Major Form

BA Design Studies

2022-2023 Catalog

Industrial Design

Name		
Minor		

Student ID Number

Successful passage of BS ID portfolio reviews are based on performance in DsID 32A, and is the prerequisite for entry into BS Industrial Design degree program courses.

Course	Jnits	Grade	Course	Units	Grade
Requirements of the Major Core Courses	24		Area Specialization	12	
ArtH 72 Design in Society	3		DsID 41 Materials and Processes I	3	
Design Drawing—Complete one course from:	3		DsID 129 Visualization III	3	
ANI 11 Illustration Fundamentals I (ANI + GD)	_		DsID 136 Advanced Digital Workshop	3	
DsID 21 Visualization I (ID)	_		DsID 143 Advanced Materials, Process & Techn	iology 3	
DsIT 10 Sketching, Drawing + Modeling (IT)	_				
Design Foundation II—Complete one course from:	3		Design Electives	12	
ANI 71 Visual Principles (ANI)	_		Departmental advisor-approved design electives. (See for details).	the back of this	s major form
DsGD 83 Digital Applications: Basics (GD)	_		Lower Division	3	
DsID 31 Industrial Design Foundation I (ID)	_		Lower Division	3	
DsIT 29 Design Process (IT)	_		Upper Division	3	
Design Foundation I—Complete one course from:	3		Upper Division	3	
ANI 10 Light & Optics (ANI)					
DsGD 63 Fundamental Graphic Visualization (GD)	_		Graduation Checklist General Education (includes Area Z DsGN 100W)	45	
DsID 22 Visualization II (ID)	_		University Electives	25	
DsIT 5 Intro of Interior Design and Architecture (IT)			Physical Education Design Studies Requirement	2 48	
Design Methods II—Complete one course from:	3		Total units required to graduate	120	
DsGD 99 Introduction to Typography (ANI + GD)	_		Prerequisite for entry into DsID 22 is DsID 21 Prerequisite for entry into DsID 31 is DsID 21		
DsID 32 Industrial Design Foundation II (ID)	_		Prerequisite for entry into DsID 32 is DsID 31		
DsIT 83 Visual Communication I (IT)	_		Prerequisites for entry into DsID 41 are DsID 22 and Ds Prerequisites for entry into DsID 129 are DsID 22 and D		
Design Methods I—Complete one course from:	3		Prerequisite for entry into DsID 136 is DsID 129 Prerequisites for entry into DsID 143 are DsID 32 and D	OsID 41	
ANI 31 2D Animation I (ANI + GD)	_				
DsID 137 Advanced Physical Prototyping (ID)					
DsIT 33 Architectural Presentation (IT)	_				
Art History—Complete one course from: (Recommend 70E	3) 3				
ArtH 70A Art History, Prehistoric to Medieval	_				
ArtH 70B Art History, Renaissance to Modern					
ArtH 70C Arts to Asia	_				
Design History—Complete one course from:	3				
RTVF 181 Modern Film History (ANI)	_				
DsGD 176A Graphic Design History and Theory (GD)	_				
DsID 122 Cont. & Crit. Studies: Industrial Design (ID)	_				
ArtH 160 Modern Arch. or ARTH 161 Cont. Arch. (IT)					

Substitute	for	Initials	Date
Substitute	for	Initials	Date
Substitute	for	Initials	Date
Substitute	for	Initials	Date
Checked by Major Advisor			Date
Checked by Program Coordinator			Date

Design Electives

Departmental advisor-approved design electives. 2 Lower Division and 2 Upper Division design electives are required.

