

**College of Art and Architecture  
Proposed Catalog Changes  
Effective Summer 2020**

**ARCHITECTURE**

1. Change the following course:

**ARCH 257 Architectural Design Bootcamp****10 7 credits**

Intensive introduction to various design processes from concept to schematic to design development. Acquisition of a beginning level of both graphic and architectural design literacy, design thinking strategies, aesthetic awareness. Development of basic design communication skills. ~~and introduction and application of construction technologies through component resolution.~~

**Prereq:** Architecture Permission

**Rationale:** As of now, Arch 257 Arch Design Bootcamp included content of Arch 266 Materials and Methods. By dropping materials and methods content from Arch Design 257, transfer students, who typically have a strong background in materials and methods courses are able to skip the first 2 weeks of bootcamp. This allows our students more flexibility and options to either exclude or include Material and Methods depending on their situation.

2. Make the following changes to the **B.S.Arch. in Architecture:**

**Architecture (B.S.Arch.)****Architecture Undergraduate Curricular Requirements**

The four-year curriculum leading to a B.S.Arch. degree provides the undergraduate, pre-professional coursework that qualifies students for entry level architectural work and prepares them to pursue the NAAB accredited, professional M. Arch degree via the seamless degree path.

Admission to the B.S. Arch program is competitive. Students apply to the program after the first year of study, where academic achievement is reviewed to determine eligibility for continued study in architecture. Another application occurs at the end of the second year of study. Here, applicants to the third year are required to submit a portfolio containing examples of graphic work in art and architecture. The deadline for both second and third year applications is mid-May, with the results of the evaluation being 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 studios. 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.)

Note: Program permission is required for admittance into architecture design studios (ARCH 253, ARCH 254, ARCH 353, ARCH 354, 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	3
ARCH 154	Introduction to Architectural Graphics	3
ARCH 243	Media in Architecture	3
ARCH 253	Architectural Design I	4
ARCH 254	Architectural Design II	4
ARCH 266	Materials and Methods	3
ARCH 353	Architectural Design III	6
ARCH 354	Architectural Design IV	6
ARCH 361	Structural Systems I	3
ARCH 362	Structural Systems II	3
ARCH 385	Global History of Architecture	3
ARCH 386	Global History of Architecture II	3
ARCH 388	Architectural Theory	3
ARCH 454 & 454	Architectural Design: Vertical Studio and Architectural Design: Vertical Studio (Must be taken twice for credit)	12
ARCH 461	Building Assemblies	3
ARCH 463	Environmental Control Systems I	3
ARCH 463L	Environmental Control System I Lab	1
ARCH 464	Environmental Control Systems II	3
ARCH 464L	Environmental Control System II Lab	1
ARCH 483	Urban Theory and Issues	3
ART 110	Integrated Art and Design Communication	2
ART 112	Drawing as Integrated Design Thinking	2
ART 121	Integrated Design Process	2
<a href="#">MATH 143</a>	<a href="#">College Algebra</a>	<a href="#">3</a>
PHYS 111	General Physics I	3
PHYS 111L	General Physics I Lab	1
<b>Select one of the following:</b>		<b><del>3-4</del></b>
<del>—CS 112</del>	<del>Computational Thinking and Problem Solving</del>	
<del>—PHIL 202</del>	<del>Introduction to Symbolic Logic</del>	
<del>—STAT 251</del>	<del>Statistical Methods</del>	

**Total Hours****86-87**

Courses to total a minimum of ~~124~~ 120 credits for this degree (including at least 9 credits of electives consisting of 3 credits 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 credits 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).

**Rationale:** The lowering of credits from 124 to 120 for a B.S.Arch degree is consistent with university policy for 120 credits to graduate. The change will not affect our accreditation because the Math class we dropped is not foundational or a pre-requisite for upper level architecture classes. The Math 143 class added is a pre-requisite to PHYS 111 and with dropping the higher math requirements needs to be added back in to the curriculum.

