

INTERIOR ARCHITECTURE

MODEL PROGRAM

The Interior Architecture program is an integrated model, intertwining studio work, critical/historical studies and humanities/sciences. Students' placement in the program is dependent on portfolio review and transfer credits.

<i>Interior Architecture/ Foundation Credits</i>	84
<i>Humanities & Sciences Credits</i>	30
<i>College Electives</i>	6
<i>Total Credits for a BFA Degree</i>	120

FIRST YEAR

FOUNDATION	FALL	SPRING
<i>FN 123 Interdisciplinary Studio I</i>	9	–
<i>FN 124 Interdisciplinary Studio II</i>	–	9
<i>FN 133 Critical + Contextual Studies I</i>	3*	–
<i>FN 134 Critical + Contextual Studies II</i>	–	3
<i>HS 113 Writing & Analysis I</i>	3	–
<i>HS 114 Writing & Analysis II</i>	–	3
<i>Total Credits</i>	15	15

*Counts towards H&S requirements

SECOND YEAR

	FALL	SPRING
<i>IN 223 Introduction: Interior Architecture</i>	3	–
<i>IN 224 Human Centered Design</i>	–	3
<i>IN 225 IA Communications</i>	3	–
<i>N 226 Fabrication</i>	3	–
<i>IN 211 Emergent Materials & Processes</i>	–	3
<i>IN 233-234 Critical & Contextual Studies I & II</i>	3	3
<i>HS 213-214 Research in the Liberal Arts I & II</i>	3	3
<i>College Electives</i>	–	3
<i>Total Credits</i>	15	15

THIRD YEAR

	FALL	SPRING
<i>IN 323 Community Practice</i>	3	–
<i>IN 324 Integrated Building Systems</i>	3	–
<i>IN 327 Object Design</i>	3	–
<i>IN 328 Responsive Object Design</i>	–	3
<i>IN 342 ST: IA Emergent Topics</i>	–	3
<i>IN 333-334 History of Interior Architecture I & II</i>	3	3
<i>HS Elective</i>	3	3
<i>College Elective</i>	–	3
<i>Total Credits</i>	15	15

FOURTH YEAR

	FALL	SPRING
<i>IN 423-424 Complex Systems I & II</i>	3	6
<i>IN 425 Environmental Design</i>	3	–
<i>IN 426 Living Systems Design</i>	–	3
<i>IN 411 Immersive IA Communications</i>	3	–
<i>IN 419 IA Entrepreneurship</i>	–	3
<i>HS Elective</i>	6	3
<i>Total Credits</i>	15	15

COURSE DESCRIPTIONS

IN 211 Emergent Materials & Processes

3 credits, Spring

This unit provides three modules: Introduction to New Materials & Technologies of IA Practices; Temporal Materials & Furnishings in Space & Light; In-depth view of the Economy Materials, Processes & Human Activities. Each Module introduces the language of the built-environment & Interiors. Students explore the dual nature of materials in space as both functional and expressive. Design Modules evolve from the introduction of new materials to their sequential ordering of installation for the built-environment and its objects. During the 15-week course, students will observe & create projects comprised of evidence based 2D & 3D design in a variety of medias & construction methods. Projects Problems are designed to understand

the practice of sustainable materials, & energy technology, while also gaining knowledge of basic official (judicial) meanings of safety, well-being, & innovations of interior architecture.

IN 223 Introduction: Interior Architecture

3 credits, Fall

This unit provides three modules: Introduction to IA Practices; Temporal Space & Light; Introduction to Forms & Human Activities. Each Module introduces the language of the built-environment and its spatial and formal elements. Students explore the dual nature of space as both functional and expressive, and investigate how the built environment communicates both statically and dynamically over time. Design Modules evolve from the exploration of the expressive potential of the more abstract elements of the built-environment to their sequential ordering and composition into forms and spaces. During the 15 week course, students will observe & create projects comprised of evidence based 2D & 3D design in a variety of medias including film & photography. Projects Problems are designed to understand environmental spaces, materials & objects while also gaining knowledge of basic social & psychological meanings of well-being, esthetics, & innovations of interior architecture.

IN 224 Human Centered Design

3 credits, Spring

This unit provides three modules: Introduction to IA Well-being or Human Centered Design Practices; Energy & Light; Living Systems & Technology. Each Module identifies the major procedures of research programming & space planning for the built-environment and its occupancy type. Each Module sequentially prepares students to exercise rapid designing with field observations & interviewing skills that ultimately develop a viable & visual solution for each Module Project. The unit is an immersive and exploratory investigation to improve the environmental conditions in our areas of work, play and well-being. Students practice Biophilic & Biomimicry methods & applications in the field of Interior Architecture.

