

# Art, Architecture, and Design

The Department of Art, Architecture and Design offers a BA degree in **four majors**: art, architecture, design, with concentrations in both graphic design and product design, and art history. It has **minor programs** in each field, and additional minors including apparel design and museum studies. It is one of the university's largest undergraduate departments, and offers an arts education that combines the depth and focus of disciplinary training with the breadth and flexibility of a liberal arts curriculum. The department also emphasizes hands-on and experiential learning outside the classroom, allowing students to harness the skills they learn in the studio for real-world application—as important tools for inquiry, dialogue, and service in the community and world at large. Note—some AAD courses require department permission and information is provided during the registration process for these classes.

The **art major** centers on a fine arts and studio art education, covering media including drawing, painting, photography, printmaking, and sculpture. Studio work is enhanced by courses in history and theory, and museum and gallery visits both on and off campus.

For the student interested in becoming a creative artist, the major provides a foundation for a life in art, or more immediately, a path into an MFA graduate degree program in fine art. Many students choose to double major, and a major in art combined with a minor in education is available for students interested in becoming primary, secondary, or special education art teachers.

The **architecture major** is a pre-professional program focused on architectural design, complemented by courses in history and theory, building technology, and elective studio courses across the department.

The major provides a comprehensive undergraduate education that is the first step in a series of educational and apprenticeship requirements leading to professional registration and licensing, which will generally require students to continue on to an MArch from an institution offering a graduate program in architecture. The major also prepares students for direct employment in fields that do not require licensing, such as interior design, adaptive reuse, historic preservation, construction management, real estate development, and others. The BA major in architecture is different from a BArch, a professional five-year degree.

The **design major** offers students two tracks of study: in graphic design and product design. Graphic design focuses on visual communication through the use of imagery, typography, and visualization technologies, and students work across multiple platforms, including print media, web and mobile design, and user experience design (UI/UX). Product design focuses on the creation of physical objects of use, their design, prototyping, and production. This includes objects for industrial, household, medical, and transportation use, recreational equipment, furniture, apparel, accessories, jewelry, toys, and exhibit and trade design, among others.

Students majoring in design go on to careers in all areas of graphic design and product and industrial design. This includes advertising, marketing, publishing, packaging design, digital illustration and animation, the design of furniture, medical devices, and apparel, user experience design, service design, and many others.

An **art history** major provides students with a comprehensive education in the history of art, architecture, and museum practice. Through introductory and advanced coursework, as well as museum and site visits, students learn how to examine, evaluate, and interpret works of art and architecture, and acquire a working knowledge of the methods, theories, and research practices of art historical analysis.

The study of art and its history is a fundamental part of a liberal arts education, and art history is unique among academic fields in the breadth and diversity of its objects of study. Students majoring in art history go on to careers in museums, galleries, auction houses, private art sales, conservation, restoration, cultural heritage and preservation, education, publishing, and many other fields. The major also provides an important foundation for students who plan to pursue advanced graduate studies in the arts and humanities.

Many students in the department choose to **double major** or to pursue a **dual degree**. Popular pairings include Civil Engineering, Computer Science, Industrial and Systems Engineering, Marketing, Management, Mechanical Engineering, and Psychology. Lehigh's **Arts-Engineering program**, a five-year, dual-degree course of study, allows students to link any College of Engineering and Applied Science major program with any College of Arts and Sciences major program, and to earn two degrees, one from each college. It pairs particularly well with majors in Art, Architecture and Design.

All programs in Art, Architecture and Design are multidisciplinary, and students are encouraged to take advantage of the many learning environments of the department and the university. Students have use of the department's 30,000 square feet of studio, lab, and classroom space on Lehigh's Mountaintop Campus, the collections and exhibitions of the Lehigh University Art Galleries, and the facilities and resources of the Lehigh University Design Labs. They are encouraged to make use of these facilities and resources to enhance and enrich their courses, and to help shape their own creative work. Department faculty profiles can be found here. (<https://aad.lehigh.edu/facultystaff/>)

## DEPARTMENTAL HONORS

Exceptional students majoring in the department may in their junior year apply to pursue an Honors Project course for their senior year (ART 389, ARCH 389, DES 389). To be eligible, a student must have attained a 3.5 GPA in the major program and a minimum overall GPA of 3.0. Candidates should submit to the department chair a written proposal for their project, prepared in consultation with a faculty member who will serve as their honors sponsor. The project should result in a research paper, design project, or exhibition. Successful completion of the project will result in a "Department Honors" designation being affixed to the student's transcript.

## ART MAJOR

### BA ART

Foundation	20
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ART 001	Art and Architecture History: Ancient to Medieval
ART 002	Art History: Renaissance to Present
ART 003	Two-Dimensional Design
ART 004	Three-Dimensional Design
ART 011	Drawing I

History	4
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### Choose one of the following

ART 220	Modern Art of the 20th Century
ART 221	Global Contemporary Art

Studio	20
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### Choose two entry art studios

ART 007	Digital Photography I
ART 013	Sculpture I
ART 015	Figure I
ART 034	Plein Air Painting I
ART 035	Painting I
ART 037	Printmaking I
ART 052	Introduction to Video Recording and Editing

### Choose one 100 level art studio

ART 107	Digital Photography II
ART 111	Drawing II
ART 113	Sculpture II
ART 115	Figure II
ART 134	Plein Air Painting II
ART 135	Painting II
ART 137	Printmaking II

### Choose one 200 level art studio

ART 213	Advanced Sculpture Workshop
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ART 215	Advanced Figure Workshop	
ART 217	Advanced Studio Workshop	
ART 234	Advanced Plein Air Painting Workshop	
ART 247	Advanced Photography Workshop	
<b>Choose one 300 level studio</b>		
ART 317	Departmental Capstone	
ART 373	Studio Art Internship	
ART 389	Honors Project	
DES 385	Fusion: Design Practice	
<b>Total Credits</b>		<b>44</b>

**ART HISTORY MAJOR****BA ART HISTORY**

<b>Foundation</b>		
ART 001	Art and Architecture History: Ancient to Medieval	4
ART 002	Art History: Renaissance to Present	4
ART 003	Two-Dimensional Design	4
ART 004	Three-Dimensional Design	4
ART 175	Introduction to Museums and Museum Professions	4

**Capstone - 1 course from the following List**

ART 317	Departmental Capstone	4
ART 389	Honors Project	1-8
ART 375	Museum Internship	1-4
DES 385	Fusion: Design Practice	4

**Electives - 5 courses from the following list <sup>1</sup>**

ANTH 126	Urban Anthropology	4
ANTH 173	Archaeology of the Middle East	4
ANTH 176	Roman Archaeology	4
ANTH 178	Mesoamerican Archaeology	4
ARCH 002	History of Architecture	4
ARCH 159	Modern History and Sustainable Architecture in Munich	3
ARCH 210	20th Century Architecture	4
ARCH 342	Theory of Form and Materials	4
ART 069	Special Topics in Art History	1-4
ART/WGSS 121	Women in Art	4
ART/AAS/GS 124	Arts of the Black World 16th-20th Centuries	4
ART/AAS/GS 125	Art and Architecture of Africa from Colonial to Contemporary Times	4
ART 169	Special Topics in Art History	1-4
ART 220	Modern Art of the 20th Century	4
ART 221	Global Contemporary Art	4
ART 223	Writing Your Way Into the Arts	3
ART 227	Latin American Art	4
ART 269	Special Topics in Art History	1-4
ART 275	Museum Collections and Exhibitions	4
ART 276	Museum Education and Interpretation	4
ART 370	Special Topics in Museum Studies	1-4
FILM 001	Introduction to Film	4
HIST 183	France from Medieval to Modern: Soc., Pol. & Art	3
HIST 184	Paris: The Global City	3
HIST 350	19th Century Paris and the Invention of Modernity	3-4
PHIL 123	Aesthetics	4
PHIL 223	Topics in Aesthetics	4
THTR 126	History of Interior Design and Decor	4

THTR 129	History of Fashion and Style	4
<b>Minimum Credits</b>		<b>44</b>

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Additional courses taught in AAD or in other disciplines may be substituted for the classes listed here at the discretion of the student's major advisor. Courses taken during study abroad must be pre-approved with the student's advisor if they are intended to fulfill requirements for the major.

