San José State University
Department of Design / Industrial Design Program
DSID32, ID Foundation II, Section 02, Spring 2015

Instructor: Gerald Skulley
Office Location: Art 113
Telephone: 408) 924-XXXX
Email: gwskulley@yahoo.com
Office Hours: 5:30-6:00pm Tues by appointment (Please give 24hrs notice) 6:00-7:00pm Mondays drop-in (no appt. necessary) Tuesday and Thursday 12:30pm-3:20pm
Class Days/Time: Art103
Prerequisites: DsID 21, DsID 31, declared DSID major, or with instructor permission
Co-requisites: DSID22
Course Fees: A percentage of your fees are used in the maintenance of the prototyping facility equipment. The Department of Design requires that Industrial Design students attend and pass the shop safety orientation at least once each year. A shop test date will be reserved within the first two-three weeks of the term. You must provide proof of enrollment and a receipt from the bursar’s office that you have paid the required $20 shop fee to fund #62089 prior to taking the test.

Canvas Course Management Website
Copies of the course materials such as the syllabus, assignment handouts, grading, etc. may be found on the DSID32 course CANVAS website. You may find your link to this website on MySJSU, along with your login/password info. You are responsible for regularly checking with the messaging system in CANVAS for course updates, assignments, etc. All class correspondence will also be managed through the class CANVAS site.

Course Description
Industrial Design Foundation II (DSID32) is the second of two studio experiences designed to introduce students to the foundation principles of design and develop their abilities to explore and communicate their design concepts. There are three primary goals
for the course. The first is to teach students safe and effective shop skills so that they become effective at exploring and communicating their design concepts with a wide range of tools available to them and in a variety of three-dimensional media. The second is to introduce the basic elements of three-dimensional design and foundation principles of visual structure. The final goal is to reinforce a design process of experimentation and refinement. The intended outcome is a heightened awareness, improved observation skills and ability to understand, create and communicate appropriate three-dimensional forms clearly, effectively and beautifully.

**Course Goals and Student Learning Objectives**

Foundation II is divided into three projects assigned to develop knowledge and skills needed in future courses in the Industrial Design curriculum. Upon successful completion of this course, students will be able to:

- **LO1**: Use the formal elements of design to create three-dimensional design concepts. The design elements we will be discussing include: line, plane or surface, positive and negative volume, value, texture and color.
- **LO2**: Organize the previously outlined design elements to create unified designs that visually communicate clear intent.
- **LO3**: Generate three-dimensional form in a variety of ways.
- **LO4**: Demonstrate confidence in a prototyping environment to safely and effectively generate prototypes that communicate their three-dimensional design intent.
- **LO5**: Demonstrate effective design process through their use of two-dimensional and three-dimensional sketching and experimentation that enables them to explore, formulate and solve design problems and opportunities.
- **LO6**: Exhibit an uncompromising and high professional standard for three-dimensional design and prototyping skills, techniques, tools, materials, and craftsmanship.
- **LO7**: Use three-view, orthographic projection drawing as a tool of exploring alternative concepts, planning and specifying prototype construction and to communicate design concept specifications to others.
- **LO8**: Use design awareness, knowledge and intent, both in their own work and when discussing the work of others in informal classroom discussions as well as formal critiques at the end of each project. This should be demonstrated in their ability to actively discuss, critique, and engage in professional review of their work and that of their peers work.

**Required Texts/Readings/Materials**

**Required Materials List**

There will be additional tools and materials required to complete the course assignments. This has, in the past, cost students from $800-$1200 over the course of DSID31 and DSID32 combined. Past examples of tools have included respirators (purchase a
A respirator that is effective for both particles and fumes), files, saws, foam carving tools and other hand tools that students utilize in modelmaking.