3. Make the following changes to the **M.Arch. in Architecture**:

## Architecture (M.Arch.)

Candidates must fulfill the requirements of the College of Graduate Studies and the Architecture program. ~~Twenty-four~~ 36 of the 45 credits required for this degree must be at the 500 level, including the following courses: ARCH 510 (2 credits), ARCH 553 (6 credits), ARCH 554 (6 credits), and ARCH 556 (6 credits). 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 Project Seminar	3
ARCH 553	Integrated Architectural Design	6
ARCH 554	Architectural Design: Vertical Studio	6
ARCH 556	Graduate Project	6
ARCH 568	Technical Integration in Design	3
ARCH 575	Professional Practice	3
Select Graduate Architecture Electives from the following:		6
ARCH 502	Directed Study	
ARCH 504	Special Topics	
ARCH 511	Native American Architecture	
ARCH 512	Identity and Place in Global Space	
ARCH 520	Architectural Research Methods	
ARCH 521	China Program Preparation Seminar	
ARCH 522	China's Urbanization Seminar	
ARCH 523	Cultural & Ethical Issues in Global Architectural Practice	
ARCH 552	Alternate Graduate Design Experience	

ARCH 570	Natural Lighting
ARCH 571	Building Performance Evaluation
ARCH 573	Daylight Design and Simulation
ARCH 574	Building Performance Simulation for Integrated Design
ARCH 580	British Green Architecture
ARCH 585	Urban Design Seminar
ARCH 599	Non-thesis Master's Research

**Total Hours****33**

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 applicant, 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.

**Rationale:** The need to increase 500-level credits from 24 to 36 is predicated on the need to have grad students take more seminar classes in architecture and related disciplines. Previously, they were taking more 300- to 400-level courses which were less challenging.

**ART**

1. Make the following changes to the **B.F.A. in Studio Art and Design**:

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

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 Core	14
Major Requirements	60
<b>Total Hours</b>	<b>74</b>

**Major Requirements**

<a href="#">ART 205</a>	<a href="#">Visual Culture</a>	<u>3</u>
<del>ART 303</del>	<del>Contemporary Art and Theory</del>	<del>3</del>
ART 407	New Media	3
ART 410	Professional Practices	2
ART 490	BFA Art/Design Studio (12 credits required)	12
ART 495	Critical Art Writing Seminar	3

Select 6 credits of Art History Electives with advisor approval:	6
<del>ART 205</del> <del>Visual Culture</del>	
ART 213      History and Theory of Modern Design	
ART 217      Ancient & Pre-Modern Art	
ART 302      Modern Art and Theory	
<a href="#">ART 303</a> <a href="#">Contemporary Art and Theory</a>	
ART 313      History and Theory of Modern Design	
ART 323      History of Typography	
ART 382      History of Photography	
ART 409      Visual Studies	
<a href="#">HIST 454</a> <a href="#">Pictures and Power</a>	
Select 15 credits from the following 200-level Studio courses:	15
ART 211      Life Drawing	
ART 216      Digital Tools	
ART 221      Introduction to Graphic Design	
ART 222      Introduction to Typography	
ART 231      Painting I	
ART 241      Sculpture I	
ART 251      Printmaking I	
ART 261      Ceramics I	
ART 271      Interaction Design I	
ART 272      Experiential Design I	
ART 280      Understanding Photography	
Select 15 credits from 300-400 level Studio courses: <sup>2</sup>	15
ART 321      Graphic Design: Concepts	
ART 322      Graphic Design: Studio	
ART 330      Intermediate/Advanced Painting	
ART 340      Intermediate/Advanced Sculpture	
ART 350      Intermediate/Advanced Printmaking	
ART 360      Intermediate/Advanced Ceramics	
ART 370      Intermediate/Advanced Interaction + Experiential Design	
ART 380      Digital Imaging	
ART 390      Mixed Media	
<a href="#">ART 411</a> <a href="#">Advanced Studio Practice</a>	
ART 491      Information Design	

**Total Hours** **59**

**Courses to total 120 credits for this degree**

<sup>1</sup> At least 6 credits must be taken in one studio area, i.e., ART 330; no more than 6 credits in one studio area may be counted toward this requirement.

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.

**Rationale:** There are two minor additions:

- Adding History 454 – Pictures and Power that would provide another art history option.
- The addition of ART 411 – Advanced Studio Practices as an option for the BFA students.

Also, we've decided to make ART 205 – Visual Culture a required course and ART 303 – Contemporary Art and Theory an Art History elective. Visual Culture will better prepare students for the upper-division theory and history courses. We've found students that take 205 are better prepared for later history and theory courses.

## INTERIOR ARCHITECTURE AND DESIGN

1. Change the following courses:

### IAD 151 Intro to Interior [Architecture and Design](#)

**3 credits**

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.

**Geographical Availability:** Moscow, Boise

**Rationale:** Changes reflect recent program and degree name change from Interior Design to Interior Architecture and Design.

### IAD 152 Interior [Architecture and Design I](#)

**3 credits**

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:** IAD 151 or Permission

**Coreq:** ARCH 154.

**Geographical Availability:** Moscow, Boise

**Rationale:** Changes reflect recent program and degree name change from Interior Design to Interior Architecture and Design.