**ARCHITECTURE MAJOR****BA ARCHITECTURE**

<b>Foundation</b>		<b>20</b>
ART 001	Art and Architecture History: Ancient to Medieval	
ARCH 002	History of Architecture	
ART 003	Two-Dimensional Design	
ART 004	Three-Dimensional Design	
ARCH 034	Digital Drawing and 3D Modeling	
<b>Architecture Studios</b>		<b>16</b>
ARCH 043	Architectural Design I	
ARCH 143	Architectural Design II	
ARCH 243	Architectural Design III	
ARCH 343	Architectural Design IV	
<b>Studio Elective: Select one (1) of the following</b>		<b>3-4</b>
ARCH 071	Special Topics in Architecture	
ARCH 123	Visualization and Fabrication in Architecture	
ARCH 171	Special Topics in Architecture	
ARCH 211	Architectural Drawing/Analysis and Expressions	
ARCH 271	Special Topics in Architecture	
ART 007	Digital Photography I	
ART 011	Drawing I	
ART 013	Sculpture I	
ART 015	Figure I	
ART 034	Plein Air Painting I	
ART 035	Painting I	
DES 040	Product Design Introductory Studio	
DES 053	Graphic Design Introductory Studio	
DES 148	Furniture Design I	
<b>History and Theory</b>		<b>4</b>
ARCH 210	20th Century Architecture	
<b>Materials and Technology</b>		<b>8</b>
ARCH 157	Architectural Technology I	
ARCH 158	Architectural Technology II	
<b>Capstone: Select one (1) of the following</b>		<b>4</b>
ARCH 311	Architectural Portfolio	
ARCH 389	Honors Project	
DES 385	Fusion: Design Practice	
<b>Total Credits</b>		<b>55-56</b>

Some graduate programs in Architecture require prior college-level Calculus or Physics. Those requirements may be met by the following courses. It is recommended that students discuss their plans with their Academic Adviser.

**Mathematics Recommendation**

Select one of the following:		5-8
MATH 021	Calculus I	4
MATH 051	Survey of Calculus I	4
MATH 075 & MATH 076	Calculus I, Part A and Calculus I, Part B	4

**Physical Science Recommendation**

PHY 012	Introductory Physics Laboratory I	1
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Select one of the following:

PHY 010	General Physics I	4
or PHY 011	Introductory Physics I	

A typical first-year might consist of:

First Year			
First Semester	Credits	Second Semester	Credits
Big Questions Seminar	3-4	ARCH 002	4
ART 001	4	ART 004 or ARCH 034	4
ART 003	4	Free Elective/Disciplinary Perspective	3-4
WRT 001	3	WRT 002	3
<b>14-15</b>		<b>14-15</b>	

**Total Credits: 28-30**

## DESIGN MAJOR

### BA DESIGN

#### Foundation 16

ART 001	Art and Architecture History: Ancient to Medieval
ART 002	Art History: Renaissance to Present
ART 003	Two-Dimensional Design
ART 004	Three-Dimensional Design

#### History and Theory: Select one (1) of the following 3-4

ART 220	Modern Art of the 20th Century
ART 221	Global Contemporary Art
DES 230	Design History
Study Abroad or transfer contemporary Art, Arch, Design history course approved by faculty	

#### Concentrations 31-32

Choose Graphic Design or Product Design, see course lists below	
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#### Total Credits 50-52

#### Graphic Design Concentration 31-32

##### Required Courses

DES 053	Graphic Design Introductory Studio
DES 153	Graphic Design Intermediate Studio
DES 253	Graphic Design Advanced Studio

#### Plus select four (4) elective studios from the following:

ART 007	Digital Photography I
ART 011	Drawing I
ART 034	Plein Air Painting I
ART 035	Painting I
ART 037	Printmaking I
DES 040	Product Design Introductory Studio
DES 070	Web Design
DES 140	Digital Prototyping Studio
DES 173	Special Topics in Design
DES 370	Advanced Design Projects
DES 375	Design Internship
DES 385	Fusion: Design Practice
Study abroad or transfer studio course approved by faculty	

#### Capstone Graphic: Select one (1) of the following

DES 353	Graphic Design Portfolio and Professionalism
DES 385	Fusion: Design Practice
DES 389	Honors Project

#### Product Design Concentration 31-32

##### Required Courses

DES 040	Product Design Introductory Studio
DES 140	Digital Prototyping Studio

DES 144	Furniture Prototyping Studio
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#### Plus select four (4) elective studios from the following:

ARCH 034	Digital Drawing and 3D Modeling
ARCH 043	Architectural Design I
ART 011	Drawing I
ART 013	Sculpture I
DES 053	Graphic Design Introductory Studio
DES 072	Textile Design I
DES 148	Furniture Design I
DES 153	Graphic Design Intermediate Studio
DES 173	Special Topics in Design
DES 248	Furniture Design II
DES 370	Advanced Design Projects
DES 375	Design Internship
DES 385	Fusion: Design Practice
Study abroad or transfer studio course approved by faculty	

#### Capstone Product: Select one (1) of the following

DES 240	Professional Practice for Product Design
DES 385	Fusion: Design Practice
DES 389	Honors Project

## MINOR PROGRAMS

### MINOR IN APPAREL DESIGN

#### Please choose 18-20 credits from the following list:

DES/THTR 025	Costume Construction I
DES/THTR 026	Costume Construction II
DES/THTR 072	Textile Design I
DES/THTR 089	Introduction to Fashion Design
DES/THTR 129	History of Fashion and Style
DES/THTR 172	Textile Design II
THTR 175	Special Projects
DES/THTR 189	Costume Design
THTR 260	Design and Technical Practicum
DES/THTR 272	Advanced Textile Design Workshop

#### Total Credits 18-20

The Apparel Design minor introduces students to costume, apparel and accessory design. While developing technical skills and artistic sensibilities, students will create their own textiles and wearables.

### MINOR IN ARCHITECTURE STUDIO

#### Foundation four (4) courses: 16

ARCH 002	History of Architecture
ARCH 034	Digital Drawing and 3D Modeling
ARCH 043	Architectural Design I
ARCH 143	Architectural Design II

#### Plus choose one (1) course from the following list: 2-4

ARCH 071	Special Topics in Architecture
ARCH 157	Architectural Technology I
ARCH 171	Special Topics in Architecture
ARCH 210	20th Century Architecture
ARCH 243	Architectural Design III
ARCH 271	Special Topics in Architecture
ARCH 343	Architectural Design IV
ART 004	Three-Dimensional Design
ART 013	Sculpture I
DES 040	Product Design Introductory Studio
DES 053	Graphic Design Introductory Studio
DES 385	Fusion: Design Practice

#### Total Credits 18-20

**MINOR IN ART HISTORY****Foundation two (2) courses**<sup>1</sup>

ART 001	Art and Architecture History: Ancient to Medieval
ART 002	Art History: Renaissance to Present

**Choose three (3) courses from the following list:**

ART 069	Special Topics in Art History
ART 121	Women in Art
ART 126	History of Interior Design and Decor
ART 127	History of Photography
ART 169	Special Topics in Art History
ART 175	Introduction to Museums and Museum Professions

ART 183	France from Medieval to Modern: Soc., Pol. & Art
ART 220	Modern Art of the 20th Century
ART 221	Global Contemporary Art
ART 227	Latin American Art
ART 269	Special Topics in Art History
ART 356	Advanced Seminar in Art History
ARCH 002	History of Architecture
ARCH 159	Modern History and Sustainable Architecture in Munich

ARCH 184	Paris: The Global City
ARCH 210	20th Century Architecture
DES 129	History of Fashion and Style
HIST 350	19th Century Paris and the Invention of Modernity
PHIL 123	Aesthetics
PHIL 223	Topics in Aesthetics

**Total Credits** 15-20<sup>1</sup>

Students majoring in Art, Architecture, or Design: the required foundation course is ART 001, along with 3 courses from the electives section.

