Week	Day	Date	#	Item	Pts	%
				Project 1: Cube Cylinder Cone Sphere (20%)		
1	1	Mon 8/25		Intro to DES 360. Intro to Project 1. Discussion and Q&A. Fundamentals of symmetry and 3D form generation. Construction of solid shapes. Intro to XPS (Extruded polystyrene foam). Cutting and gluing 4x4x1 squares of XPS into four 4x4x4 cubes. Show high quality production modeling and finishing of XPS. Orthographic and perspective drawing utilizing handmade techniques.		
	2	Wed 8/27		Due: Signed Honor Pledge	5	0.8
				Intro to shops. Workday in shop. Demo tools and materials: paper, cardboard, foam core, XPS. Shape, fill, sand, and finish cube to a perfect size of 4x4x4 inches. Paint with primer if time allows. Assemble and finish the other three cubes at home as needed.		
2	3	Mon 9/1		Labor Day – no classes		
	4	Wed 9/3		Workday in shops. Construction and use of templates and gigs to help in achieving true planes, angles, and consistent surfaces and curvatures. Shape cylinder and cone.		
3	5	Mon 9/8	**1.1**	Due: Mid-point work in progress: cube, cylinder, cone. Workday in shops. Fill, sand, and shape all four solids. Group discussion about challenges and optimal steps progression. Fabrication and craftsmanship tips.	10	1.6
	6	Wed 9/10		Shop demo of various hand and power tools. Shape sphere. Continue finishing the four solid shapes. Arrange shapes on desk to create a still life composition to be used in the orthographic and perspective technical drawing. Take three reference pictures of the composition: front view, right side view, top view. Practice sketching these views and a perspective view directly from the physical still life composition; compare with photo views.		
4	7	Mon 9/15		Final sanding and surface preparation. Paint shapes with gray primer.		
	8	Wed 9/17	**1.2**	Due: Board with orthographic and perspective views.	10	1.6
			1.3	Due: Project 1 Final Presentation. All work displayed in class. Discussion and Q&A.	100	16.0
					125	20.0
				Project 2: Product Line Extension (36.8%)		
5	9	Mon 9/22		Identify and deconstruct the visual language & formal attributes of an existing product. Use the existing design language to create a product line extension. Demonstrate an evolutionary iterative process. Show appropriate use of form and color elements in design. Show high quality production and finishing. Design process and product presentations utilizing hand techniques and analog methods. Bring three reference products to class (handheld manufactured objects). Discussion and feedback (pairs). Spinning top exercise (groups of 3).		
	10	Wed 9/24		Formal analysis & presentation materials. Bring your chosen reference product to class. Bring sketching & drawing tools. Review 2D presentation layouts. Deconstruct design language of reference product: list of qualities & hand drawing. Begin ideation & sketching.		

Week	Day	Due Date	#	Item	Pts	%
6	11	Mon 9/29	**2.1**	Formal analysis board presentations & 2D explorations. Soft presentations. Continue ideation & sketching in class. Bring sketching & drawing tools.	10	1.6
	12	Wed 10/1		2D & 3D explorations. Bring drawing materials and modeling tools. Refinement of design while iterating in 2D and 3D. Low fidelity modeling.		
7	13	Mon 10/6		XPS foam low fidelity model. Create a final low fidelity model using XPS foam to fine tune details before starting your high fidelity model. Technical drawing of final design: orthographic projections at appropriate scale. Finalize dimensions of PU foam needed. Workday: classroom and shops. Bring drafting & modeling materials & tools.		
	14	Wed 10/8		Polyurethane (PU) foam introduction. Demo PU foam. 3D modeling PU foam. Workday: classroom and shops. Bring modeling materials and tools.		
8	15	Mon 10/13		3D modeling PU foam. Workday: classroom and shops. Bring modeling materials and tools		
	16	Wed 10/15	**2.2**	Mid-way checkpoint: graded individual review. Workday: classroom and shops. Detailing high fidelity model. Detailing, sanding and finishing model with Bondo 907.	10	1.6
9	17	Mon 10/20		Workday: classroom and shops.		
	18	Wed 10/22		Painting introduction. Demo painting. Workday: classroom and shops. Detailing, sanding and finishing with bondo 907.		
10	19	Mon 10/27		Painting & review of materials for final submission. Workday: classroom and shops. Q&A.		
	20	Wed 10/29		Painting & finishing details. Workday: classroom and shops. Painting. Q&A.		
11	21	Mon 11/3		Painting & finishing details. Workday: classroom and shops. Painting. Q&A.		
	22	Wed 11/5	**2.3**	Due: Project 2 Presentation board.	10	1.6
			2.4	Due: Project 2 Final Presentation. Bring low and high fidelity models.	200	32.0
					230	36.8
				Project 3: Laser Cutting (27.2%)		
12	23	Mon 11/10		PROJ. 3: LIGHT DIFFUSER. Intro to Project 3. Explore the psychology of color and the symbolism of form applied to design. Lighting design basics. Demonstrate an evolutionary iterative process. Laser cutting fabrication process and hand building techniques. Show high quality production and finishing. Presentation material techniques.		
	24	Wed 11/12		Intro to laser cutting. Lecture & demo. Concept development and ideation sketching.		
13	25	Mon 11/17		2D & 3D explorations. Intro to laser cutting. Ideation, writing, and sketch development. Low fidelity modeling. Individual reviews. Laser demo.		
	26	Wed 11/19	**3.1**	Due: Present the mood board, sketches, and low fidelity models. Development of final design. Mid-way checkpoint. From 2D to 3D exploration. Soft presentations.	10	1.6

Week	Day	Due Date	#	Item	Pts	%
14	27	Mon 11/24		Thanksgiving week – no classes		
	28	Wed 11/26		Thanksgiving week – no classes		
15	29	Mon 12/1		High fidelity model fabrication. Workday: classroom and shops. Laser cutting.		
	30	Wed 12/3		High fidelity model fabrication workday: classroom and shops. Laser cutting.		
16	31	Mon 12/8		High fidelity model fabrication. Workday: classroom and shops. Assembly.		
	32	Wed 12/10		High fidelity model fabrication. Workday: classroom and shops. Assembly.		
17	33	Mon 12/15	**3.2**	Due: Project 3 Final presentation board.	10	1.6
			3.3	Due: Project 3 Final presentation. High fidelity and low fidelity models displayed in class.	150	24.0
					170	27.2
				Cat. 4: Attendance (16%)		
			4.1	Attendance	100	16.0
					100	16.0
				Course Total	**625**	100

NOTE: Specific deliverables and instructions for the submissions are described on each section in Canvas. These will also be presented and discussed in class ahead of the due date. Classes will be fully in-person on Monday and Wednesday afternoon in Rooms FA 163 & 170B. Students must be present for the entire class time on both days of the week. Submission dates and critique and presentation dates are final. The instructor will communicate in advance any changes to the schedule.