

MINOR IN DESIGN (15 credits)

Contact Professor Frank Oros with questions: foros@wustl.edu

Note that all of these courses count, though some may not be offered in the 2017-2018 academic year. Use the semester "Search" feature at courses.wustl.edu to find courses that will count each semester. Set the SCHOOL field to either **Art or Design & Visual Arts** and select ATTRIBUTE **(Art) FADM – FA Design Minor**.

For students in the College of Art, the Minor in Design is available only to students majoring in Art.

Key

C=needs computer + Adobe suite software

P=course has prerequisites

S=studio course

L=lecture course

GRAPHIC DESIGN

Communication Design I S
Communication Design II P S
Word and Image 1 C P S
Word and Image 2 C P S
Typography 1 C P S
Typography 2 C P S
2D Design C S
Typography & Letterform: The Design of
Language S
Data Visualization S
Color Systems S
Radical Design: Making Civic Experiences C S

DIGITAL DESIGN

Digital Design C S
Digital Studio C S

ADVERTISING DESIGN

Advertising 1 S
History of Advertising L
Advertising in the Digital Age L

MOTION DESIGN

Introduction to Animating in Three Dimensions S
Advanced Animation S

ILLUSTRATION

Drawing 1 S
Basic Illustration S
Pictures for Communication S
The Licensed Image S

FASHION DESIGN

Intro to Fashion: Materials Volume + the Body S
Three-Dimensional Fashion Design-Foundation S
Two-Dimensional Fashion Design-Foundation S
Fashion Illustration: Visualizing Apparel P S
Textile Design S
Fiber Manipulation S
Sustainable Textile and Fashion Design S
Experimental Fashion Design S
Fashion History and Research L
Patternmaking and Production S

BOOK DESIGN

Introduction to Letterpress S
Book as Lens: Photography and Books L/S
Introduction to Bookbinding S
Urban Books L/S
Book Arts: Art Practice (The Visual Book) L/S

DESIGN HISTORY

History of Communication Design L
Commercial Modernism in America L

INTERACTION DESIGN

Interaction Foundation C P S
Interaction Design: Understanding Health and Well-Being S
Interaction Design: Applications for Public Health C P S

ARCHITECTURE

Designing Creativity S
Parametric Design for A Fabricated Species S

TOPICS: Illustration as Practice, Research Methods in Human Centered Design, Service Design, Interaction Design: Layout Systems, Relational, Conditional, and Process-Oriented Design, Studies in Modern Design from Print to Pixel; Fashion Design: Collaboration Studio; Fashion Design: Fashion and Race; Visual Culture: Introduction to Illustration Studies.