**MINOR IN ART STUDIO****Foundation two (2) courses:** 8

ART 003	Two-Dimensional Design
ART 004	Three-Dimensional Design

**Choose three (3) courses from the following list, one of which must be at the 100-level:** 10-12

ART/FILM 007	Digital Photography I
ART 011	Drawing I
ART 013	Sculpture I
ART 015	Figure I
ART 034	Plein Air Painting I
ART 035	Painting I
ART 037	Printmaking I
ART 073	Introductory Studio Practice
ART/FILM 107	Digital Photography II
ART 111	Drawing II
ART 113	Sculpture II
ART 115	Figure II
ART 134	Plein Air Painting II
ART 135	Painting II
ART 137	Printmaking II
ART 173	Special Topics in Studio Practice
ART 273	Special Topics in Studio Practice
DES 385	Fusion: Design Practice

**Total Credits** 18-20**MINOR IN GRAPHIC DESIGN****Foundation three (3) courses:** 12

ART 003	Two-Dimensional Design
DES 053	Graphic Design Introductory Studio
DES 153	Graphic Design Intermediate Studio

**Choose two (2) courses from the following list:** 6-8

DES 040	Product Design Introductory Studio
DES 070	Web Design
DES/THTR 072	Textile Design I
DES 073	Special Topics in Design
DES 173	Special Topics in Design
DES 253	Graphic Design Advanced Studio
DES 370	Advanced Design Projects
DES 385	Fusion: Design Practice
ART/FILM 007	Digital Photography I
ART 011	Drawing I
ART 035	Painting I
ART 037	Printmaking I
ARCH 034	Digital Drawing and 3D Modeling

**Total Credits** 18-20**Minor requirements:****MINOR IN MUSEUM STUDIES**<sup>1</sup>**Minor Requirements**

ART 175	Introduction to Museums and Museum Professions
ART 375	Museum Internship

**And choose three (3) courses from the following:**

ART 275	Museum Collections and Exhibitions
ART 276	Museum Education and Interpretation
ART 370	Special Topics in Museum Studies

Approved Elective Course

**Total Credits**<sup>2</sup> 15-20<sup>1</sup>

Students learn the approaches, history, and theories of museum and collection practices, and how museums provide value to the public. Curriculum topics include how museums are organized and operate, how they care for and interpret collections, how they serve their audiences, how they grapple with complex legal and ethical issues, and their responsibility to the public's trust.

<sup>2</sup>

Minimum 15 credits required.

**MINOR IN PRODUCT DESIGN****Foundation three (3) courses:**<sup>1</sup>

ART 004	Three-Dimensional Design
DES 040	Product Design Introductory Studio
DES 140	Digital Prototyping Studio
or DES 144	Furniture Prototyping Studio

**Electives: Choose two (2) courses from the following list:**<sup>1</sup>

DES 053	Graphic Design Introductory Studio
DES/THTR 072	Textile Design I
DES 073	Special Topics in Design
DES 148	Furniture Design I
DES/THTR 172	Textile Design II
DES 173	Special Topics in Design
DES 248	Furniture Design II
DES 370	Advanced Design Projects
DES 385	Fusion: Design Practice
ART 013	Sculpture I



ARCH 034	Digital Drawing and 3D Modeling
ARCH 043	Architectural Design I
<b>Total Credits</b>	<b>18-20</b>

1

Whichever course DES 140 or DES 144 not used in foundation section can be used as an elective.

#### Architecture Courses

##### ARCH 002 History of Architecture 4 Credits

Survey of architecture from the Renaissance to the present, examined in the context of culture formation, design concepts, and the built environment.

**Attribute/Distribution:** HE, HU

##### ARCH 010 (CEE 010) Engineering/Architectural Graphics and Design 0,3 Credits

Graphical communication of civil engineering or architectural projects using manual techniques and commercial state-of-the-art computer software. Topics include visualization and sketching; orthographic, isometric and other drawings; points, lines and planes in descriptive geometry; site design; overview of geographical information systems and 3D applications. Teamwork on design projects with oral and graphical presentations. Open to a limited number of architecture, design arts or other students with project roles consistent with students' background. Not available to students who have taken MECH 10.

**Attribute/Distribution:** AL

##### ARCH 034 Digital Drawing and 3D Modeling 4 Credits

In our increasingly visual world we often need to present ideas in realistic, expressive, and engaging ways. This introductory course presents the basics of digital drawing and rendering through the lens of architecture, but is intended for students of all disciplines interested in visual communication. This project-based course focuses on the essentials of AutoCAD, SketchUp, and Revit supplemented with V-Ray and Photoshop for rendering.

**Attribute/Distribution:** AL, HU

##### ARCH 043 Architectural Design I 4 Credits

Fundamental design studio for architecture majors. Composition, spatial concepts; precedent; materials and detail; light and color in architecture. Instruction in basic communication techniques.

**Prerequisites:** ART 004 or ARCH 034

**Can be taken Concurrently:** ART 004, ARCH 034

**Attribute/Distribution:** AL, HU

##### ARCH 071 Special Topics in Architecture 1-4 Credits

Directed projects for students in architecture. Student must initiate contact with sponsoring professor. Permission of Instructor required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** HU

##### ARCH 123 Visualization and Fabrication in Architecture 4 Credits

This course concentrates on visualization and fabrication in architecture. Students are introduced to advanced architectural diagramming and model-making as well as conventional and digital representation skills. This course investigates architectural graphics as an active means of communication and as a generative element in organizing architectural space. Precedents and examples are extensively researched. All exercises are designed to enhance students' ability to imagine and visualize complex architectural forms and spaces. Various architectural materials are employed and tested.

**Attribute/Distribution:** AL, HU

##### ARCH 126 (ART 126, THTR 126) History of Interior Design and Decor 4 Credits

Survey of architectural interiors and décor examining public and domestic spaces and their contents in terms of period and style. Exploration of major art and design movements through the lens of interior spaces and objects within the context of culture and society.

**Attribute/Distribution:** CC, HE, HU

##### ARCH 143 Architectural Design II 4 Credits

Studio format, introductory course in architectural design which introduces students to new ways of thinking about architecture and the perception of space, three-dimensional composition, drawing, and model-making.

**Prerequisites:** ARCH 043

**Attribute/Distribution:** HU

##### ARCH 157 Architectural Technology I 4 Credits

The two-course sequence (ARCH 157 & ARCH 158) introduces the use of building materials, components and systems (slabs, walls, trusses, facade systems, etc.) while providing students with the knowledge to design and construct comfortable, technically sound and aesthetically pleasing buildings. Recommended to be taken concurrently with ARCH 143.