### IAD 231 Design Communication

**2 credits**

Development of ~~D~~esign ~~C~~ommunication tools and practices relevant to interior [architecture and design](#), including presentation techniques using various materials/methods for communication of ~~interior~~ design processes and solutions, as well as development of interior [architecture and design](#) branding and portfolios.

**Prereq:** Admission to Second Year / Sophomore Standing.

**Geographical Availability:** Moscow, Boise

**Rationale:** Changes reflect recent program and degree name change from Interior Design to Interior Architecture and Design.

### **IAD 281 History of Interiors I**

**3 credits**

*Gen Ed: International*

~~Survey of historical interiors and furnishings from antiquity to the industrial revolution.~~ [Historical survey of major periods in furniture and interior environments from Antiquity to Neoclassicism; exploring the cultural, social, political and aesthetic influences on interior design theories, movements, and traditions at the local and global contexts. The course includes a hands-on project and potential field trip at student expense.](#)

**Geographical Availability:** Moscow, Boise

**Rationale:** New description more accurately reflects the material and content covered and activities included in the course.

### **IAD 282 History of Interiors II**

**3 credits**

*Gen Ed: International*

~~Survey of historical interiors and furnishings from the industrial revolution to the present.~~ [Historical survey of major periods in furniture and interior environments from the industrial revolution to the present; exploring the cultural, social, political and aesthetic influences on interior design theories, movements, and traditions at the local and global contexts. The course includes a hands-on project and potential field trip at student expense.](#)

**Prereq:** IAD 281 or Permission.

**Geographical Availability:** Moscow, Boise

**Rationale:** New description more accurately reflects the material and content covered and activities included in the course.

### **IAD 344 Digital ~~Design~~ Tools for Interior [Architecture and Design](#)**

**2 credits**

Introduction to software programs, with emphasis on Revit, for use in designing environments. Including but not limited to 3-D modeling.

**Coreq:** IAD 351 or Permission.

**Rationale:** Changes reflect recent program and degree name change from Interior Design to Interior Architecture and Design.

**IAD 351 Interior [Architecture and Design III](#)****6 credits**

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 required at student expense; some class jury sessions outside of scheduled hours.

**Prereq:** IAD 152 and IAD 254 or Permission.

**Rationale:** Changes reflect recent program and degree name change from Interior Design to Interior Architecture and Design.

**IAD 352 Interior [Architecture and Design IV](#)****6 credits**

Sequence of large scale contact and other design ~~problems~~ [projects](#) 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:** IAD 351.

**Rationale:** Changes reflect recent program and degree name change from Interior Design to Interior Architecture and Design.

**IAD 368 [Interior Materials & Specifications](#)****3 credits**

In-depth study of interior finishes, [furnishings](#), materials, and products; emphasis on performance characteristics, ~~manufacturing~~ [fabrication and installation](#) methods, testing, codes, specifications, ~~and~~ professional liability, [and influences on human and environmental well-being](#). Field trips required at student expense.

**Rationale:** Course name and description change more accurately reflects focus and content of course and better distinguishes it from a similarly named architecture course (Arch 266 Materials and Methods) that IAD students are also required to take in order to emphasize the focus on the interior environment.

**IAD 451 Interior [Architecture and Design V](#)****6 credits**

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 hours of studio a week and assigned work; field trips reqd at student expense; some class jury sessions will meet outside of scheduled hours. Recommended Preparation: IAD 443.

**Prereq:** IAD 352.

**Rationale:** Changes reflect recent program and degree name change from Interior Design to Interior Architecture and Design.

### **IAD 452 Interior Architecture and Design VI**

**6 credits**

*Gen Ed: Senior Experience*

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 reqd at student expense; some class jury sessions will meet outside of scheduled hours.

**Prereq:** IAD 410 and IAD 451.

**Rationale:** Changes reflect recent program and degree name change from Interior Design to Interior Architecture and Design.

2. Make the following changes to the **B.I.A.D. in Interior Architecture and Design:**

## **Interior Architecture & Design (B.I.A.D.)**

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

ARCH 385	Global History of Architecture	3
or ARCH 386	Global History of Architecture II	
ARCH 151	Introduction to the Built Environment	3
ARCH 154	Introduction to Architectural Graphics	3
ARCH 243	Media in Architecture	3
ARCH 253	Architectural Design I	4
ARCH 266	Materials and Methods	3
ARCH 463	Environmental Control Systems I	3
ARCH 463L	Environmental Control System I Lab	1
ARCH 464	Environmental Control Systems II	3
ARCH 464L	Environmental Control System II Lab	1
ARCH 475	Professional Practice	3
ART 100	World Art and Culture	3
ART 110	Integrated Art and Design Communication	2
ART 112	Drawing as Integrated Design Thinking	2

