



The University for Creative Careers®

Winter 2019 Lacoste Course Offerings

Undergraduate Courses

ARTH 240 Treasures of Provence
DSGN 208 Storyboarding Essentials
DRAW 341 Travel Portfolio
GRDS 205 Typography I: Anatomy, Form and Space
GRDS 348 Graphic Design Studio I: Idea Visualization
GRDS 353 Typography II: Information and Media
GRDS 380 Alternative Design Approaches
GRDS 400 Graphic Design Studio II: Systems Visualization
IDUS 215 Contextual Research Methods
ILLU 100 Introduction to Illustration Strategies
ILLU 326 Atmospheric and Environmental Illustration
ILLU 383 Book Illustration
PROD 222 Dressing the Persona
PROD 472 Costume Design Senior Project
SDES 490 Collaborative Experiences
SEQA 355 Franco-Belgian Comics
SEQA 382 Visual Storytelling I
SEQA 472 Directed Projects in Sequential Art
SOEA 333 Professional Practice for Entertainment Arts

Graduate Courses

DRAW 708 Graduate Drawing
GDVX 734 Typographic Voice and Visual Narrative
IDUS 711 Methods of Contextual Research
ILLU 742 Directed Projects in Illustration
PROD 770 Professional Practices in Production Design
SDES 791 Collaborative Experience for Graduate Students
SEQA 772 Directed Studies in Sequential Art
SOEA 560 Collaborative Experiences in Entertainment Arts

Note: Graduate teaching internships may be available

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ARTH 240 Treasures of Provence

The French region of Provence has inspired an array of artistic achievement from the monumental Roman aqueduct to the evocation of “The Starry Nights” by Van Gogh. Class discussion and site visits introduce students to the art collections and architectural monuments found throughout southern France. Students gain an understanding of the artistic traditions and the history of Provence. Prerequisite(s): ARTH 110, ENGL 123.

DSGN 208 Storyboarding Essentials

Artists and designers need to communicate their ideas to crews, clients and other stakeholders. In fields where interdisciplinary collaboration is essential, creatives effectively and efficiently share ideas through storyboards. From client briefs, storyboards bring life and visibility to ideas. Students design a sequence of images using composition, spatial cues, perspective, lighting and staging to clearly communicate a visual narrative. Prerequisite(s): DRAW 100, DSGN 101

DRAW 341 Travel Portfolio

To draw a place is to know a place. In this course, students develop studies of urban contexts, structures, architectural and sculptural elements, interiors, period furniture, and work from historical drawings. A personal focus within the breadth of the portfolio establishes primary motifs, processes and materials. The portfolio is accompanied by related writings and collected materials. Inventive approaches are encouraged. Prerequisite(s): DRAW 101 or DRAW 115.

GRDS 205 Typography I: Anatomy, Form and Space

Students are introduced to typography and its role in the visualization of language, historically and presently through an assortment of transmedia applications. Creative thinking is encouraged, along with prescribed techniques for the appropriate media. Prerequisite(s): ITGM 130 or MOME 130 or ADBR 150 or GRDS 201 or MATH 204.

GRDS 348 Graphic Design Studio I: Idea Visualization

Through hands-on implementation of professional concepts, students are introduced to the designer’s role in visualizing complex projects across multiple media. Students build upon professional design methods and strategies of problem-solving as they learn to visualize dynamic ideas. Prerequisite(s): GRDS 285.

GRDS 353 Typography II: Information and Media

In this advanced typography studio, students explore contemporary applications of letterform. Coursework addresses type and image and their role in creating meaning, as well as the role of style in establishing cultural relevance. Students are introduced to readability, legibility, color and appropriate application in both traditional and new media. Prerequisite(s): GRDS 348.

GRDS 380 Alternative Design Approaches

This course challenges students to address unusual design problems through conceptual and artistic innovation. Alternative uses of new media and traditional techniques are explored. Prerequisite(s): GRDS 358.

GRDS 400 Graphic Design Studio II: Systems Visualization

This studio course addresses the designer’s role in visualizing complex, integrated systems. Through the independent exploration of key principles in visual systems design, students develop strategies for managing design solutions across multiple communication media outlets. Prerequisite(s): GRDS 358.

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IDUS 215 Contextual Research Methods

This course presents the techniques necessary to conduct relevant and useful research of a novel domain in context. Students are expected to gain knowledge and expertise to contribute to the design process in user-centered products and systems in which user goals and task needs are given primary importance. Prerequisite(s): IDUS 100 or ARCH 101 or INDS 102 or ITGM 130 or FIBR 160 or FURN 200 or GRDS 201 or GRDS 205 or ADBR 212 or SERV 216.

ILLU 100 Introduction to Illustration Strategies

Professional illustrators strategically solve visual problems to engage clients and markets. While discovering strategies for effective visual communication, students explore the illustration process through creative application of distinct materials and techniques. Students conceptualize the framework of their portfolios within the context of professional expectations. Prerequisite(s): DRAW 101, DSGN 101.

ILLU 326 Atmospheric and Environmental Illustration

Perspective and constructive drawing techniques are essential when creating compelling narrative illustrations. Through research and practices, students illustrate building interiors, exterior environments, vehicles and other objects from different perspectives and in a variety of locations. Prerequisite(s): ILLU 160.