Prototyping materials include:
urethane modeling foam ($160) You are expected to have the minimum amount of a 24"x24"x3" board but we suggest purchasing a full sheet (item #3152T43 from McMaster-Carr); [http://www.mcmaster.com/#standard-foam-sheets=12wpfg](http://www.mcmaster.com/#standard-foam-sheets=12wpfg)

***Do not use green, craft/floral foam from craft store such as Michael's!!!***
modulan foam (available from the Student IDSA Chapter and the Spartan Bookstore $50)
sandpaper (100, 150, 220, 400 and 600 grit approx.$50)
Body filler and spot putty (Easy Sand or Bondo approx. $40)
paint and primer (we recommend Duplicolor brand paints or canned paint from Lowe Paint (approx.$100)
Foamcore ($30)
Medium Density fiberboard ($40)
Melamine ($10)
Plaster ($20)
Clear sheet plastic ($10)
oil-based, plastilene modeling clay (8-10 lbs. approx.$50-$90)

**Required Reading List**


**Other Recommended Readings**


**Shop Test**
The Department of Design requires that Industrial Design students attend and pass the shop safety orientation at least once each year. We will be showing the video in class and then you will have at least a week to review the video again on your own as it is posted online ([http://www.sjsu.edu/atn/services/webcasting/events/shopysafety.html](http://www.sjsu.edu/atn/services/webcasting/events/shopysafety.html)) now. The shop test date will be announced the first day of class. That will be the only date that you will be able to take the shop test for this course so make sure you have studied up and
paid your shop test fee at the bursars office before that date. You must provide proof of enrollment and the original receipt from the bursar’s office that you have paid the required $20 shop fee to fund #62089 prior to taking the test.

Library Liaison
Rebecca Feind, Associate Librarian for Design Department
Email: Rebecca.Feind@sjsu.edu
Phone: 408.808-2007
Blog: http://sjsuartlibrarian.blogspot.com/

Classroom Protocol
Active participation in class activities is a significant factor in a student’s success in the Industrial Design program. Active learning facilitates mental growth, skill enhancement, creates a lifelong learner and improves the goals of becoming a good designer. Students are expected to be on time to class and when a class critique is planned, work is to be displayed on the table at the center of the room by 10 minutes after the official start of the class period. Be ready to start the critique by 15 minutes after the class officially starts. Students are to be respectful of the professor and their peers and any disruptive activities in the classroom will result in the student being asked to leave the class. Arriving late to class without prior arrangement and approval from the professor is considered disruptive. If the student cannot be in the classroom by the start of class, please do not interrupt the class in session by entering the classroom. If a student encounters any problems that inhibit their ability to participate in the class, please provide as much advance notice as possible to the instructor so that he/she may respond and inform the student in a timely manner. Students are expected to leave the classroom in a clean condition at the end of each class meeting so that the next class has an organized, clean room waiting for them.

Cell phones, organizers, laptops and, particularly, games are also disruptive and inconsiderate to your classmates and instructors. Phones are NOT permitted in this class and you will be asked to turn off and your phone at the start of each class. If you disrupt or withdraw from class activities due to your inability to silence these and similar devices, it will count against the participation portion of your final grade (LO9). If personal issues (family, medical, etc) require you to leave your phone on, you may do so by making arrangements with the instructor in advance. With this in mind, your instructor may need to answer his phone during class due to university business or professional demands but will try to keep this to a minimum during the semester.

Dropping and Adding
Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester’s Catalog Policies section at http://info.sjsu.edu/static/catalog/policies.html. Add/drop deadlines can be found on the current academic calendar web page located at http://www.sjsu.edu/academic_programs/calendars/academic_calendar/. The Late Drop
Policy is available at http://www.sjsu.edu/aars/policies/latedrops/policy/. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the Advising Hub at http://www.sjsu.edu/advising/.

Assignments and Grading Policy

Students will be engaged in demos, discussions and critiques during class meeting times and they will be assessed on engagement in those activities in their Participation grade (LO8). Students will have homework assignments to do outside of class (12-18 hours per week) that include two- and three-dimensional sketching and drawing assignments as required by the course assignments (LO 1-8). Students will be required to be present to discuss their work in classroom critiques (LO 8). Grading will follow the standard SJSU A-F system.