IN 225 IA Communications

3 credits, Fall

This interdisciplinary studio will explore rapid decision-making process concept drawing techniques for conveying an idea accurately in scale & describes relevant information to a viewer. Design emphasis is on expressing data systems, objects for intended use & construction

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INTERIOR ARCHITECTURE COURSE DESCRIPTIONS

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methods & drawing conventions. Students learn techniques in a variety of medias, including model-making, computer-aided drafting, & multi-view drawings for object & interior production drawings. Students apply the knowledge acquired to communicate, excite & persuade their audience about their designs in formal presentations with guest designers, artists, and developers in future courses.

IN 226 Fabrication

3 credits, Fall

This studio introduces students to shop practices, fabrication methods, tools, and equipment in a context of design, object design, & interior architecture exploration. Processes will focus on wood, with an introduction to a range of materials such as plastic, textiles, glass, masonry and metals. Lectures will include demonstrations, technical knowledge of materials & their composites, technical writing & drawing, & hands-on methods for assembly. Through a series of studio projects, students learn evidence-based projects & products that focus on environmental impact & economy of materials, installation protocols, construction & product up cycling by field trips, guest speakers & manufacturers with a range of fabrication studio expertise & prototyping.

IN 233 Critical + Contextual Studies I & IN 234 Critical + Contextual Studies II

3 credits, Fall/Spring

IN 233 and DE 234 are 15-week units taught parallel to the sequence of rotational studio modules. Critical & Contextual Studies faculty will draw on discipline perspectives in relationship to the Unit Theme. Students' understanding of historical & critical studies will be developed through their participation in lectures, seminars, tutorials and visiting lecturers. C&CS supports students to develop the ability to research and understand their practice within a contemporary and historical cultural context. This unit will also enable students to develop verbal, written and presentation skills. Students will participate in the process of knowledge acquisition and creation through a research process supported by lectures, seminars and writing.

IN 323 Community Practice

3 credits, Fall

This unit provides three modules: Module 1 - Introductions to Public Spaces & IA Practices; Module 2 - Community Outreach & Accessibility; Module 3 - Community Design & Impacts developed for small-scale buildings with varying degrees of contextual complexity. This Unit is a

comprehensive exploration of problem identification that includes research, programming, preliminary space planning and design development for a non-profit organization. Students will be sensitive to the project's economic and growth constraints within each Module. Students develop full scope projects ranging from charitable, educational, scientific, religious sites and agencies. Emphasizes on understanding design as an analytical process extends from programmatic analysis to a formal development of design ideas. Projects design small-scale buildings with a variety of programming complexities including custom materials & furnishings. Students experience local, regional & global non-profit trends as advocates for citizenship & social responsibility awareness.

IN 324 Integrated Building Systems

3 credits, Spring

This unit provides two modules: Module 1 - Five week Project; Module 2 - Ten week Project. Students explore & design medium-scale buildings with varying degrees of contextual complexity. This studio emphasizes the understanding of design as an analytical process that extends from programmatic analysis to the formal development of interior architecture spaces. Each module will design a commercial space with specific employee/occupant organizational systems. Integrated creative thinking will be used to analyze project programming & develop multiple design solutions. Assignments in the fabrication shop emphasize the understanding and expressive use of prototyping materials and fixtures in conjunction with specialized interiors and esthetic branding considerations. Emphasis will be on the design process including creative tools for interior development note keeping, spatial & corporate branding, designs & prototypes sketching, and 2D & 3D documentation.

IN 325 Environmental Design

3 credits, Fall

Students observe and experiment within the interior and exterior environments to meet aesthetic criteria, practical needs or a specific physical-psychological experience within built, natural or human environments for functional and artistic expression. Historical studies within art and architectural history and experimental art and architecture of the 21st century are applied to cultural environments as well as climatic environments. The course application of environmental terminology and human factor conditions are through a series of lecture and

studio projects. Field trips will explore human behavior, physical environments, habitats and design new concepts for social and aesthetic spaces. Projects will be expressed in a variety of medias such as model making, sculpture, painting, video and construction drawings; this may revolve around entertainment, displays, objects, interiors or public art areas.

IN 326 Living Systems Design

3 credits, Spring

The course will require students to engage in several rapid design exercises ultimately focusing on three module projects. Each module will provide parameters for devising a plan & program based on client, building, performance space, products and or policies around the living systems for the built-environment. The student will gain knowledge in increased observation skills, research, & practice in both the interior and exterior environments (Natural or Built Environment). The criterion of Projects, Lectures & Field Trips with Naturalist, Landscape Architects, Scientist, Artist, and Community Leaders is to broaden our community in the Northwest while embracing the current rural & urban topics of the globe. Students will explore human behavior, physical environments, habitats and will design new concepts for exchange & engagement in public spaces with nature. Projects will encourage experimentation with a variety of medias & technologies along with outcomes of model making, sculpture, painting, video and construction drawings; this may revolve around urban planning, entertainment-performance spaces, civic gathering spaces, spiritual renewal spaces, transportation systems & hubs, displays, objects, interiors or public art areas.