**Attribute/Distribution:** CC, HU, Q

##### ARCH 158 Architectural Technology II 4 Credits

The two-course sequence (ARCH 157 & ARCH 158) introduces the use of building materials, components and systems (slabs, walls, trusses, facade systems, etc.) while providing students with the knowledge to design and construct comfortable, technically sound and aesthetically pleasing buildings. Recommended to be taken concurrently with ARCH 243.

**Attribute/Distribution:** CC, HU, Q

##### ARCH 159 Modern History and Sustainable Architecture in Munich 3 Credits

This Lehigh faculty-led study abroad program allows students from an array of majors to earn three credits over winter break. The program will explore the history, culture, and architecture of Munich, a capital and center of the southern state of Germany, Bavaria. The program of study does not require German language skills. Fulfills an history/theory elective requirement for the BA in Architecture major.

**Attribute/Distribution:** AL, CC, HU

##### ARCH 171 Special Topics in Architecture 1-4 Credits

Directed projects for students in architecture. Student must initiate contact with sponsoring professor. Must have major standing in department and/or consent of instructor.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** HU

##### ARCH 176 (ANTH 176, ART 176, CLSS 176) Roman Archaeology 4 Credits

Cultures of the Roman Empire. Reconstructions of social, political, and economic dynamics of the imperial system from study of artifacts.

**Attribute/Distribution:** SS

##### ARCH 184 (GS 184, HIST 184) Paris: The Global City 3 Credits

An overview of the development of the city of Paris from its origins as an outpost on the far reaches of the Roman Empire to its rise as capital of medieval Christendom, from seat of Absolute Monarchy to birthplace of modern revolutions, resistance and occupation in the era of world wars, and model of modern urban planning in the 19th, 20th and 21st centuries. Focus is on the way global contexts shaped social and political life at the local level.

**Attribute/Distribution:** CC, HE, HU

##### ARCH 210 20th Century Architecture 4 Credits

History and theories of modern and contemporary architecture. Analysis of buildings, architects, theories and manifestos from the early 20th century to the present.

**Prerequisites:** ART 001

**Attribute/Distribution:** HU, W

##### ARCH 211 Architectural Drawing/Analysis and Expressions 3 Credits

This studio course is part of the Lehigh in Italy summer program and will utilize several different architectural drawing techniques to study aspects of architecture from analysis of a piazza to architecture in detail. It will employ pencil sketching, charcoal drawing, and watercolor. These drawings will act as a way of seeing the Italian urban landscape and supplement the study and analysis of the Italian architects' contemporary work. Fulfills an art studio elective requirement.

**Attribute/Distribution:** AL, HU

**ARCH 243 Architectural Design III 4 Credits**

Design principles of space and form and issues of "materiality," "structure," "modes of representation" and the "process of making."

**Prerequisites:** ARCH 143

**Attribute/Distribution:** HU

**ARCH 271 Special Topics in Architecture 1-4 Credits**

Directed projects for advanced students in architecture or architectural criticism. Must have major standing in the department or permission of the instructor. Student must contact sponsoring professor and complete a contract sheet at preregistration.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** HU, Q, W

**ARCH 300 Apprentice Teaching 1-4 Credits**

Supervised participation in various aspects of the teaching of a course. Transcript will identify department in which apprentice teaching was performed. Consent of department chair required. The transcript will reflect the subject area in which the teaching was done.

**Repeat Status:** Course may be repeated.

**ARCH 311 Architectural Portfolio 4 Credits**

The course will aid students in the concept, layout, and preparation of a portfolio for graduate school application or employment search. Graphic techniques and reproduction methods will be emphasized via software workshops and weekly feedback. Recommended to be taken with ARCH 343. Non-architecture majors interested in taking the course should contact the instructor.

**Repeat Status:** Course may be repeated.

**Prerequisites:** ARCH 243

**Can be taken Concurrently:** ARCH 243

**Attribute/Distribution:** HU

**ARCH 335 Issues in Contemporary Architecture 4 Credits**

Seminar on selective architectural topics from the 1960s to the present. Analysis of important architectural projects and theories. Interaction among architecture and social, economic, political and technological changes.

**Prerequisites:** ART 001 and ARCH 002

**Attribute/Distribution:** HU

**ARCH 342 Theory of Form and Materials 4 Credits**

Study of the genesis of form, its representation and its interrelationship to related artistic disciplines. Formal notions will be studied, compared and manipulated through the role of time, scale, perceptual analysis and material transformation. Consent of instructor required.

**Attribute/Distribution:** HU

**ARCH 343 Architectural Design IV 4 Credits**

The design of buildings and building groups, with the emphasis on urban design and the city.

**Prerequisites:** ARCH 143

**Attribute/Distribution:** HU

**ARCH 375 Architecture Internship 1-4 Credits**

Practical infield experience in the professional setting. Requires approval of instructor and host prior to beginning of the term, with a memorandum of understanding outlining student work responsibilities and educational objectives for the experience.

**Repeat Status:** Course may be repeated.

**ARCH 389 Honors Project 1-8 Credits**

Opportunity for undergraduate majors in Architecture to pursue an extended project for departmental honors. Department permission required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** Q, W

**Art Courses****ART 001 Art and Architecture History: Ancient to Medieval 4 Credits**

Survey of art and architecture around the globe, from the world's earliest artistic and architectural production through the 14th century. European, Middle Eastern, African, Asian and Central and South American works are covered. The course also serves as an introduction to the vocabulary, concepts, and methods of art and architectural history.

**Attribute/Distribution:** HE, HU

**ART 002 Art History: Renaissance to Present 4 Credits**

Survey of art and architecture from the Renaissance through the contemporary era. Examining developments in painting, sculpture, and the built environment, as well as the rise of media such as printmaking and photography, the course explores the changing form and status of the visual arts in modern culture and society.

**Attribute/Distribution:** HE, HU

**ART 003 Two-Dimensional Design 4 Credits**

This class will present the fundamentals of two-dimensional design through the use of creative assignments and critical discussion. Using both traditional and digital media, students will gain an understanding of the design process and compositional theory with an introduction to the basic principles and elements of design.

**Attribute/Distribution:** AL, HU

**ART 004 Three-Dimensional Design 4 Credits**

An introduction to the basic elements and principles of design. Involves use of various materials to solve 3D design problems in studio and computer lab. Problem solving in variety of materials for 3D design including assemblages, models, constructions, and conceptual forms. Required for all majors in department.

**Attribute/Distribution:** AL, HU

**ART 007 (FILM 007) Digital Photography I 4 Credits**

Intensive work in photography as fine art using digital input and output. Lectures, demonstrations, critiques.

**Attribute/Distribution:** AL, HU

**ART 010 Timber Tutorials: Woodshop Instruction 1 Credit**

Timber Tutorials offers a gateway to working in the woodshop of the Lehigh University Design Labs on the Mountaintop Campus. Students will complete a full safety certification that will permit access to the shop and its tools. Several guided projects will help build foundational skills to navigate the equipment in the woodshop. Prior to the first class session, students will need to successfully complete a portion of the preliminary woodshop training and testing online.

**Attribute/Distribution:** AL

**ART 011 Drawing I 4 Credits**

Concepts and practice of drawing, both traditional and contemporary. Includes drawing from life and an introduction to materials and techniques.

**Attribute/Distribution:** AL, HU

**ART 013 Sculpture I 4 Credits**

Through a series of hands-on projects, students will explore a variety of sculptural materials and techniques, including wood, metal, fabric, and plaster. In addition, they will engage with modern and contemporary sculpture through class discussions, brief readings, and critiques to develop both technical skills and critical understanding.

