DES 360 Model Development Lab

Pino Trogu
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Syllabus – Spring 2026

CLASS HOURS: In Person
Tue. 1–3:45 pm Room FA 161/163/170B
Thu. 1–3:45 pm Room FA 161/163/170B
OFFICE HOURS: Tuesday 9 am – 12 noon
Room HUM 248 or Zoom

email: trogu@sfsu.edu
web: faculty.sfsu.edu/~trogu

San Francisco State University
College of Liberal and Creative Arts
School of Design

Note: individual items in this syllabus are subject to change.

Last update: January 25, 2026

BULLETIN DESCRIPTION

Rudiments of model building for the industrial designer. Production of various levels of models including presentation-grade models.

PREREQUISITES

Restricted to upper-division Design majors; DES 200 Visual Design Literacy, DES 305 Lab safety Basics, DES 356 History of Design and Technology, DES 370 Introduction to Design, with grades of C or better; or permission of the instructor. Students will benefit from taking this course together with DES 310 Product Design 1 in the same semester.

This course is plus-minus letter grade only – no CR/NC option.

FEES

$50 instructional materials fee.

MISSION STATEMENT

The School of Design serves a diverse cohort of students in the areas of Product Design and Visual Communication Design at both the undergraduate and graduate levels. Our curricula emphasize design process as a means of problem solving, and our classes help students to build the technical, conceptual, critical, and collaborative skills required in design professions.

CREDIT HOUR CALCULATION FOR ACTIVITY COURSES

This course is a 3-unit in-person activity course.[1] Typical of the design field, real time direct instruction is 150 minutes (2.5 hours) twice a week. The minimum expectation for out-of-class work (homework) is 150 minutes (2.5 hours) on average per week, but may extend to as much as 4 hours per week.

COURSE CONTEXT & OBJECTIVES

Introduction to the process of constructing prototypes and appearance models for industrial design, developing skills and techniques for constructing and finishing industrial design models. Topics will include the types and uses of models in industrial design and how they fit into the design process. The focus will be on prototyping as an iterative process, on the properties of various prototyping materials, and on techniques such as laser cutting, lathe turning, and clay modeling, for working these materials.

LEARNING OUTCOMES

1. Basics of visual and spatial relationships in three-dimensional design.
2. The role of prototyping and model building in industrial design.
3. The various types of models and their functions, with various levels of detail from low to high fidelity.
4. Construction of presentation grade models.
5. Common types of modeling materials and their appropriateness to different stages of the design process.
6. Hand and power tool techniques for shaping, forming, and working with modeling materials.
7. The role and behavior of color in surfaces and finishes.
8. Finishing and painting strategies for presentation grade models.
9. Product photography techniques and basics of proper studio lighting.
10. How physical modeling fits into the general process of design, including conceptualization, execution and documentation.
11. Sketching and handmade technical drawings and renderings of models at various stages of completion.

At the end of this course, students will be able to identify the various types of prototypes and models used in industrial design, and choose the appropriate ones for each stage in the design process. They will have gained experience working with a number of modeling materials, combining them to assemble models and prototypes such as those produced in a professional studio industrial setting.

METHODS

This class emphasizes the development of analog techniques and methods. It is a hands-on course with some lecture components. A few classes will be lecture-based but many will involve demonstrations of the skills being taught that week, as well as lab/studio time. You will be required to perform numerous hands-on activities with limited computer use. Supporting materials may include videos, example files, and online tutorials posted on Canvas.

ASSIGNMENTS

Grades in this course will be assessed on three main projects. Each project will have a handout with specific instructions, requirements, deliverables, and due dates. Short briefs and due dates will be listed in the schedule handout and complete briefs posted on Canvas.

CRITIQUES & FEEDBACK ON WORK

Feedback will be provided throughout the semester. Written feedback will be given with the grading of mid-point and final reviews of projects. The critique is a common practice in design education and professional practice, fundamental for the improvement of a student's awareness of the expectations regarding the quality of their work. During critiques, comments and remarks are directed at the students' work, not their personal characteristics, beliefs, preferences, or identities. The language used by both instructor and students should be respectful, focus on objective analysis and constructive criticism, and avoid subjective value judgements.

CLASS COMMUNICATIONS

Email is the preferred mode of communication outside class. *Students are required to check their SF State email address.* Note that you cannot forward your SF State email to a personal email address. Messages to students will also be sent via *Announcements* in Canvas. Install the Canvas Student app in your

1. Credit Hour Definition: The SFSU definition of the credit hour aligns with the CSU (12/21/2020 Memo), WSCUC (Credit Hour Policy), and federal law (600.2 and 600.4 rev. 7/12020). University's Credit Hour Policy S22-299.

devices so that you can receive those announcements in a timely manner.