A+, A, A- / 100+ - 91% / Excellent
B+, B, B- / 90 – 81% / Above Average
C+, C, C- / 80-71% / Average
D / 70-61% / Below Average
F / Below 61% / Failure

Grading is weighted as follows:
Assignment One: Soap Bar and Mold (LO 1-8) 20%
Assignment Two: Clothing Conveyance (LO 1-8) 20%
Assignment Three: Product Design (LO 1-8) 40%
Class Participation: (LO 8) 20%

All assignments are due on time. No late work is accepted. Project work for critiques must be complete in order to receive in class feedback. Extra credit is not possible in this course as the workload is significant enough. A passing grade (for receiving university credit for the requirement) in this course is a D-, however, D- project work will usually not pass the DSID 32A Portfolio Project 1 course AND a 3.0 GPA is required in the major. The Participation grade in this course will be assessed through your engagement in Work/Practice sessions, class discussions and critiques each week. Actively engaging and exhibiting lifelong learning skills during class are the mode by which participation is assessed.

University Policies

Academic integrity

Your commitment as a student to learning is evidenced by your enrollment at San Jose State University. The University’s Academic Integrity policy, located at http://www.sjsu.edu/senate/S07-2.htm, requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of
Student Conduct and Ethical Development. The Student Conduct and Ethical Development website is available at http://www.sa.sjsu.edu/judicial_affairs/index.html. Instances of academic dishonesty will not be tolerated. Cheating on exams or plagiarism (presenting the work of another as your own, or the use of another person’s ideas without giving proper credit) will result in a failing grade and sanctions by the University. For this class, all assignments are to be completed by the individual student unless otherwise specified. If you would like to include your assignment or any material you have submitted, or plan to submit for another class, please note that SJSU’s Academic Policy S07-2 requires approval of instructors.

Campus Policy in Compliance with the American Disabilities Act
If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. Presidential Directive 97-03 requires that students with disabilities requesting accommodations must register with the Disability Resource Center (DRC) at http://www.drc.sjsu.edu/ to establish a record of their disability.

Student Technology Resources
Though it is not anticipated that you will need any of this for this class, computer labs for student use are available in the Academic Success Center located on the 1st floor of Clark Hall and on the 2nd floor of the Student Union. Computers are also available in the Martin Luther King Library. A wide variety of audio-visual equipment is available for student checkout from Media Services located in IRC 112. These items include digital and VHS camcorders, VHS and Beta video players, 16 mm, slide, overhead, DVD, CD, and audiotape players, sound systems, wireless microphones, projection screens and monitors.

Learning Assistance Resource Center
The Learning Assistance Resource Center (LARC) is located in Room 600 in the Student Services Center. It is designed to assist students in the development of their full academic potential and to inspire them to become independent learners. The Center's tutors are trained and nationally certified by the College Reading and Learning Association (CRLA). They provide content-based tutoring in many lower division courses (some upper division) as well as writing and study skills assistance. Small group, individual, and drop-in tutoring are available. Please visit the LARC website for more information at http://www.sjsu.edu/larc/.

SJSU Writing Center (Optional)
The SJSU Writing Center is located in Room 126 in Clark Hall. It is staffed by professional instructors and upper-division or graduate-level writing specialists from each of the seven SJSU colleges. Our writing specialists have met a rigorous GPA
requirement, and they are well trained to assist all students at all levels within all
disciplines to become better writers. The Writing Center website is located at
http://www.sjsu.edu/writingcenter/about/staff/.

Peer Mentor Center
The Peer Mentor Center is located on the 1st floor of Clark Hall in the Academic Success
Center. The Peer Mentor Center is staffed with Peer Mentors who excel in helping
students manage university life, tackling problems that range from academic challenges
to interpersonal struggles. On the road to graduation, Peer Mentors are navigators,
offering “roadside assistance” to peers who feel a bit lost or simply need help mapping
out the locations of campus resources. Peer Mentor services are free and available on a
drop –in basis, no reservation required. The Peer Mentor Center website is located at
http://www.sjsu.edu/muse/peermentor/
DSID 32 / ID Foundation II, Spring 2015, Course Schedule

Schedule is subject to change with fair notice in class or via notice on CANVAS.

