299 (s) Directed Study (cr arr)

VTD 355 Virtual Design III (4 cr)

Introduction to virtual design & relationship to human needs; focus on design process & expansion of vocabulary associated with virtual environments; experimentation & creativity encouraged. Three 3-hr Studios a wk and assigned work. (Fall only)

Prereq: *VTD 254 or Permission*

VTD 356 Virtual Design IV (4 cr)

Design development of conceptual & technical aspects of virtual environments; exploration of design issues from conception to delivery. Three 3-hr studios a wk and assigned work. (Spring only)

Prereq: *VTD 355 or Permission*

VTD 367 Advanced Animation (3 cr)

Exploration of methods used for visual and experiential communication, problem solving, and storytelling through linear and interactive 3D computer generated animation. Three 1hr lecture/lab a wk and associated work. (Spring only)

Prereq: *VTD 266 or Permission*

VTD 372 Advanced Interactive Technologies (3 cr)

Exploration of advanced methods for the creation and delivery of interactive and immersive applications. Focus on object-oriented, event-driven environments and Virtual Reality technologies. Two 1-1/2hr lecture/lab a wk and associated work. (Spring only)

Prereq: *VTD 244 and VTD 271; or Permission*

VTD 400 (s) Seminar (cr arr)

VTD 404 (s) Special Topics (cr arr)

VTD 444 Other Media (3 cr)

Exploration of new or emerging technologies including but not limited to software and various hardware devices. The focus is on the communicative, affective, and interactive possibilities of the technology and their application within research or creative production.

Prereq: *Permission*

VTD 457 Capstone Design Studio I (6 cr)

Sequential contract courses built around the collective content of five interdisciplinary clusters; research, design & implementation of comprehensive virtual design project. Three 3-hr studios a wk and associated work.

Prereq: *VTD 356*

VTD 458 Capstone Design Studio II (6 cr)

Sequential contract courses built around the collective content of five interdisciplinary clusters; research, design & implementation of comprehensive virtual design project. Three 3-hr studios a wk and associated work.

Prereq: *VTD 457*

VTD 497 Teaching Assistantship, Undergraduate (cr arr)

Teaching assistant services performed by advanced undergraduate students with faculty supervision.

VTD 499 (s) Directed Study (cr arr)

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