Foundational Courses

TEID 1010 Design Theory   4 Credits / 120 Clock-Hours

Students will learn the design process and elements of design theory to create original designs. Students will study current and relevant design styles, furniture styles, and roof shapes. They will also learn to use industry software such as Adobe Photoshop, Illustrator, InDesign, and Homestyler to apply design theory and technical software skills to 3D design renderings. Students will develop strong presentation skills by providing visual and verbal communication of their final design concepts while justifying their design decisions.

Objectives:
• Learn to correctly apply technical skills such as scale, proportion, light, shadows, and perspective realism in basic 3D perspective room renderings.
• Show proficiency in the basic principles of graphic design and branding.
• Demonstrate and further enhance creativity by completing the steps of the design process and applying techniques learned from the course.
• Learn to identify and apply key features of architecture, roof styles, and design styles through research and application of these features in individual designs.
• Demonstrate and further develop skills in professional communication by presenting final projects and justifying design decisions.

TEID 1025 Color Theory   1 Credit / 30 Clock-Hours

Students will explore the basics of color theory, beginning with the color wheel and the role of psychology in the human response to color. Students will also learn to identify tints, tones, and shades of colors through color selections and applications in designs. Students will assess design aesthetics and apply appropriate color harmonies and combinations to enhance or subdue a design.

Objectives:
• Identify tints, tones, and shades of color and their effects.
• Determine the role of various color combinations in enhancing and subduing designs.
• Create unique color harmonies and trend colors using color inspirations.
• Develop and apply color schemes to designs.
• Use color psychology to appropriately select and apply color to design projects.

TEID 1035 Rapid Sketching   2 Credits / 60 Clock-Hours

Students will learn to quickly sketch realistic one- and two-point perspectives in the correct scale to communicate design concepts to clients and team members. Students will practice quick, timed sketching and rapid rendering techniques using black sketching pens and markers. Students will learn to sketch architectural features applying the principles of line, texture, pattern, and shadow.

Objectives:
• Quickly sketch one- and two-point perspective drawings with architectural details, furniture, and accents.
• Use correct scale and proportion to sketched elements using a black pen and marker to show quick sketching techniques, such as shadows, depth, and texture.
• Complete timed rapid sketches in 15-minute and 3-minute practices.
• Apply appropriate design elements and principles in hand-rendered interior design sketches.

TEID 1045 Materials & Sources   4 Credits / 120 Clock-Hours

Students will research materials and products used for residential and commercial spaces. Students will learn each material's correct function and purpose by compiling industry standard specification sheets and researching requirements for installation and maintenance. Students will also learn how to source materials available for the residential and commercial markets and gain a greater understanding of labor costs and trending products. They will learn how to calculate product costs using specific formulas.

Objectives:
• Research and identify the best materials and sources for finish materials and products in residential and commercial interior/exterior projects.
• Identify new products, techniques, finishes, and innovations in the design market.
• Evaluate price and quality differences between interior and exterior finishes.
• Determine how fabrication, installation, and other specifications impact material selection.
• Apply correct measurement and calculation formulas to specific products for accurate quantities.

TEID 1050 Textiles and Pattern Development   1 Credit / 30 Clock-Hours

The Textiles and& Pattern Development course teaches students about the history of textiles and cultural applications in interior design. Students explore fiber types and fabric construction, develop their own textile patterns, and create samples.

Objectives:
• Identify the appropriate construction and application of textiles for residential and commercial designs.
• Develop a textile pattern product line and virtually apply it to an interior space.
• Create fabric samples showcasing different pattern designs and construction methods.
• Select materials for a project which are both aesthetically pleasing and functional.

TEID 1060 Building Codes   1 Credit / 30 Clock-Hours

Students will learn the process of finish material estimating and ordering procedures for installation. Students will become proficient in estimating and ordering finishes, including flooring, window and wall coverings, draperies, paint, and upholstery. They will also gain an understanding of building codes as they relate to finish materials and project installation. Students will demonstrate mastery of calculating estimates and identifying building code violations through mock-client scenarios.

Objectives:
• Calculate material estimates for a variety of finishes based on mock-client scenarios.
• Apply appropriate building codes while placing finish materials on floor plans.
• Analyze and effectively plan for finish materials within a client's budget.
• Identify areas of concern on floor plans and use building codes to correct building violations.

TEID 1070 Space Planning & AutoCAD   5 Credits / 150 Clock-Hours

Students will learn space planning rules to organize unique and creative spaces and design layouts of interior residential and commercial projects. Building codes, ADA accessibility requirements, environmental concerns, and occupancy standards will be used to organize residential and commercial interior spaces. Students will use problem-solving, sketching, and schematic design development to address the needs of clients to effectively organize and design new construction as well as to renovate projects.

Objectives:
• Use current building codes and ADA requirements to organize residential and commercial interior spaces based on the client specifications.
• Organize furniture plans that meet code requirements for clear, easy access and function.
• Apply problem-solving skills during the design phase for resolving problematic floor plans and/or existing spaces.
• Use AutoCAD to draft basic and advanced residential and commercial floor plans with project documents and schedules.

TEID 1080 SketchUp Pro   2 Credits / 60 Clock-Hours

Students will learn to use SketchUp Pro to import AutoCAD files and create 3D BIM (Building Information Modeling) models of existing floor plans, create new floor plans, and learn to use the software's main modeling features for custom architecture and furniture designs. Students will learn to navigate the SketchUp Pro warehouse for products and materials used to develop 3D renderings. They will learn how to use the 3D walk-through presentation features used for client meetings.