ILLU 383 Book Illustration

Book illustrators bring stories to life with vivid images that draw the reader into the lives of characters and the world of the narrative. Students in this course refine their approach to 181 visual storytelling and consider professional avenues for book illustrators. All aspects of book production are explored, from conceptualization of cohesive illustrations and cover art to binding methods and publication. Prerequisite(s): ILLU 218.

PROD 222 Dressing the Persona

Students explore the dynamic role of the professional costume designer in the collaborative process of developing a story from a script. Students organize and categorize materials, learn basic construction skills and present their concepts visually based on industry expectations. Informed by detailed script analysis, students design costumes that communicate a character's persona to an audience. Prerequisite(s): PROD 103.

PROD 472 Costume Design Senior Project

From the walls and paintings that adorn them to the smallest prop resting on a mantle, scenic designers craft immersive physical environments and set details that bring stories to life. To showcase their specialized skillsets and convey their personal scenic design style and professional aspirations, students effectively conceptualize, pitch, research and visualize engaging experiences rooted in the fundamentals of storytelling. Prerequisite(s): SOEA 333, PROD 422.

SDES 490 Collaborative Experiences

This collaborative course focuses on responding to project objectives and exceeding client expectations in a professional project environment. By working in multidisciplinary teams, students solve current challenges and problems in the design field and are exposed to the challenges and benefits of working with people from a variety of fields. Prerequisite(s): Permission of the department chair.

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SEQA 355 Franco-Belgian Comics

Traditionally, Franco-Belgian comics differ from American comics in their artistic approaches; attention to detail; and focus on longer, self-contained stories printed in a larger format. Students study styles, trends and production methods associated with Bande Dessinée and apply these skills to their own sequential work. Prerequisite(s): SEQA 224, SEQA 325.

SEQA 382 Visual Storytelling I

Developing graphic storytelling skills and the craft of penciling comic book pages, students in this course learn page layout, panel design and work with scripts while penciling traditional panel-topanel sequential art. Prerequisite(s): SEQA 325.

SEQA 472 Directed Projects in Sequential Art

This course provides structured production opportunities for students engaging in individual sequential art projects. Emphasis is on realizing personal vision through exploration of sequential art methodologies and productivity. Students select a faculty adviser to provide supplemental feedback and direction on projects. Group instruction, critiques and project adviser feedback provide students with a unique opportunity to evaluate their work in a broader context. Prerequisite(s): Permission of the department chair.

SOEA 333 Professional Practice for Entertainment Arts

While developing a portfolio and online presence that highlight their body of work, students examine the entertainment industry to advance their career preparation. Students explore topics such as intellectual property, business practices, employment structures, contracts, selfpromotion and branding as it relates to entertainment design. Prerequisite(s): THED 305 or PROD 320 or PROD 321 or PROD 322.

Graduate Course Descriptions

DRAW 708 Graduate Drawing

This independent studio course approaches drawing as a unique fine art medium, as well as a means for building momentum for work in other media. Students explore drawing both as a process through which ideas may be presented and as a finished product with renewed relevance in contemporary art. The course encourages students to establish a working method in drawing unique to their respective studio practice.

GVDX 734 Typographic Voice and Visual Narrative

Through a synthesis of typographic knowledge, students employ advanced methodologies in the development of transmedia visual experiences. Students explore alternative methods and execution strategies to develop form and define a unique aesthetic. Letterform anatomy and design, proportion systems and layout are employed to deliver contextually appropriate visual narratives. Prerequisite(s): GVDX 702.

IDUS 711 Methods of Contextual Research

This course presents the techniques—such as interviews, focus groups, contextual inquiry, surveys and questionnaires and the creation of novel research methods—necessary to conduct relevant and useful research. Students gain knowledge and expertise to contribute to the design process of products, services and systems in which goals, users and task needs are given equal importance.

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ILLU 742 Directed Projects in Illustration

Working one-on-one with the professor, students pursue an illustration specialty of particular interest and significance. The course involves group instruction and critiques, as well as individual projects. Prerequisite(s): ILLU 727.

PROD 770 Professional Practices in Production Design

Students experience the development of complex production strategies, the process of communication with production shops and the professional standards necessary to work in the entertainment industry. Emphasis is placed on refining and clarifying the communication process. Projects are tailored to the discipline of the student. Prerequisite(s): THED 720 or PROD 762.

SDS 791 Collaborative Experience for Graduate Students

Students from various disciplines collaborate in a client-centered, project-driven studio environment to develop design concepts and prototype solutions that meet project objectives and exceed external industry partner expectations. Students learn specialized design skills and techniques, and effectively manage issues involved in developing design solutions for an industry partner. Prerequisite(s): Permission of the department chair

SEQA 772 Directed Studies in Sequential Art

This course provides structured production opportunities for students engaging in individualized sequential art projects and professional development. Emphasis is on realizing personal vision through exploration of innovative methodologies in sequential art and further refinement of production management skills. Students select a faculty adviser and professional mentor to provide supplemental feedback and direction on projects. Individualized instruction and professional mentoring provide students with a unique opportunity to prepare for professional practice through critical analysis of the formal aspects of their work. Prerequisite(s): Permission of the department chair.

SOEA 560 Collaborative Experiences in Entertainment Arts

Students from a variety of disciplines within the School of Entertainment Arts work as a team to research, conceptualize and develop creative solutions for current design challenges presented by external partners. Specific projects and industries vary from quarter to quarter. Prerequisite(s): Permission of the department chair.