Course Schedule

Th 1/28  Review of syllabus, course content, assignment structure, course expectations, materials requirements and first assignment.
Discuss and Assign: Clothing Conveyance Project (LO 1-9)
Shop Test prep (Have $20 bursar’s office receipt ready for Aug 28.)
Test scheduled for Thursday, Jan. 27 RM 101
View Shop Video online and take notes that you can bring to the test.
http://www.sjsu.edu/atn/services/webcasting/events/shopysafety.html

T 2/2  Work on Initial Sketches and Mockups of Clothing Conveyance

Th 2/4  Critique: Initial Sketches and Mockups for Clothing Conveyance

T 2/9  Illustrator Demo
Work on Revised Sketches and Mockups of Clothing Conveyance

Th 2/11  Critique: Revised Mockups of Clothing Conveyance

T 2/16  Lasercutter Demo
Work Day

T 2/23  Lasercutter Day 1– be prepared to cut final prototypes of clothing conveyance. Turn in Illustrator files on Canvas no later than 12:00pm on Thurs., Mar. 17. Assign: Product Redesign (LO 1-9)

Th 2/25  Lasercutter Day 2 – be prepared to cut final prototypes of clothing conveyance. Others work on Product Redesign Sketches

T 3/8  Critique Final Clothing Conveyance
Bring all mockups, sketches and final prototype

Th 3/10  Critique: Initial sketches of product redesign
Sketches representing word list

T 3/15  Work Day – Form Mockups

Th 3/17  Critique: 2nd Round Sketches of Product Redesign
Sketches representing 2nd, different word list
Critique: Initial Form Mockups of Product Redesign
Show at least:
2 distinctly different aesthetic “looks”
2 different ergonomic concepts; and at least
1 blended concept (ergo/aesthetic composite)
<table>
<thead>
<tr>
<th>Date</th>
<th>Event Description</th>
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<tbody>
<tr>
<td>T 3/22</td>
<td>Work Day: Revised Mockups</td>
</tr>
<tr>
<td>Th 3/24</td>
<td>Critique: Revised Mockups</td>
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<td>T 3/29</td>
<td>Spring Break – Campus Closed</td>
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<tr>
<td>Th 3/31</td>
<td>Spring Break – Campus Closed</td>
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<tr>
<td>T 4/5</td>
<td>Final, Refined Mockup and Final Orthographics due Start Model Build</td>
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<td>Th 4/7</td>
<td>Model Build</td>
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<td>T 4/12</td>
<td>Model Build</td>
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<td>Th 4/14</td>
<td>Assign: Soap Bar Design and Inspiration Boards Final Models due in primer. Final Painting. Come prepared with paint to use in spray booth</td>
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<td>T 4/19</td>
<td>Final Critique: Product Redesign (LO 1-8) Attendance is mandatory for final presentations. What’s Due: (1) Final Model (2) Final, Full scale Dimensioned Orthographic Drawings. Be sure to include section views to describe anything your model does not communicate (internal parts). (3) Explanatory Presentation Drawings (remember DSID22?!?) Use as many boards as needed (human factors, exploded view, etc) (4) Mockups created through your design process Upload Final Presentation Boards in .pdf format to CANVAS no later than 6:00pm Wednesday, April 20 or it will be considered late.</td>
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<td>Th 4/21</td>
<td>Critique: Inspiration Boards</td>
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<td>T 4/26</td>
<td>Work in Class: Mockups Demo: Casting plaster molds</td>
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<td>Th 4/28</td>
<td>Critique: Revised Inspiration Boards and Initial Mockups Have at least 3 different aesthetic concepts and 3 different ergonomic solutions (6 mockup minimum)</td>
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<td>T 5/3</td>
<td>Build Final Mold Patterns</td>
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<td>Th 5/5</td>
<td>Pour first half of the plaster mold Be sure to have pattern and mold box ready.</td>
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<td>T 5/10</td>
<td>Pour 2nd half of mold</td>
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<tr>
<td>Th 5/12</td>
<td>Last day of class</td>
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Critique: Final Soap Bar Pattern and Mold
Bring all mockups, sketches, final pattern and mold
Pour Soap