

**Major Form  
BA Design Studies**

**2023-2024 Catalog  
Interior Design**

Name \_\_\_\_\_

Student ID Number \_\_\_\_\_

Minor \_\_\_\_\_

Successful passage of BFA IT portfolio reviews are based on performance in DsIT 33 and 34, and are prerequisites for entry into BFA Interior Design degree program courses.

Course	Units	Grade
<b>Requirements of the Major Core Courses</b>	<b>24</b>	
ArH 72 Design in Society	3	_____
<b>Design Drawing—Complete one course from:</b>	3	
ANI 11 Illustration Fundamentals I (ANI + GD)	_____	_____
DsID 21 Visualization I (ID)	_____	_____
DsIT 10 Sketching, Drawing + Modeling (IT)	_____	_____
<b>Design Foundation II—Complete one course from:</b>	3	
ANI 71 Visual Principles (ANI)	_____	_____
DsGD 83 Digital Applications: Basics (GD)	_____	_____
DsID 31 Industrial Design Foundation I (ID)	_____	_____
DsIT 29 Design Process (IT)	_____	_____
<b>Design Foundation I—Complete one course from:</b>	3	
ANI 10 Light & Optics (ANI)	_____	_____
DsGD 63 Fundamental Graphic Visualization (GD)	_____	_____
DsID 22 Visualization II (ID)	_____	_____
DsIT 5 Intro of Interior Design and Architecture (IT)	_____	_____
<b>Design Methods II—Complete one course from:</b>	3	
DsGD 99 Introduction to Typography (ANI + GD)	_____	_____
DsID 32 Industrial Design Foundation II (ID)	_____	_____
DsIT 83 Visual Communication I (IT)	_____	_____
<b>Design Methods I—Complete one course from:</b>	3	
ANI 31 2D Animation I (ANI + GD)	_____	_____
DsID 137 Advanced Physical Prototyping (ID)	_____	_____
*DsIT 33 Architectural Presentation (IT)	_____	_____
<b>Art History—Complete one course from: (Recommend 70B)</b>	3	
ArH 70A Art History, Prehistoric to Medieval	_____	_____
ArH 70B Art History, Renaissance to Modern	_____	_____
ArH 70C Arts to Asia	_____	_____
<b>Design History—Complete one course from:</b>	3	
RTVF 181 Modern Film History (ANI)	_____	_____
DsGD 176A Graphic Design History and Theory (GD)	_____	_____
DsID 122 Cont. & Crit. Studies: Industrial Design (ID)	_____	_____
ArH 160 Modern Arch. or ARTH 161 Cont. Arch. (IT)	_____	_____

Course	Units	Grade
<b>Area Specialization</b>	<b>12</b>	
*DsIT 34 Interior Architecture Foundation Studio	3	_____
<b>Complete three courses from:</b>	9	
DsIT 106 Architectural Project Materials	_____	_____
DsIT 107 Furniture Design	_____	_____
DsIT 108 Architectural Lighting Design	_____	_____
DsIT 112 Professional Practice of Interior Architecture	_____	_____

Design Electives	Units	Grade
Departmental advisor-approved design electives. (See the back of this major form for details).		
Lower Division	3	_____
Lower Division	3	_____
Upper Division (Recommend DsIT 109)	3	_____
Upper Division	3	_____

Graduation Checklist		
General Education (includes Area Z DsGN 100W)	45	<input type="checkbox"/>
University Electives	25	<input type="checkbox"/>
Physical Education	2	<input type="checkbox"/>
Design Studies Requirement	48	<input type="checkbox"/>
<b>Total units required to graduate</b>	<b>120</b>	

Prerequisite for entry into DsIT 33\* and DsIT 34\* is DsIT 29 (DsIT 33 & 34 should be taken concurrently)  
 Prerequisite for entry into DsIT 100 is DsIT 34  
 Prerequisite for entry into DsIT 107 is DsIT 34  
 Prerequisites for entry into DsIT 108 are DsIT 103, DsIT 104 or upper division standing and instructor consent  
 Prerequisite for entry into DsIT 112 is DsIT 100

Substitute	for	Initials	Date
Substitute	for	Initials	Date
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Substitute	for	Initials	Date
Checked by Major Advisor			Date
Checked by Program Coordinator			Date

# BA Design Studies

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## Design Electives

Departmental advisor-approved design electives. 2 Lower Division and 2 Upper Division design electives are required.