ART 121	Integrated Design Process	2
COMM 101	Fundamentals of Oral Communication	2
IAD 151	Intro to Interior <a href="#">Architecture and Design</a>	3
IAD 152	Interior <a href="#">Architecture and Design</a> I	3
IAD 231	Design Communication	2
IAD 254	Architectural Design II	4
IAD 281	History of Interiors I	3
IAD 282	History of Interiors II	3
IAD 332	Furniture Design and Construction	4
IAD 344	Digital <del>Design</del> Tools for Interior <a href="#">Architecture and Design</a>	2
IAD 351	Interior <a href="#">Architecture and Design</a> III	6
IAD 352	Interior <a href="#">Architecture and Design</a> IV	6
IAD 368	<a href="#">Interior</a> Materials & Specifications	3
IAD 410	Capstone Proposal Development	2
IAD 443	Universal Design	3
IAD 451	Interior <a href="#">Architecture and Design</a> V	6
IAD 452	Interior <a href="#">Architecture and Design</a> VI	6
<b>Total Hours</b>		<b>97</b>

**Courses to total ~~126~~ [123](#) credits for this degree**

**Rationale:** Changes reflect recent program and degree name change from Interior Design to Interior Architecture and Design. Correction made to total credits listed for degree.

#### **VIRTUAL TECHNOLOGY AND DESIGN**

1. Change the following courses:

##### **VTD 152 Virtual World Building 2**

##### **2 credits**

Applied tools and techniques. Exploration of the processes and principles of design associated with virtual building. Two 2-hr lectures a week and assigned work. Recommended Preparation: ART 110 and ART 121, VTD 151. (Spring only)

**Prereq:** [VTD 151](#)

**Rationale:** This course is sequential and builds off content generated in VTD 151: Virtual World Building 1. This prerequisite change will allow for the proper sequencing of material for the course instruction and education outcomes.

**VTD 153 Virtual World Building 3****2 credits**

Intermediate level virtual world building with an emphasis on intermediate-level tools and techniques for creating more complex environments, modeling, lighting, materials, characters, interaction, and behaviors. Two 2-hr lectures a week and assigned work. Recommended Preparation: ART 110 and ART 121.

**Prereq:** [VTD 152](#)

**Rationale:** This course is sequential and builds off content generated in VTD 152: Virtual World Building 2. This prerequisite change will allow for the proper sequencing of material for the course instruction and education outcomes.

**VTD 154 Virtual World Building 4****2 credits**

Synthesis of processes, principles, tools and techniques associated with virtual world building. Two 2-hr lectures a week and assigned work. Recommended Preparation: ART 110 and 121.

**Prereq:** [VTD 153](#)

**Rationale:** This course is sequential and builds off content generated in VTD 153: Virtual World Building 3. This prerequisite change will allow for the proper sequencing of material for the course instruction and education outcomes.

**VTD 245 Advanced Modeling****3 credits**

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 154](#)

**Rationale:** This course is sequential and builds off content generated in VTD 154: Virtual World Building 4. This prerequisite change will allow for the proper sequencing of material for the course instruction and education outcomes.

**VTD 246 Advanced Lighting and Materials****3 credits**

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 154](#)

**Rationale:** This course is sequential and builds off content generated in VTD 154: Virtual World Building 4. This prerequisite change will allow for the proper sequencing of material for the course instruction and education outcomes.

### **VTD 253 Virtual Design I**

#### **3 credits**

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 154](#)

**Rationale:** This course is sequential and builds off content generated in VTD 154: Virtual World Building 4. This prerequisite change will allow for the proper sequencing of material for the course instruction and education outcomes.

### **VTD 266 Animation**

#### **3 credits**

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 154](#)

**Rationale:** This course is sequential and builds off content generated in VTD 154: Virtual World Building 4. This prerequisite change will allow for the proper sequencing of material for the course instruction and education outcomes.

### **VTD 271 Cross-Reality Technology 1**

#### **3 credits**

Introduction to the fundamentals of Cross-Reality (XR) technologies, explore the development and delivery of interactive immersive digital worlds that transform/combine physical reality into virtual experiences. Two 1-1/2hr lecture/lab a wk and associated work. (Fall only)

**Prereq:** VTD 154 ~~and VTD 244; or Permission.~~

**Rationale:** This course is sequential and builds off content generated in VTD 154: Virtual World Building 4. This prerequisite change will allow for the proper sequencing of material for the course instruction and education outcomes.