**Prerequisites:** ART 004 or ART 010

**Can be taken Concurrently:** ART 010

**Attribute/Distribution:** AL, HU

**ART 015 Figure I 4 Credits**

Drawing and modeling in clay from direct observation of the human figure. Fundamental principles of drawing, and two- and three-dimensional design through analysis of the human form. Inclass exercises cover basic scale, proportion, structure, drawing media and techniques, and clay modeling. Emphasis on personal expression, the human figure as vehicle for narrative, abstract or formal drawings or sculpture.

**Attribute/Distribution:** AL, HU

**ART 034 Plein Air Painting I 4 Credits**

Through weekly field trips to local sites, this class will provide the foundation for creating artwork in various media while exploring the exciting and unpredictable subject of the landscape. Although materials and techniques for painting in the outdoors will be covered, the primary objective of the course will be the introduction to heightened experience in nature through observation and response. Moderate hiking will be required for some field trips.

**Attribute/Distribution:** AL, HU

**ART 035 Painting I 4 Credits**

Painting in oil beginning with color mixing and basic layering techniques. Students learn the basic mechanisms for creative expression. Emphasis on understanding the physical nature of the materials.

**Prerequisites:** ART 003 or ART 011

**Attribute/Distribution:** AL, HU

**ART 037 Printmaking I 4 Credits**

An introduction to the fundamentals of printmaking. Students will gain an understanding of the technical processes and the visual language of different printmaking techniques. They will also examine historical approaches and context while exploring contemporary modes of expression.

**Attribute/Distribution:** AL, HU

**ART 052 (FILM 052) Introduction to Video Recording and Editing 4 Credits**

We will consider the interaction of image, sequence, motion, time and audio with video to create associative, abstract, documentary and narrative videos. Workshops in camera use, editing, concept development, lighting, sound and DVD authoring.

**Attribute/Distribution:** AL, HU

**ART 069 Special Topics in Art History 1-4 Credits**

Directed projects for students in the history of art or architecture. Consent of instructor required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** AL, HE, HU, W

**ART 073 Introductory Studio Practice 1-4 Credits**

An introduction to the methods and techniques of studio art. Designed to acquaint the student with general studio practice, covering topics not covered in other specific studio course listings.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** AL, HU

**ART 077 The Laws of Light 3 Credits**

In this course students will learn the laws of light and how to apply them to situations inside the studio and out. Course starts by exploring the physics of light through in class demonstrations. Then we will use different light sources and modifiers to experiment with a wide range of lighting scenarios. We will also focus on problem solving on set, as it is vital to understand what must be achieved in camera and what can be added in Photoshop.

**Attribute/Distribution:** AL, HU

**ART 107 (FILM 107) Digital Photography II 4 Credits**

An opportunity to produce a unified body of work and to explore digital photography on a deeper level with an opportunity to produce a unified body of work and to explore digital photography on a deeper level with an emphasis on conceptually driven images. Experimental process encouraged.

**Prerequisites:** ART 007 or FILM 007

**Attribute/Distribution:** HU

**ART 111 Drawing II 4 Credits**

Projects in creative drawing designed to build on concepts and practices initiated in basic drawing and life drawing.

**Prerequisites:** ART 011

**Attribute/Distribution:** HU

**ART 113 Sculpture II 4 Credits**

Building on the principles and techniques learned in Sculpture I, this course introduces students to the expanded field of sculpture, including installation art and social practice. Through class discussions, readings, and field trips, students will develop concept-driven projects and engage in critical reflection through class critiques.

**Prerequisites:** ART 013

**Attribute/Distribution:** HU

**ART 115 Figure II 4 Credits**

Projects in figure modeling and drawing from direct observation of the human figure, designed to build on concepts and practices initiated in Figure I. Students may elect to concentrate in one particular medium, although the primary investigation of form will always incorporate both two and three dimensional work.

**Prerequisites:** ART 015

**Attribute/Distribution:** HU

**ART 121 (WGSS 121) Women in Art 4 Credits**

A history of women artists from Renaissance to present day, with emphasis on artists of the 20th and 21st century from a global perspective. We explore attitudes toward women artists and their work as well as the changing role of women in art world. There may be required visits to museums and/or artists' studios.

**Attribute/Distribution:** CC, HE, HU

**ART 124 (AAS 124, GS 124) Arts of the Black World 16th-20th Centuries 4 Credits**

This course covers artistic practices originating in Africa that subsequently influenced countless world cultures. The material covers artistic production and theory of arts of the enslaved populations in the AnteBellum South, early African American painting through the Harlem Renaissance, the religious arts of Haiti (Vodou) and Cuba (Santería), and contemporary production from Black Brazilian, American and European artists. Students should be prepared to attend Museums/galleries during the semester.

**Attribute/Distribution:** HU

**ART 125 (AAS 125, GS 125) Art and Architecture of Africa from Colonial to Contemporary Times 4 Credits**

This course is structured around case studies of art and architecture from early traditions up through the present. The focus is on cultural production, religious art and architecture (local as well as Christian and Muslim traditions), craftsmanship, style, materials, trade, and international exhibition of art objects in Museums. The literature draws from art historical, anthropological, and historical analyses as well as museum studies. Students should be prepared to attend Museums/galleries during the semester.

**Attribute/Distribution:** HU

**ART 126 (ARCH 126, THTR 126) History of Interior Design and Decor 4 Credits**

Survey of architectural interiors and décor examining public and domestic spaces and their contents in terms of period and style. Exploration of major art and design movements through the lens of interior spaces and objects within the context of culture and society.

**Attribute/Distribution:** CC, HE, HU

**ART 127 History of Photography 4 Credits**

An overview of the history of photography and its theoretical debates since the inception of the medium in the early 19th century through the present. Combining lectures, on-site analysis of works from the Lehigh University Art Galleries, guest speakers, and exhibition visits, students will explore themes including the function of photographs in different historical and cultural contexts; photography's relation to fiction, truth, ethics, and aesthetics; and the role of materials, techniques, and reproduction in the creation of meaning.

**Attribute/Distribution:** CC, HE, HU



**ART 131 (MUS 131) Music and the Creative Arts 3 Credits**

This course examines collaborations, convergences and cross-influences between musicians, visual artists and other creatives in late 19th-early 20th century Europe and America. Students explore ways artists responded as individuals and collaborators, gain perspective on aesthetic movements including romanticism, realism, impressionism, symbolism, expressionism, futurism, dada, surrealism, and how these movements shaped the development of modernist culture. Students work with materials in the Music Department and LU Art Galleries teaching collection, studying the connections between music and visual works.

**Attribute/Distribution:** CC, HE, HU, W

**ART 134 Plein Air Painting II 4 Credits**

A sustained exploration of advanced plein air painting practices focusing on various media and approaches.

**Prerequisites:** ART 034

**Attribute/Distribution:** HU

**ART 135 Painting II 4 Credits**

A sustained exploration of paint media. Students concentrate on developing a body of related images using various media and approaches.

**Prerequisites:** ART 035

**Attribute/Distribution:** HU

**ART 137 Printmaking II 4 Credits**

Building on skills and concepts developed in Printmaking I. Individual projects in intaglio and relief and silkscreen with an emphasis on concept and refinement of image. Students concentrate on developing a body of related images using various media and approaches, furthering their research into historical approaches and context while exploring contemporary modes of expression.

**Prerequisites:** ART 037

**Attribute/Distribution:** HU

**ART 169 Special Topics in Art History 1-4 Credits**

Directed projects for students in the history of art or architecture. Consent of instructor required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** AL, HE, HU, W

**ART 173 Special Topics in Studio Practice 1-4 Credits**

Directed projects in art. Permission of instructor required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** AL, HE, HU, W

**ART 175 Introduction to Museums and Museum Professions 4 Credits**

Museums preserve and interpret cultural and natural heritage for the benefit of the public, but are also complex networks of professionals whose common goal is to create knowledge, share information, and connect with their communities. Students will gain an understanding of museum origins and histories, followed by an introduction to the wide range of museum professions such as curatorial, education, collections management, conservation, exhibition design, and administration. Recommended (but not required) as the introductory course for the Museum Studies minor.