Select 6 units of Lower Division Design Electives		Units	(Upper Division Design Electives continued)		
ADV 91	Introduction to Advertising	3	ARTH 110	History & Theory of New Media	3
ART 13	Three-Dimensional Design Concepts	3	ARTH 126	History of Photography	3
ART 13	Color	3	ARTH 160	Modern Architecture	3
ART 46	Introduction to Ceramics	3	ARTH 161	Contemporary Architecture	3
ART 47	Introduction to Metalsmithing	3	ARTH 162	California Architecture	3
ART 68	Beginning Sculpture: Object & Concept	3	ARTH 190B	Early Modernist Art	3
ART 74	Introduction to Digital Video Art	3	ARTH 190C	20th Century Art: from Dada to Pop	3
BUS 92	Introduction to Business Programming	3	ARTH 192A	Modern Design	3
BUS3 16	Introduction to Leadership & Innovation	3	ARTH 192C	History of Interior Design	3
CMPE 30	Programming Concepts & Methodology	3	BUS2 130	Introduction to Marketing	3
COMM 60	Verbal Reasoning	3	BUS2 131A	Business to Business Marketing	3
CS 22A	Python Programing for Non Majors I	3	BUS2 131C	Marketing of High Technology	3
CS 22B	Python Programming for Non Majors II	3	BUS2 134A	Consumer Behavior	3
CS 46A	Introduction to Programming	3	BUS3 181	Introduction to Entrepreneurship	3
CS 49C	Programming in C	3	CA 175	Seminar in Creative Process	3
ENGR 10	Introduction to Engineering	3	CA 176	Creativity & Creative Leadership	3
ENG 70	Emerging Modernisms & Beyond	3	CA 194	Community Building through Art Organizations	3
JOUR 61	Writing for Print, Electronic and Online Media	3	CMPE 101	Programming Concepts & Problem Solving	3
JOUR 95	Beginning Digital News Photography	3	DSID 126	Ergonomics for Design	3
MCOM 63	New Media	3	<b>DSIT 100</b>	<b>Building Codes</b>	3
MCOM 70	Visual Communication for Modern Media	3	ENGR 103	Life Cycle Engineering	3
PHOT 40	Introduction to Photography	3	ENGL 116	Myth & Literature	3
PR 99	Contemporary Public Relations	3	ENGL 117	Film, Literature & Culture	3
RTVF 20	Introduction to Sound Production	3	ENGL 176	The Short Story	3
RTVF 30	Introduction to Film/TV Production	3	ENVS 132	Solar Home Design	3
RTVF 31	Film & Television Aesthetics	3	ENVS 118	Sustainable Home Gardens	3
RTVF 60	Introduction to Screenwriting	3	ENVS 152	Globalization & the Environment	3
RTVF 80	Introduction to Media	3	HUM 101	Human Life: Let's Think About It	3
RTVF 82	Introduction to Film History	3	ISE/ENG 103	Life Cycle Engineering	3
TA 5	Acting	3	ISE 164	Computer & Human Interaction	3
<b>Select 6 units of Upper Division Design Electives</b>			<b>Units</b>		
Some courses have prerequisite requirement					
ADV 121	Consumer Advertising	3	JOUR 133	Editing and News Management	3
ADV 122	Business-to-Business Advertising	3	MCOM 104	Introduction to Mass Communications	3
ADV 123	Broadcast & New Media	3	MCOM 105	Lifestyles, Diversity & the Media	3
ADV 125	Advertising Layout & Production	3	MCOM 106	Global Mass Communication	3
AMS 179	American Pop Culture	3	PHIL 106	Philosophy of Art	3
ANTH 102	Silicon Valley Connections	3	PHIL 122	Social Justice	3
ANTH 105	Applied Anthropology	3	PHIL 126	Environment Ethics & Philosophy	3
ANTH 132	Creating Built Words	3	PHOT 112	Color Photography	3
ANTH 133	Organizational Cultures	3	PHOT 115	Intermediate Digital Imaging	3
ART 101	Digital Media Art	3	PHOT 120	Image & Idea	3
ART 103	Art as System	3	PHOT 121	Introduction to Studio Lighting	3
ART 104	Interdisciplinary Seminar in Digital Media Art	3	PHOT 123	Photographic Illustration	3
ART 105	Advanced Digital Video	3	PSYC 134	Cognition	3
ART 106	Topics in Human Machine Interface	3	PSYC 157	Psychology of Motivation	3
ART 132	Topics – Vessel	3	PSYC 158	Perception	3
ART 147	Wearable Sculpture	3	RTVF 132A	Introduction to Cinematography	3
ART 149	Lost Wax	3	URBP 148	Intro Spatial Vis Tech in Urb Plan	3
ART 151	Print Making	3	URBP 151	Intro to Urban Design	3
ART 140	Glass	3	URBP 152	Intro to Urban Design Studio	3
ART 141	Blow Molds	3			
ART 172	Intermediate Sculpture: System/Structure	3			

(Continued on next column)