I. Basic Course Information
   A. Course Number and Title: INTR112 Visual Concepts for Interiors

   B. New or Modified Course: new

   C. Date of Proposal: Semester: Spring Year: 2011

   D. Sponsoring Department: Visual and Performing Arts

   E. Semester Credit Hours: 2 credits

   F. Weekly Contact Hours: 3  
      Lecture: 1
      Laboratory: 2

   G. Prerequisites: INTR110 Design Drawing I

   H. Laboratory Fees: Yes

   I. Name and Telephone Number or E-Mail Address of Department Chair:  
      Ann Tsubota, atsubota@raritanval.edu

II. Catalog Description

   Prerequisite: INTR110 Design Drawing I  
   This course is a foundation course for Interior Design. This course introduces and reinforces  
   classic design principles in two dimensions and three dimensions. Through traditional and  
   digital techniques students will investigate the elements and principles of design from an  
   interior design perspective. Basic elements of design will be explored through a combination  
   of digital and traditional techniques. Students will produce conceptual work with the  
   appropriate visual language. Software may include: Adobe Photoshop, Adobe InDesign, Adobe  
   Illustrator, Google SketchUP, Adobe Acrobat, and Microsoft Power Point. Students will be  
   required to purchase some art/design supplies.

III. Statement of Course Need

   This course is a program requirement for the Associate of Science in Interior Design. It creates a  
   foundation of universal design principles used to understand and articulate two dimensional and three  
   dimensional space through visual communication.

IV. Place of Course in College Curriculum

   A. Free Elective
   B. The course is a program requirement for the Associate of Science in Interior Design  
      and for the Interior Design Certificate.
   C. Course transferability: this course will transfer to most two and four-year schools (such  
      as Kean University, NJIT, and the School of Visual Arts) as a foundation interior design
course or as a free elective.

V. Outline of Course Content

A. Digital Basics:
   1. File types and sizes
   2. Vector
   3. Raster
   4. Resolution

B. Basic Page layout:
   1. Font usage
   2. Image use
   3. Grid

C. Design Principles:
   1. Unity/Harmony
   2. Balance
   3. Proportion
   4. Scale
   5. Rhythm
   6. Emphasis
   7. Variety
   8. Contrast

D. Elements of Design
   1. Space
   2. Form
   3. Line
   4. Texture
   5. Pattern
   6. Light
   7. Color

E. Space in Two-Dimensional Design
   1. Perspective
   2. Planes
   3. Viewpoint
   4. Visual hierarchy

VI. Educational Goals and Learning Outcomes

A. Educational Goals

Students will:
1. Produce conceptual works of design with various media. (GE-NJ 1, 2, 4)
2. Analyze and critique design projects. (GE-NJ 1)
3. Acknowledge successful creative design through critique and process. (GE-NJ 1)
4. Explore the potential and experiment with the structure of two dimensional graphics to support and convey the concepts of interior elements and interior space. (GE-NJ 1, 2, 4)

B. Learning Outcomes

Upon completion of this course, students will be able to:
1. Apply basic digital and traditional skills to conceptual two dimensional design work.
2. Create and produce creative and conceptual design work with traditional and digital media within universal design principles.
3. Explore the potential of two dimensional design to support and convey the conceptual
ideas related to interior space.
4. Critique one’s own work and classmates’ work using critical analysis and constructive comments.
5. Differentiate the strengths and applications of basic digital files and various bitmap, vector, and layout software programs.

VII. Modes of Teaching and Learning

A. Lecture/discussion
B. Instructor demonstrations
C. In class and Homework drawing projects
D. Assigned readings
E. Final Drawing project/presentation
F. Individual and group critiques

VIII. Examinations, Projects and other Assessment Instruments

A. Final drawing project/presentation
B. Quizzes/Exams
C. Oral Presentation/Informative Dialogue
D. Drawing projects
E. In class tutorials

IX. Grade Determinants

A. Active participation in class discussions/activities
B. In class lab/studio work
C. Completion, accuracy and craftsmanship of design assignments
D. Final Design Project/Presentations

X. Texts and Materials

A. Suggested Textbooks:
   2D: Visual Basics For Designers, By Robin Landa, Rose Gonnella, Steve Brower, Cengage Learning, September 2006

(Please Note: The course outline is intended only as a guide to course content and resources. Do not purchase textbooks based on this outline. The RVCC Bookstore is the sole resource for the most up-to-date information about textbooks.)

B. Materials:
   Students will purchase various model/art/drawing/drafting materials, media to print and drives to store digital files.

XI. Resources

A. Design Studio with drafting tables and portable drafting boards
B. Projector for digital lectures on drawing concepts
C. Tack boards for critiques.

Additional resources:
A. Computer lab with web access and appropriate software
B. Wide format color plotter for drawings and presentations
C. College Library (database access to art, architecture and interior design)