

Environmental Design (ENVD)

ENVD 101. Introduction to Environmental Design. 3 Credits.

Introduction to the environmental design fields of city planning, urban design, landscape architecture, architecture, and interior design. Particular attention is given to basic design concepts, visualization, visual analysis, imagination, and creativity.

ENVD 102. Drawing Basics for Environmental Designers. 1 Credit.

Introduction to the conventions of graphic expression as employed in architecture and landscape architecture. Co-req: ENVD 130.

ENVD 104. Environmental Design Fundamentals. 1 Credit.

Introduction to environmental design fundamentals, including the elements and principles of design, visual abstraction, visual literacy relating to environmental design problem-solving, visual resolution of form and proportion, and graphic communication. Co-req: ENVD 172.

ENVD 130. Drawing Skills for Environmental Designers. 3 Credits.

Introduction to the skills of graphic expression as employed in architecture and landscape architecture. Co-req: ENVD 102.

ENVD 172. Environmental Design Fundamentals Studio. 3 Credits.

Introduction to design studio, with practice in representational media, techniques and skills exploring drawing, visual abstraction, visual literacy relating to environmental design problem-solving, visual resolution of form and proportion, and graphic communication. Co-req: ENVD 104.