IN 327 Object Design

3 credits, Fall

This interdisciplinary studio course will explore historical to present theoretical relationships within society around objects of design & their form, function; including placement & impact within the built environment. Students gain an understanding of entrepreneurial opportunities by design objects, materials & fabrication systems through a series of research projects. Projects may include fashion, textiles, furnishings, and smart technologies as a way to improve human conditions both locally and globally. Students explore individual & collaborative brainstorming, artistry & innovation, hands-on experimentation, materiality, and 2D/3D Mockups.

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INTERIOR ARCHITECTURE COURSE DESCRIPTIONS

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Guest Designers & Production Manufacturers will provide techniques, conferencing and participate as the panelist at Reviews. Students create projects for the Interior Architecture Open-House Show at the end of each Semester.

IN 328 Responsive Object Design

3 credits, Spring

This interdisciplinary studio course will explore historical to present theoretical relationships within society around objects of design & their form, function; including placement & impact within the built environment. Students gain entrepreneurial opportunities for making objects, materials & fabrication systems through a series of research projects that relate to responsive up-cycling, economical, & eco-effectiveness product solutions. Projects may include fashion, textiles, furnishings, and smart technologies as a way to improve human conditions both locally and globally. Emphasis is on individual & collaborative brainstorming, artistry & innovation, hands-on experimentation, materiality, and 2D/3D Mockups. Guest Designers & Production Manufacturers will provide demo techniques, conferencing and participate as the panelist at Reviews. Students create projects for the Interior Architecture Open-House Show at the end of each Semester.

IN 333 History of Interior Architecture & IN 334 History of Interior Architecture II

3 credits, Fall

History of Architecture, Interiors and Objects in the twentieth century to present reflect societal changes and directions. This unit explores the global design history of style, production, materials & use of objects & interior architecture. Lecture format, field trips with selected areas of research.

IN 336 ST: Comparative Interiors & Objects

3 credits, Spring

Students explore, research & compare Interiors & Objects in varying degrees of contextual complexity. This lecture series emphasizes the understanding of IA design as an analytical process that extends from programmatic analysis to the formal development of interior architecture spaces & objects in a variety of Mediums such as Art, Film, Theatre, & other Practices. Comparative creative thinking & research will be used to analyze space & objects to further develop an individuals creative play for multiple design solutions relating to Current Events & Topics.

IN 342 ST: IA Emergent Topics

3 credits, Spring

This unit provides three modules: Module 1 - Introductions to Solving Emergent Spaces, Interiors, Furnishings, & Objects as relates to Current Events & Needs of IA Practices; Module 2 – Comparative Design Research Outreach & Accessibility; Module 3 – Emergent Design Solutions that impacts developed for small-scale buildings and/or objects with varying degrees of contextual complexity. This Unit is a comprehensive exploration of problem identification that includes research, programming, preliminary space planning and design development for a non-profit organization. Students will be sensitive to the projects economic & growth constraints within each Module. Students develop full scope projects ranging from charitable, educational, scientific, religious sites and agencies. Emphasizes on understanding design as an analytical process extends from programmatic analysis to a formal development of design ideas. Projects design small-scale buildings with a variety of programming complexities. Students experience local, regional & global non-profit trends as advocates for citizenship & social responsibility awareness.

IN 411 Immersive IA Communications

3 credits, Fall

This unit provides three modules: Students explore & design medium-scale buildings with varying degrees of contextual complexity in digital & analog modeling. This advanced studio emphasizes the understanding of design as an analytical process that extends from programmatic analysis to the formal development of interior architecture spaces in variety of software, VR, and prototyping. Each module will design a space with specific employee/occupant organizational systems. Integrated creative thinking will be used to analyze project programming & develop multiple design solutions. Assignments in the fabrication shop emphasize the understanding and expressive use of prototyping materials and fixtures for 2D & 3D Models. Emphasis will be on the design process including creative tools for interior development & product showcasing. Students develop skills for implementing their next semester BFA Capstone Project.

IN 418 Interior Architecture Internship

1-6 credits, Fall/Spring

Design Internship. Arrange with Department Chair. Department authorization required.

IN 419 IA Entrepreneurship

3 credits, Spring

This course provides an opportunity for critical discussion of contemporary design practice and individual preparation for entering the Interior Architecture profession, including entrepreneurship. Through the investigation of practitioners, production methods, practice issues, professional resources and representation, students gain insight into the direction and career possibilities for design businesses.