**Attribute/Distribution:** CC, HE, HU

**ART 176 (ANTH 176, ARCH 176, CLSS 176) Roman Archaeology 4 Credits**

Cultures of the Roman Empire. Reconstructions of social, political, and economic dynamics of the imperial system from study of artifacts.

**Attribute/Distribution:** SS

**ART 182 (DES 182, THTR 182) Immersive Design: 3D World Building and Digital Interaction 4 Credits**

This course explores immersive media design through creating interactive 3D environments that integrate art, technology, and storytelling. Students engage with contexts like Game Design, Virtual Reality, and Music Videos, focusing on user experience and 3D interfaces. Utilizing platforms like Unity/Unreal, students experiment with Cinema 4D, Blender, creative coding, Meta Quests for VR, and 3D scanning. Projects draw inspiration from interdisciplinary sources, including game design workflows, theatrical worldbuilding, site-specific art, critical cartography, Land Art, and contemporary design practices.

**Prerequisites:** CSE 004 or CSE 007 or CSE 012

**Attribute/Distribution:** AL, CC, HU, Q

**ART 183 (GS 183, HIST 183) France from Medieval to Modern:Soc., Pol. & Art 3 Credits**

France's artistic, cultural, social, artistic and political development from early kingship and dominance of the Church in the Middle Ages to the grandeur of Versailles in the Age of Absolutism; radical transformations of culture and society during the French Revolution and advent of the Modern Nation-State; to twentieth century developments including the two World Wars, imperialism and impact of post-war globalization. Offered in summer only through Lehigh Study Abroad Office as part of Lehigh in Paris program.

**Attribute/Distribution:** CC, HE, HU

**ART 187 (THTR 187) Media and Projection Design for Performance 4 Credits**

This course explores the intersection of art, technology, storytelling, and theater through media and projection design. Students engage with the dynamic fusion of visual media and live performance to create impactful theatrical experiences. Combining theory and hands-on practice, the class covers how media elements shape narratives, evoke emotions, and transform stages. Topics include video, interactive media, live-camera systems, animation, and media system engineering. Students gain practical skills to push creative boundaries, blending digital media seamlessly with performance to craft captivating.

**Attribute/Distribution:** AL, HU, Q

**ART 213 Advanced Sculpture Workshop 4 Credits**

An advanced studio emphasizing sculpture within a contemporary context. Through the exploration of various concepts, material processes and rigorous critique, the student works toward developing their own unique vision and practice.

**Repeat Status:** Course may be repeated.

**Prerequisites:** ART 013 and (DES 004 or ART 004)

**Attribute/Distribution:** HU

**ART 215 Advanced Figure Workshop 4 Credits**

Further exploration of the human figure as the subject of art. More advanced students may elect to concentrate in either two or three dimensional representations in any media. The emphasis will be on personal interpretation and independent work with the instructor.

**Prerequisites:** ART 115

**Attribute/Distribution:** HU

**ART 217 Advanced Studio Workshop 4 Credits**

Studio Workshop is available to any student who has completed a second level discipline specific art studio such as Drawing II, Figure II, Painting II, Plein Air II, Digital Photography II, Printmaking II or Sculpture II and is designed for intermediate to advanced work in a specified medium. Course may be repeated.

**Repeat Status:** Course may be repeated.

**Prerequisites:** ART 111 or ART 107 or ART 113 or ART 115 or ART 135 or ART 152 or ART 134 or ART 137

**Attribute/Distribution:** HU



**ART 220 Modern Art of the 20th Century 4 Credits**

What was modern art, and how do we make sense of it? Modern artists revolutionized the art world of the 20th century, exploding its boundaries and conventions in ways that still challenge us today. This course explores modern art's origins and development. It offers a closer look at the leading artists, works, and debates of the period, and an introduction to the methods we use to understand and interpret them. Includes museum visits.

**Attribute/Distribution:** HE, HU, W

**ART 221 (GS 221) Global Contemporary Art 4 Credits**

Examines art and theory since World War II through the present in the global context. Topics include the development of abstract expressionism; conceptual art and the aesthetics of 1960s-era social movements; the politics of multiculturalism; the shift from contemporary to global in the 1990s; the rise of art biennials and the role of curators; post-Marxist and decolonial approaches to the arts; critical discourses on globalization; and issues of memory, trauma, migration, diaspora, and the environment. Includes museum and gallery visits.

**Attribute/Distribution:** CC, HE, HU, W

**ART 222 Seminar in Art History 4 Credits**

In this seminar students undertake sustained and focused study of select themes and topics from the history of art. Particular attention is devoted to learning the methods, theories, and research practices that art historians use to interpret and understand art. Seminar topics change annually.

**Repeat Status:** Course may be repeated.

**Prerequisites:** ART 002 or ART 001

**Attribute/Distribution:** HU

**ART 223 Writing Your Way Into the Arts 3 Credits**

A seminar course designed to build proficiency in the writing of personal statements, application materials, and portfolio narratives for students who are considering careers, internships, and graduate studies in the visual, performing, and creative arts or related fields. Specifically useful for juniors and seniors preparing for future opportunities after graduation. Writing intensive.

**Attribute/Distribution:** AL, HU, W

**ART 227 (LAS 227) Latin American Art 4 Credits**

Presents an overview of the origins and development of Latin American art since the independence period in the 19th century through the present. Understanding "Latin" American as a cultural construct that extends from Mexico to Tierra del Fuego and includes the Caribbean and Latinx cultures of the United States, the course examines key art movements and discourses across the region through the lens of historical and political events. Includes museum and gallery visits.

**Attribute/Distribution:** CC, HE, HU, W

**ART 234 Advanced Plein Air Painting Workshop 4 Credits**

An advanced studio emphasizing the development of a collective body of work as the student works toward developing their own unique vision and practice.

**Repeat Status:** Course may be repeated.

**Prerequisites:** ART 134

**Attribute/Distribution:** HU

**ART 247 (FILM 247) Advanced Photography Workshop 4 Credits**

Building on skills and concepts developed in Photography I and II, students will further their exploration of lens-based media and photo-based materials and processes, and the development of visual language in a structured environment. Through rigorous critique students develop their own voice, style and practice, building advanced digital and print bodies of work for professional review. Prerequisite: Art 107.

**Prerequisites:** ART 107 or FILM 107

**Attribute/Distribution:** HU

**ART 269 Special Topics in Art History 1-4 Credits**

ART 269. Special Topics in Art History (1-4) Directed projects for advanced students in the history of art or architecture. Consent of instructor required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** HU, W

**ART 273 Special Topics in Studio Practice 1-4 Credits**

Individually directed projects for advanced students capable of undertaking independent creative work in studio art. Consent of instructor required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** HU, W

**ART 275 Museum Collections and Exhibitions 4 Credits**

Museums often consider their collections as "core" to their work, and even their reason for existence. But how do museums move beyond simply being "object warehouses" and activate their collections to create public value? This course analyzes how museums care for, manage, and present their collections to the public through a range of formats, including exhibitions. Students will engage in hands-on learning and will contribute to a project at the Lehigh University Art Galleries (LUAG).

**Attribute/Distribution:** CC, HE, HU

**ART 276 Museum Education and Interpretation 4 Credits**

Museum collections can remain remarkably silent unless they are activated by skilled professionals charged with facilitating connections between objects and people. In this course, students investigate the critical role of museum educators, from gallery teaching to program development. Students will also explore other interpretive areas of museum work, from exhibition texts and labels to digital media and audio guides. Student will have the opportunity to teach with objects for the public at the Lehigh University Art Galleries (LUAG).