LETTER GRADES & POINTS

A 100–96
A– 92
B+ 88
B 84
B– 80
C+ 76
C 72
C– 68
D+ 64
D 60
F 59–0

The grading scale is distributed evenly: there are ten possible letter grades (D– is not included) plus F. Each letter has a range of 4 points, evenly spaced from 100 to 60 (from A to D); F ranges from 59 to 0.

A. Performance of the student has been of the highest level, showing sustained excellence in meeting course responsibilities and personal potential.
B. Performance of the student has been good, though not of the highest level.
C. Performance of the student has been adequate, satisfactorily meeting the course requirements.
D. Performance of the student has been less than adequate.
F. Performance of the student has been such that course requirements have not been met.

SFSU grading policy
bulletin.sfsu.edu/policies-procedures/grading/#gradingpolicy

PROJECTS AND GRADES

The course has four projects/categories with the following percentages:

1. Cube Cylinder Cone Sphere	18.3 %
2. Laser Cutting	23.7 %
3. Product Line Extension	36.5 %
4. Attendance	21.5 %
TOTAL	**100.0 %**

Table 1. Possible grades for each assignment. Points and corresponding letter grades, rounded to the nearest decimal.

Letter/points	10	50	75	100	150	200
A	9.6	48	72	96	144	192
A–	9.2	46	69	92	138	184
B+	8.8	44	66	88	132	176
B	8.4	42	63	84	126	168
B–	8.0	40	60	80	120	160
C+	7.6	38	57	76	114	152
C	7.2	36	54	72	108	144
C–	6.8	34	51	68	102	136
D+	6.4	32	48	64	96	128
D	6.0	30	45	60	90	120
F	<6.0	<30	<45	<60	<90	<120
Late points (15%)	1.5	7.5	11	15	22.5	30

ASSIGNMENT IDENTIFICATION

Presentation boards and other applicable formats must be identified with the credits in the sequence shown below. Note: the first number will be your 2-digit roster sequential number (leading zero if applicable), not your student ID number.

| FirstName LastName | DES 360 | Project # | Trogu | SFSU | Spring 2026

PASSING GRADE

For students in the School of Design, a grade of "C" or higher is required to pass the class, for it to count towards your DPR (Degree Progress Report) and graduation. There is no CR/NC option (only plus or minus letter grade).

GRADING RUBRIC

There are three projects (categories) in the semester, plus attendance. Preliminary steps (mid-point assignments) are graded on general completion and are 10 points each. Final presentation for Projects 1 is 75 points; project 2 is 100 points; and Project 3 is 150 points. See the separate project schedule for dates, points, and percentages. See Table 1 for points and corresponding letter grades. Final presentation for each project will be graded according to the rubric below, as applicable.

1. Concept and research: 15%
2. Iteration & experimentation: 20%
3. Effort, participation, and critique presentation: 15%
4. Craftsmanship and attention to detail in the major component of the final presentation: the high fidelity prototype. Effort will also be considered on an individual basis: 50%.

GRADES ON CANVAS

On Canvas you can check your grade for individual assignments, for each category, and for the overall course grade. An empty grade in any assignment does not affect your overall grade.

WORK REVISIONS

Only those assignments submitted on time can be revised and resubmitted for a better grade, up to a maximum of one full extra letter grade above the original grade. Note: at the end of the semester, the final submission for Project 3 cannot be revised for a higher grade.

LATE WORK

As noted in the course schedule, assignments will be due either on Tuesdays or Thursdays at 1 pm. If an assignment

is late, the grade will drop by 15% for the week in which it was due, and 15% for each additional late week, calculated after all other criteria have been applied. See Table 1 for specific points and corresponding letter grades. If you have questions about how you are doing in the class or disagree with a given grade, email me or schedule an appointment to discuss your progress.

ATTENDANCE GRADE

Attendance in every class meeting is mandatory. This category is worth 21.5% of the total class grade. A grade of C (72/100) is required to pass this category *and* necessary to pass the course.

A grade lower than C in this category will also result in an automatic final registrar grade of C– or lower in the course, overriding a possible higher overall grade in Canvas.

There are 29 class meetings in the semester (Tuesday, March 31 is Cesar Chavez Day, a holiday), plus one final Thursday during exam week. Attendance points will be deducted, if applicable, beginning in the first week of classes.

Attendance points: 100 pts
Each absence = 4 pts
Each tardy or leave-early = 1 pt

Failing the attendance category means missing more than 7 meetings (28 points), or missing more than the equivalent combination of absences, tardies, and leave-early, resulting in a grade of C– (less than 72/100) or lower for the category.