Objectives:
• Import design files from other software programs to be edited or added to using SketchUp Pro software.
• Apply knowledge of architecture and design elements to new build designs and create new floor plans.
• Create custom architecture and furniture using the SketchUp Pro BIM modeling software.
• Apply product materials to final renderings and navigate multiple presentation modes for client presentations.

TEID 1090 REVIT Basics   4 Credits / 120 Clock-Hours

Students will learn how to use Autodesk 3D design software, Revit, to draft a large commercial office design. Basic Revit software will be instructed to apply advanced space planning concepts and commercial building codes. Students will learn how to apply Revit materials and create schedules for the project. Students will learn to render their projects in Revit for professional, visual presentations. The instruction in this course will prepare students for more advanced Revit training introduced in a later course.

Objectives:
• Use Revit 3D software to design and draft floor plans using current building codes.
• Apply materials and products effectively, create schedules, and design drawings for a set of professional construction documents.

TEID 1105 Architectural Detailing   5 Credits / 150 Clock-Hours

Students will use Revit to draft architectural detailed drawings and build MEP (HVAC, Electrical, and Plumbing) systems for commercial projects. They will draft working documents to include footings/foundations, sills, floors, walls, ceilings, windows, doors, roofs, electrical, plumbing, and climate control HVAC systems with their appropriate architectural symbols. Students will draft detailed drawings and elevations for architectural features such as stairs, fireplaces, and custom cabinets.

Objectives:
• Design and draft working construction documents based on industry standards using 3D Revit software, and current building codes.
• Label and specify all details and dimensions needed for furniture and other systems located in each space of a floor plan.
• Apply correct architectural symbols and dimensions to construction systems, detail drawings, interior and exterior elevation drawings, and working construction documents.
• Read, understand, and communicate the architectural details, systems, and codes on working drawings for residential designs.

TEID 1110 Senior Project   5 Credits / 150 Clock-Hours

In this course students will demonstrate mastery of all skills developed throughout the program. The senior project includes a large residential project using Revit. This final project must include the elements and principles of design, color theory, rapid sketching, materials and sources, textiles, building codes, space planning, architectural detailing, and product development. This final project will determine whether the student has learned the necessary skills required by industry leaders to be an interior designer.

Objectives:
• Provide research and inspiration for design, development, and refinement using the design process.
• Communicate the design process from rapid sketches and preliminary drawings to technical drawings and 3D renderings.
• Develop floor plans, elevations, construction plans, and final design renderings based on current code restrictions and applications.
• Manage budgets through calculations of square footages and material cost estimates.
• Source samples of products and provide construction and installation schedules and specifications.
• Apply appropriate building codes in detailed construction plans.
• Use Revit to create professional design plans and documents.
• Create a professional presentation of the design process and final product for a class critique with project branding.
• Communicate the design concepts and elements of final design projects professionally, visually, and verbally.
• Provide sourced product and material samples for presentation value and physical communication of design elements.

TEID 1120 Product Development & Portfolio   **1 Credit / 30 Clock-Hours**

Students will use Adobe InDesign to compile their best product development designs and organize their approved portfolio assignments in a physical portfolio and on a web E-portfolio platform. Advanced graphic design skills will be used to design both the physical portfolio and E-portfolio. Students will use professional, personal branding, and marketing skills to promote both portfolios and to organize bodies of work. Professional resumes will be created to best represent the skill sets of each student. These will be promoted on social media platforms such as Indeed, LinkedIn, Instagram, and Facebook.

Objectives:
• Apply graphic design skills and training to market and promote product designs and design concepts.
• Develop professional portfolios and magazine spreads using Adobe InDesign.
• Build an easy-to-use, online web E-portfolio with an E-commerce option that can be added to and/or edited.
• Create a professional resume and promote it on social media platforms for future employment opportunities.

TEID 1130 Business Practices   **1 Credit / 30 Clock-Hours**

Students will be introduced to the business aspects of interior design. Students will learn how to apply professional best practices in social media management, interview and employment strategies, freelance work, collaboration with vendors, building and leading a design team, ethical business procedures, industry safety, client relationships, and personal branding. Students will have the opportunity to practice effective interviewing techniques in mock interviews as they job shadow a designer or specific business, create reports on vendors, and develop a business plan. Students will create professional business documents, such as a list of services, contracts, and invoices.

Objectives:
• Develop and practice proper interviewing techniques.
• Identify best practices in social media usage.
• Determine the different ways of building your own business or clientele.
• Identify key ethical and industry-standard business practices.
• Determine how to effectively brand yourself and/or your business.
• Create a vendor/trades list and project management schedules.

TEID 2999 Interior Design Externship   **2 Credits / 90 Clock-Hours**

The Interior Design Externship course allows students to research potential internship opportunities based on their preference for employment and arrange a minimum of 90 hours to work as an extern. This hands-on training is an opportunity for students to secure a position or future employment at a workplace of their choice. The department head must approve all externships prior to the students arranging the externship. Students check in with an instructor each week of their externship to ensure that the objectives are met and to allow for any mentoring. Students who complete the externship receive real-world experience and are able to demonstrate to employers the knowledge and skills acquired through the program.

Objectives:
• Contact potential employers to promote themselves as future employees.
• Provide professional portfolios and resumes for internships and job interviews.
• Demonstrate competency in all industry design software, attention to detail, problem-solving and time management.
• Apply design training, creative innovation, and technical design concepts to projects and/or assist on projects.
• Apply all required employment skills to each day of the internship.