**Attribute/Distribution:** CC, HE, HU

**ART 300 Apprentice Teaching 1-4 Credits**

Supervised participation in various aspects of the teaching of a course. Consent of instructor, department chairperson, and permission of the Dean required.

**Repeat Status:** Course may be repeated.

**ART 317 Departmental Capstone 4 Credits**

Departmental Capstone is offered to seniors and qualified juniors and is taught collectively by the departmental faculty. Students focus on understanding and articulating their own interests and vision through research, written work, creation of new works of art, and critique. Instructor permission required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** HU, W

**ART 350 Special Topics in Graphic Design and Theory Seminar 1-4 Credits**

Current topics in graphic communication theory and practice. will cover preparation, production, and formulation of individual portfolio. Selected readings and discussions in professional ethics as well as legal issues in the field will be covered.

**Repeat Status:** Course may be repeated.

**Prerequisites:** ART 253 or DES 253

**Attribute/Distribution:** ND

**ART 356 Advanced Seminar in Art History 4 Credits**

In this upper level seminar, students undertake advanced study of select themes and topics from the history of art. Special emphasis is accorded to the practical application of art historical methods, theories, and research practices. Students pursue advanced research projects related to the seminar topic, which changes annually.

**Prerequisites:** ART 001 and ART 002 and ART 220

**Attribute/Distribution:** HU

**ART 370 Special Topics in Museum Studies 1-4 Credits**

Special topics related to museum studies. Directed projects in museum and exhibition related fields. Consent of instructor required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** CC, HE, HU, W

**ART 373 Studio Art Internship 1-4 Credits**

Practical infield experience in an artist's studio or art-related apprenticeship opportunity. Requires approval a semester in advance by instructor and host organization.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** ND

**ART 375 Museum Internship 1-4 Credits**

Internship under professional supervision in all areas of museums and/or related organizations, regionally, nationally or abroad in well established or accredited institutions. Students must initiate contact/application. A contractual agreement or letter of acceptance is required. Consent of department required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** ND

**ART 389 Honors Project 1-8 Credits**

Opportunity for undergraduate majors in Art to pursue a project for departmental honors. Department permission required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** W

**Design Courses****DES 025 (THTR 025) Costume Construction I 0,2 Credits**

Introduction to the art of costume construction. Costume construction materials, techniques, tools and safety. Practical experience in executing costumes for the stage.

**Attribute/Distribution:** AL, HU, Q

**DES 026 (THTR 026) Costume Construction II 0,2 Credits**

Continuation of THTR 25 - Costume Construction I, including pattern drafting, fitting, crafts and accessories. Materials, methods and problem solving. Practical experience in executing costumes for the stage.

**Attribute/Distribution:** AL, HU, Q

**DES 040 Product Design Introductory Studio 4 Credits**

This studio course explores approaches to designing physical goods intended for mass production. Projects begin with words, then pictures, and finally objects. Each project builds upon what was learned while incorporating new design techniques and modes of research. A basic scaffolding to approach product design forms: 1) ideation, 2) moodboard, 3) form finding, 4) drawings, and 5) prototypes. Expansion and contraction of ideas at each phase through exploration and analysis is emphasized.

**Prerequisites:** ART 004

**Attribute/Distribution:** AL, CC, HU

**DES 053 Graphic Design Introductory Studio 4 Credits**

This course introduces graphic design through traditional and contemporary methods, integrating research, ideation, visual problem-solving, image-making, materiality, typography, layout, and composition. Assignments vary from individual to collaborative projects that foster design thinking, iterative process, and critical discussion. Emphasis is placed on formal and informal presentations, critique, studio citizenship, traditional hand skills and software-based skill development. The course also covers an introduction to print production and material. Students will discover how Graphic Design impacts businesses, shapes the economy, and supports communities.

**Prerequisites:** ART 003

**Attribute/Distribution:** AL, HU

**DES 070 Web Design I 4 Credits**

Introduction to the design and fabrication of web pages. Students will learn how to create pages using HTML and web fabrication software, with an emphasis on aesthetic and structure.

**Prerequisites:** ART 003

**Attribute/Distribution:** AL, HU

**DES 072 (THTR 072) Textile Design I 4 Credits**

Textile printing has brought about revolutionary changes in textile design. Textile Design utilizes digital photography, scanning, drawing and image editing software to create botanical and geometric patterns for textiles.

**Attribute/Distribution:** AL, HU

**DES 073 Special Topics in Design 1-4 Credits**

An introduction to methods and techniques of design studio. Designed to acquaint the student with general design elements, covering topics not covered in other specific studio course listings. Instructor permission required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** AL, HU, W

**DES 079 (ASIA 079) Digital Bridges 2 Credits**

Run as an independent study: research ancient Chinese bridges, gardens, and pavilions. Digitize images and website design. Create photographic documentation of the Bridge Project. Produce documentary from historical materials concerning history of Chinese students at Lehigh. Bridge Project students could continue project work in Shanghai and Beijing.

**Repeat Status:** Course may be repeated.

**DES 080 Motion Graphics 4 Credits**

Motion graphics takes art and design elements: shapes, objects, photographs, type and gives them movement. We explore effects techniques applied to stills, graphics and short video and work with abstract transformations in time. Prerequisite: Art 003 or permission of the instructor.

**Prerequisites:** ART 003

**Attribute/Distribution:** AL, HU

**DES 087 (THTR 087) Performance Design 4 Credits**

Introduction to the process of creating integrated designs in theatre production. The study and practice of the principles of visual representation, historical and conceptual research and the study of theatrical styles.

**Attribute/Distribution:** AL, CC, HU

**DES 088 (THTR 088) Digital Rendering 4 Credits**

Explore the use of modern technology to develop and communicate design ideas with speed, clarity, and visual punch. Strategies geared toward increasing the young designer's confidence in presenting artistic concepts. Learn the basics of Photoshop and SketchUp and then apply those skills in creative execution of scenic, costume, and lighting renderings.

**Attribute/Distribution:** AL, HU

**DES 089 (THTR 089) Introduction to Fashion Design 4 Credits**

An introduction to conceptual garment design. Research, devise, and develop collections of apparel and accessories. Basic elements of design, fashion theory, design processes, and rendering techniques.

**Attribute/Distribution:** AL, CC, HU

**DES 111 (THTR 111) Sound Design 2 Credits**

Introduction to the study of the techniques and equipment used for theatrical sound design. Elements include audio theory, script analysis, field recording and editing audio in digital audio workstations.

**Attribute/Distribution:** AL, HU

**DES 129 (THTR 129, WGSS 129) History of Fashion and Style 4 Credits**

Global trends in dress and culture from pre-history to today. The evolution of silhouette, garment forms and technology. The relationship of fashion to politics, art and behavior. Cultural and environmental influences on human adornment.

**Attribute/Distribution:** CC, HE, HU

**DES 140 Digital Prototyping Studio 4 Credits**

This class will focus on form making, from the relatively simple to complex organic modeling. The class also covers design for manufacturing with additive technologies and the production of digitally rendered images. Projects focus on the extension of a brand identity to influence the design of mass producible functional objects with a heavy emphasis on digital craft. Final project involves designing and prototyping a functional 3D printed product.

**Prerequisites:** DES 040

**Attribute/Distribution:** HU

**DES 144 Furniture Prototyping Studio 4 Credits**

Hands on studio class with an emphasis on joining, craft, material properties, structure, design planning, and ergonomics. Projects will primarily focus on working with wood but will also explore other materials. Through assignments students will gain experience in the development of both singular pieces and design prototypes intended for reproducibility.