IN 423 Complex Systems I

3 credits, Fall

This final Unit is a 15-week semester-long Interior Architecture Capstone Project that requires a formal proposal submitted for approval by the Department prior to its earliest stage of production. This project is self-defined & self-managed. Students will share research & work collaboratively in refinement & execution among faculty & mentors. Capstone Projects redefine the notion of design, process, material & technical exploration, expression & experimentation that best expresses the student's ability as an artist, citizen, and innovator. At the end of this Unit, each project will reflect an advanced level of research investigation & formal visual interpretation reviewed by faculty, guest panelists, professional mentors & peers. Each Capstone Project will be crafted for exhibition & public viewing at the Cornish's BFA Art/Design/ Film & Media Expo & Industry Night.

IN 424 Complex Systems II - Capstone

6 credits, Spring

This final Unit is a 15-week semester-long Interior Architecture Capstone Project that requires a formal proposal submitted for approval by the Department prior to its earliest stage of production. This project is self-defined & self-managed. Students will share research & work collaboratively in refinement & execution among faculty & mentors. Capstone Projects redefine the notion of design, process, material & technical exploration, expression & experimentation that best expresses the student's ability as an artist, citizen, and innovator. At the end of this Unit, each project will reflect an advanced level of research investigation & formal visual interpretation reviewed by faculty, guest panelists, professional mentors & peers. Each Capstone Project will be crafted for exhibition & public viewing at the Cornish's BFA Art/Design/ Film & Media Expo & Industry Night.

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IN 425 Environmental Design

3 credits, Fall

Students observe and experiment within the interior and exterior environments to meet aesthetic criteria, practical needs or a specific physical-psychological experience within built, natural or human environments for functional and artistic expression. Historical studies within art and architectural history and experimental art and architecture of the 21st century are applied to cultural environments as well as climatic environments. The course application of environmental terminology and human factor conditions are through a series of lecture and studio projects. Field trips will explore human behavior, physical environments, habitats and design new concepts for social and aesthetic spaces. Projects will be expressed in a variety of medias such as model making, sculpture, painting, video and construction drawings; this may revolve around entertainment, displays, objects, interiors or public art areas.

IN 426 Living Systems Design

3 credits, Spring

The course will require students to engage in several rapid design exercises ultimately focusing on three module projects. Each module will provide parameters for devising a plan & program based on client, building, performance space, products and or policies around the living systems for the built-environment. The student will gain knowledge in increased observation skills, research, & practice in both the interior and exterior environments (Natural or Built Environment). The criterion of Projects, Lectures & Field Trips with Naturalist, Landscape Architects, Scientist, Artist, and Community Leaders is to broaden our community in the Northwest while embracing the current rural & urban topics of the globe. Students will explore human behavior, physical environments, habitats and will design new concepts for exchange & engagement in public spaces with nature. Projects will encourage experimentation with a variety of medias & technologies along with outcomes of model making, sculpture, painting, video and construction drawings; this may revolve around urban planning, entertainment-performance spaces, civic gathering spaces, spiritual renewal spaces, transportation systems & hubs, displays, objects, interiors or public art areas.

IN 427 Object Design

3 credits, Fall

This interdisciplinary studio course will explore historical to present theoretical relationships within society around objects of design & their form, function; including placement & impact within the built environment. Students gain an understanding of entrepreneurial opportunities by design objects, materials & fabrication systems through a series of research projects. Projects may include fashion, textiles, furnishings, and smart technologies as a way to improve human conditions both locally and globally. Students explore individual & collaborative brainstorming, artistry & innovation, hands-on experimentation, materiality, and 2D/3D Mockups. Guest Designers & Production Manufacturers will provide techniques, conferencing and participate as the panelist at Critiques. Students create projects for the Interior Architecture Open-House Show at the end of each semester.

IN 428 Responsive Object Design

3 credits, Spring

This interdisciplinary studio course will explore historical to present theoretical relationships within society around objects of design & their form, function; including placement & impact within the built environment. Students gain entrepreneurial opportunities for making objects, materials & fabrication systems through a series of research projects that relate to responsive up-cycling, economical, & eco-effectiveness product solutions. Projects may include fashion, textiles, furnishings, and smart technologies as a way to improve human conditions both locally and globally. Emphasis is on individual & collaborative brainstorming, artistry & innovation, hands-on experimentation, materiality, and 2D/3D Mockups. Guest Designers & Production Manufacturers will provide demo techniques, conferencing and participate as the panelist at Reviews.s. Students create projects for the Interior Architecture Open-House Show at the end of each Semester.

IN 498 Independent Study

1-4 credits, Fall/Spring

Focuses on a special project of the student's choice and design that is unavailable within the regular curriculum. Prerequisite: senior standing and permission from Department chair.