Week	Day	Due Date	#	Item	Pts	(course %)
				Project 1: Cube Cylinder Cone Sphere (18.3%)		
1	1	Tue 1/27		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 isometric drawing utilizing handmade techniques.		
	2	Thu 1/29		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 solids at home as needed.		
				Signed Honor Pledge		
2	3	Tue 2/3		Workday in shops. Construction and use of templates and jigs to help in achieving true planes, angles, and consistent surfaces and curvatures. Shape cylinder and cone.		
	4	Thu 2/5		Workday: classroom and shops.		
3	5	Tue 2/10	**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	2.2
	6	Thu 2/12		Shop demo of various hand and power tools. Shape sphere. Continue finishing the four solid shapes. Sketch shapes to create a still life composition drawn with drafting tools of an orthographic and isometric technical drawing. Use of ellipse and circle templates, and use of architect's scale.		
4	7	Tue 2/17		Final sanding and surface preparation. Paint shapes with primer and non-glossy paint.		
	8	Thu 2/19	**1.2**	Project 1 Final Presentation. All work displayed in class. Discussion and Q&A. Due: Board with orthographic and isometric views.	75	16.1
					85	18.3
				Project 2: Laser Cutting (23.7%)		
5	9	Tue 2/24		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.		
	10	Thu 2/26		Intro to laser cutting. Lecture & demo. Concept development and ideation sketching.		
6	11	Tue 3/3		2D & 3D explorations. Intro to laser cutting. Ideation, writing, and sketch development. Low fidelity modeling. Individual reviews. Laser demo.		
	12	Thu 3/5	**2.1**	Mid-way checkpoint. Due: Present the mood board, sketches, and low fidelity models. Development of final design. From 2D to 3D exploration. Soft presentations.	10	2.2

Week	Day	Due Date	#	Item	Pts	(course %)
7	13	Tue 3/10		High fidelity model fabrication. Workday: classroom and shops. Laser cutting.		
	14	Thu 3/12		High fidelity model fabrication workday: classroom and shops. Laser cutting.		
8	15	Tue 3/17		Workday: classroom and shops.		
	16	Thu 3/19	**2.3**	Due: Project 3 Final presentation. High fidelity and low fidelity models displayed in class.	100	21.5
					110	23.7
9	17	Tue 3/24		Spring Break — No Classes		
	18	Thu 3/26		Spring Break — No Classes		
				Project 2: Product Line Extension (36.6%)		
10	19	Tue 3/31		Cesar Chavez Day — No Classes		
	20	Thu 4/2		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.		
11	21	Tue 4/7	**3.1**	Due: Formal analysis board presentations. Review 2D presentation layouts. Bring your chosen reference product to class. Bring sketching & drawing tools. Deconstruct design language of reference product: list of qualities & hand drawing. Begin ideation & sketching.	10	2.2
	22	Thu 4/9		Continue ideation & sketching in class. Bring sketching & drawing tools. Being sketching on computer (CAD).		
12	23	Tue 4/14		2D & 3D explorations. Bring drawing materials and modeling tools. Refinement of design while iterating in 2D and 3D. Low fidelity modeling. Start refining computer 3D model.		
	24	Thu 4/16		Low-fidelity demo: paper, foamcore, cardboard, plastiline, etc. XPS foam low fidelity model. Create paper and low fidelity models to fine tune details before starting your high fidelity model. Finalize dimensions of PU foam needed. Workday: classroom and shops. Bring drafting & modeling materials & tools.		
13	25	Tue 4/21	**3.2**	Mid-way checkpoint: graded individual review. Review working computer model and drawings. Workday: classroom and shops. Detailing high fidelity model. Detailing, sanding and finishing model with Bondo 907.	10	2.2
	26	Thu 4/23		Polyurethane (PU) foam demo. 3D modeling PU foam. Workday: classroom and shops. Bring modeling materials and tools.		

Week	Day	Due Date	#	Item	Pts	(course %)
14	27	Tue 4/28		Workday: classroom and shops. Other materials: wood, acrylic, 3D printing.		
	28	Thu 4/30		Drafting demo and practice. Technical drawing of final design: orthographic projections at appropriate scale. Workday: classroom and shops. Bring modeling materials and tools.		
15	29	Tue 5/5		Painting introduction. Demo painting. Workday: classroom and shops. Detailing, sanding and finishing with bondo 907.		
	30	Thu 5/7		Painting & review of materials for final submission. Workday: classroom and shops. Q&A.		
16	31	Tue 5/14		Painting & finishing details. Workday: classroom and shops. Painting. Q&A. Finalize slides and presentation board.		
	32	Thu 5/14	**3.3**	Due: Project 2 Final Presentation. Bring low and high fidelity models. Final slide presentation.	150	32.3
					170	36.6
				Cat. 4: Attendance (21.5%)		
			4.1	Attendance	100	21.5
					100	21.5
				Course Total	**465**	100