**Prerequisites:** DES 040

**Attribute/Distribution:** AL, HU

**DES 148 Furniture Design I 4 Credits**

Design methodology, fabrication techniques, and methods of design presentation.

**Attribute/Distribution:** AL, HU

**DES 153 Graphic Design Intermediate Studio 4 Credits**

This Intermediate Studio reinforces students' approach to visual communication through increasingly multifaceted projects. Visual problem-solving, nuance, and attention to detail are stressed. Students will understand the importance of formal, contextual, historical, technical, aesthetic, and poetic elements of composition, and will learn to view typography as an expressive form that conveys emotional and intellectual significance. Students will be encouraged to develop their individual approach through exploration and experimentation that culminates in portfolio-ready work.

**Prerequisites:** DES 053

**Attribute/Distribution:** HU

**DES 154 (THTR 154) Scene Painting 4 Credits**

Study and practice of basic and advanced methods of painting for the theatre. Includes basic elements and principles of design, color theory, the influence of light, atmosphere and aesthetics for the theatre.

**Attribute/Distribution:** AL, HU

**DES 155 (THTR 155) Model Building and Rendering 4 Credits**

The art and practice of model building and rendering for the stage. Special techniques including scale furniture, soldering, acrylic painting and hand drafting.

**Attribute/Distribution:** AL

**DES 172 (THTR 172) Textile Design II 4 Credits**

Building on skills and concepts developed in Textile Design I, students will develop their own voice in textile, apparel and accessory design.

**Prerequisites:** DES 072 or THTR 072

**Attribute/Distribution:** HU

**DES 173 Special Topics in Design 1-4 Credits**

Directed projects in design with selected readings as required. Student must initiate contact with sponsoring professor. Instructor permission required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** AL, HU, Q, W

**DES 182 (ART 182, THTR 182) Immersive Design: 3D World Building and Digital Interaction 4 Credits**

This course explores immersive media design through creating interactive 3D environments that integrate art, technology, and storytelling. Students engage with contexts like Game Design, Virtual Reality, and Music Videos, focusing on user experience and 3D interfaces. Utilizing platforms like Unity/Unreal, students experiment with Cinema 4D, Blender, creative coding, Meta Quests for VR, and 3D scanning. Projects draw inspiration from interdisciplinary sources, including game design workflows, theatrical worldbuilding, site-specific art, critical cartography, Land Art, and contemporary design practices.

**Prerequisites:** CSE 004 or CSE 007 or CSE 012

**Attribute/Distribution:** AL, CC, HU, Q

**DES 186 (THTR 186) Lighting Design 4 Credits**

An introduction to the art and practice of lighting design for the theatre. Script analysis, research, and the interplay of lighting technology and design. Students will develop a sense of the dramatic while creating a portfolio of lighting designs.

**Attribute/Distribution:** AL, CC, HU

**DES 188 (THTR 188) Scenic Design 4 Credits**

An introduction to the art and practice of scenic design for the theatre. Script analysis, research, drafting and modeling techniques. Students will develop a sense of the dramatic while creating a portfolio of scenic designs.

**Attribute/Distribution:** AL, CC, HU

**DES 189 (THTR 189) Costume Design 4 Credits**

An introduction to the art and practice of costume design for the theatre. Script analysis, research, and rendering techniques. Students will develop a sense of the dramatic while creating a portfolio of costume designs.

**Attribute/Distribution:** AL, CC, HU

**DES 230 Design History 4 Credits**

An overview of design history from the late 19th century through the present, the course examines the evolving landscape of graphic, industrial, and product design from the arts and crafts movement through the digital age. Through critical investigation of key developments, debates, and theories in modern and contemporary design, it provides a window onto the changing relationship of designers and the design professions to industry, technology, society, and politics, and how design mediates both everyday and pressing global challenges.

**Attribute/Distribution:** HE, HU, W

**DES 240 Professional Practice for Product Design 4 Credits**

The course will aid students in the concept, layout, and preparation of a professional portfolio. Students will assess existing work, refine and expand projects, and produce new work in line with their individual professional goals. The course will also discuss issues related to professional practices, ethics, and current events in the design industry.

**Prerequisites:** DES 140 and DES 144

**Attribute/Distribution:** HU

**DES 248 Furniture Design II 4 Credits**

Advanced fabrication. Contemporary art issues and furniture history.

**Repeat Status:** Course may be repeated.

**Prerequisites:** DES 148

**Attribute/Distribution:** HU

**DES 253 Graphic Design Advanced Studio 4 Credits**

In this advanced studio students continue to develop their ability to undertake complex design problems with typography, imagery and visual narrative. Emphasis will shift from experimentation toward applied project work. This deeper dive studio course will prepare students to collaborate with designers and non-designers by providing tools for research, concept presentation and iteration. Readings, lectures, and critique serve to contextualize student work and will encourage students to hone their approach to articulation, craft and strategy.

**Prerequisites:** DES 153

**Attribute/Distribution:** HU

**DES 272 (THTR 272) Advanced Textile Design Workshop 4 Credits**

Building on skills and concepts developed in Digital Textile Design II, students work towards a maturing studio practice within an atmosphere of rigorous critique. Further exploration in the conceptual research and material tools of surface design in textiles developed in DES 072 and 172, with experimentation in broader media is encouraged. An expansion of knowledge of textiles and apparel in the 21st Century will inform the development of a design practice and portfolio. **Prerequisite:** DES 172 / THTR 172.

**Repeat Status:** Course may be repeated.

**Prerequisites:** DES 172 or THTR 172

**Attribute/Distribution:** HU

**DES 300 Apprentice Teaching 1-4 Credits**

Supervised participation in various aspects of the teaching of a course. Consent of instructor, department chairperson, and permission of the Dean required.

**Repeat Status:** Course may be repeated.

**DES 348 Furniture Design III 4 Credits**

Advanced fabrication, contemporary art issues and furniture history.

**Prerequisites:** DES 248

**Attribute/Distribution:** HU

**DES 353 Graphic Design Portfolio and Professionalism 4 Credits**

The course will aid students in the concept, layout, and preparation of a professional portfolio. Students will assess existing work, refine and expand projects, and produce new work in line with their individual professional goals. The course will also discuss issues related to professional practices, ethics, and current events in the design industry.

**Prerequisites:** DES 253

**Attribute/Distribution:** AL, HU, W

**DES 370 Advanced Design Projects 1-4 Credits**

Current topics in design, with selected readings, discussions, and studio work as required. Must have completed two 100-level Design courses. Consent of department required. Repeat Status: Course may be repeated. Attribute/Distribution: HU, W.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** HU, W

**DES 375 Design Internship 1-4 Credits**

Practical experience following apprenticeship model. Requires approval of instructor and host prior to beginning of the term, with a memorandum of understanding outlining student work responsibilities and educational objectives for the experience.

**Repeat Status:** Course may be repeated.

**Prerequisites:** DES 040 or DES 053

**Attribute/Distribution:** ND

**DES 385 Fusion: Design Practice 1-4 Credits**

Fusion: Design Practice is a project-based studio that offers students the opportunity to harness the skills they learn in the classroom for real-world application, as important tools for inquiry, dialogue, and service in the community and world at large. Projects prioritize experiential learning in architectural, graphic, and product design, and related fields. Fusion students see design projects through from beginning to end, from research and design to construction and production, frequently working in collaboration with university and community partners.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** HU

**DES 389 Honors Project 1-8 Credits**

Opportunity for undergraduate majors in Design to pursue a project for departmental honors. Department permission required.

**Repeat Status:** Course may be repeated.

**Attribute/Distribution:** W