Select 6 units of Lower Division Design Electives		Units	(Upper Division Design Electives continued)		
ADV 91	Introduction to Advertising	3	ARTH 110	History & Theory of New Media	3
ART 13	Three-Dimensional Design Concepts	3	ARTH 126	History of Photography	3
ART 13	Color	3	ARTH 160	Modern Architecture	3
ART 46	Introduction to Ceramics	3	ARTH 161	Contemporary Architecture	3
ART 47	Introduction to Metalsmithing	3	ARTH 162	California Architecture	3
ART 68	Beginning Sculpture: Object & Concept	3	ARTH 190B	Early Modernist Art	3
ART 74	Introduction to Digital Video Art	3	ARTH 190C	20th Century Art: from Dada to Pop	3
BUS 92	Introduction to Business Programming	3	ARTH 192A	Modern Design	3
BUS3 16	Introduction to Leadership & Innovation	3	ARTH 192C	History of Interior Design	3
CMPE 30	Programming Concepts & Methodology	3	BUS2 130	Introduction to Marketing	3
COMM 60	Verbal Reasoning	3	BUS2 131A	Business to Business Marketing	3
CS 22A	Python Programing for Non Majors I	3	BUS2 131C	Marketing of High Technology	3
CS 22B	Python Programming for Non Majors II	3	BUS2 134A	Consumer Behavior	3
CS 46A	Introduction to Programming	3	BUS3 181	Introduction to Entrepreneurship	3
CS 49C	Programming in C	3	CA 175	Seminar in Creative Process	3
ENGR 10	Introduction to Engineering	3	CA 176	Creativity & Creative Leadership	3
ENG 70	Emerging Modernisms & Beyond	3	CA 194	Community Building through Art Organizations	3
JOUR 61	Writing for Print, Electronic and Online Media	3	CMPE 101	Programming Concepts & Problem Solving	3
JOUR 95	Beginning Digital News Photography	3	DSID 126	Ergonomics for Design	3
MCOM 63	New Media	3	DSIT 106	Architectural Project Materials	3
MCOM 70	Visual Communication for Modern Media	3	ENGR 103	Life Cycle Engineering	3
PHOT 40	Introduction to Photography	3	ENGL 116	Myth & Literature	3
PR 99	Contemporary Public Relations	3	ENGL 117	Film, Literature & Culture	3
RTVF 20	Introduction to Sound Production	3	ENGL 176	The Short Story	3
RTVF 30	Introduction to Film/TV Production	3	ENVS 132	Solar Home Design	3
RTVF 31	Film & Television Aesthetics	3	ENVS 118	Sustainable Home Gardens	3
RTVF 60	Introduction to Screenwriting	3	ENVS 152	Globalization & the Environment	3
RTVF 80	Introduction to Media	3	HUM 101	Human Life: Let's Think About It	3
RTVF 82	Introduction to Film History	3		Life Cycle Engineering	3
TA 5	Acting	3	ISE 164	Computer & Human Interaction	3
1710	7.cung		JOUR 133	Editing and News Management	3
Select 6 un	its of Upper Division Design Electives	Units	MCOM 104	Introduction to Mass Communications	3
Some courses have prerequisite requirement		Omto	MCOM 105	Lifestyles, Diversity & the Media	3
Some courses have prerequisite requirement			MCOM 106	Global Mass Communication	3
ADV 121	Consumer Advertising	3	PHIL 106	Philosophy of Art	3
ADV 122	Business-to-Business Advertising	3	PHIL 122	Social Justice	3
ADV 123	Broadcast & New Media	3	PHIL 126	Environment Ethics & Philosophy	3
ADV 125	Advertising Layout & Production	3	PHOT 112	Color Photography	3
AMS 179	American Pop Culture	3	PHOT 115	Intermediate Digital Imaging	3
ANTH 102	Silicon Valley Connections	3	PHOT 120	Image & Idea	3
ANTH 105	Applied Anthropology	3	PHOT 121	Introduction to Studio Lighting	3
ANTH 132	Creating Built Words	3	PHOT 123	Photographic Illustration	3
ANTH 133	Organizational Cultures	3	PSYC 134	Cognition	3
ART 101	Digital Media Art	3	PSYC 157	Psychology of Motivation	3
ART 103	Art as System	3	PSYC 158	Perception	3
ANT 103	Interdisciplinary Seminar in Digital Media Art	3	RTVF 132A	Introduction to Cinematography	3
ΔRT 104	interdisciplinary deminar in Digital Media Art		URBP 148	Intro Spatial Vis Tech in Urb Plan	3
	Advanced Digital Video		OLIDE 140	•	
ART 104 ART 105	Advanced Digital Video	3	LIRRP 151	Intro to Lirhan Design	
ART 105 ART 106	Topics in Human Machine Interface	3	URBP 151	Intro to Urban Design	
ART 105 ART 106 ART 132	Topics in Human Machine Interface Topics – Vessel	3 3	URBP 151 URBP 152	Intro to Urban Design Intro to Urban Design Studio	
ART 105 ART 106 ART 132 ART 147	Topics in Human Machine Interface Topics – Vessel Wearable Sculpture	3 3 3		9	
ART 105 ART 106 ART 132 ART 147 ART 149	Topics in Human Machine Interface Topics – Vessel Wearable Sculpture Lost Wax	3 3 3 3		9	
ART 105 ART 106 ART 132 ART 147 ART 149 ART 151	Topics in Human Machine Interface Topics – Vessel Wearable Sculpture Lost Wax Print Making	3 3 3 3 3		9	
ART 105 ART 106 ART 132 ART 147 ART 149 ART 151 ART 140	Topics in Human Machine Interface Topics – Vessel Wearable Sculpture Lost Wax Print Making Glass	3 3 3 3 3		9	
ART 105 ART 106 ART 132 ART 147 ART 149 ART 151	Topics in Human Machine Interface Topics – Vessel Wearable Sculpture Lost Wax Print Making	3 3 3 3 3		9	3

(Continued on next column)