Attendance is taken at start of class. Tardy means arriving after roll has been taken. If you arrive after roll is taken, it's your responsibility to alert me so that you are only marked late and not absent. Leave-early means leaving class before the scheduled end of the class. If you need to leave early for any compelling reason please ask in advance. If you arrive to class half hour after roll is taken, then 2 points will be deducted. If you leave class half hour before the end of class, 2 points will also be deducted.

Excused absences include being sick or other major events involving serious circumstances that prevent you from coming to class. The instructor reserves the right to accept or reject the "seriousness" of the circumstances as described by the student. You must email me in advance or as soon as possible if you know you can't come to class because you feel sick that day or because of major events as described above.

NO CELLPHONE USE IN CLASS

Cellphone use is not permitted in the classroom during the official class time. At the start of class or upon arrival if late, you are required to place your phone in your assigned space in the cabinet set up for this purpose.

If you need to login to Canvas, please do so prior to the start of class using the Duo authentication app or other method. I recommend that you also get a physical *token* as an alternative authentication method. You can request one here:

its.sfsu.edu/service/mfa

With a physical token you don't need your phone to login. This will also work when traveling abroad and have no access to your US number.

You can use your phone during the regular afternoon break, typically from 2:15 to 2:30 pm, but only outside the classroom. Step outside the classroom any time you are to use your phone – no exceptions! If needed, a digital camera will be available for you to take pictures of course-related work.

If you need to consult online class materials during regular class time, use your laptop instead or a tablet if you have one. However, other non-course related activities such as texting, internet surfing, and other social media personal activities are also not permitted on laptops or other electronic devices.

One point will be subtracted from the attendance category for each instance of phone usage and each laptop usage not directly related to classroom work.

Please note that the phone and laptop policy above applies to the entirety of the following rooms: Rm 163 (classroom); Rm 161 (metals shop); and Rm 170B (wood shop). Step outside these rooms any time you need to use your phone.

ACADEMIC CALENDAR

Classes will meet during the time listed in the university's bulletin: Tuesday and Thursday from 1:00 to 3:45 pm. The last final presentation will be during Finals Week on Thursday, December 21, 2026, officially listed from 12:30 to 2:30 pm. However, if students have no conflicts, from 1:00 to 3:45 pm to match the regular class time. Students will be notified of any changes in advance.

The weekly schedule for the course will be posted on Canvas. If the schedule changes during the semester to accommodate emerging circumstances, the students will again be notified.

CLASSROOM STANDARDS AND PROFESSIONALISM

The classroom is a special environment in which students and faculty come together to promote learning and growth. It is essential to this learning environment that respect for the rights of others seeking to learn, respect for the professionalism of the instructor, and the general goals of academic freedom are maintained.

Differences of viewpoint or concerns should be expressed in such ways that students and faculty are encouraged to learn and reason with clarity and compassion, to share opinions and perspectives without losing their identities, and to develop an understanding of their community. Students whose conduct disrupts the learning process will be asked to leave the classroom.

When working in the shops and labs, students must take precautions to keep themselves and others safe. This includes recognizing the limits of their

command over the use of tools and machinery that may cause harm, as well as avoiding behaviors that may result in accidents. When in doubt about the use of a specific tool, machine, or material, stop and make sure to ask the instructor or the staff for help.

It is also the responsibility of the students to clean up any mess they produce, including disposing of any scrap material, sweeping, vacuuming sawdust or chips in their work area, correctly putting away all tools, and returning any machinery that was used to its original state. The last 15 minutes of class will be used to clean up the classroom and the labs.

NO EATING OR DRINKING IN CLASS (WATER OK)

No food or drinks of any kind except water are to be consumed in the classroom at any time, including during lunch time. Students who eat or drink during class will be asked to leave. Please be respectful of your fellow students and the teacher to ensure that we keep a clean and welcoming environment. Similar to the cellphone policy, I will subtract 1 point from the attendance category for each instance of eating or drinking in the classroom as described above.

Similar to the phone and laptop policy, the eating and drinking policy above also applies to the entirety of Rooms 163, 161, and 170B.

REQUIRED TEXBOOK

Prototyping and Modelmaking for Product Design, by Bark Hallgrimsson, Laurence King Publishing Ltd., London, UK, 2012 and 2020.

This book is available as an unlimited access eBook viewable online or downloadable for offline reading. The library version is of the first edition from 2012. Unfortunately, the typography of the second, revised edition from 2020 is not good, with type too small and too light, especially in the captions. The first edition, which can also be bought used, is much better for legibility. I recommend you buy a used copy of the first edition for your own design library.

RECOMMENDED BOOKSTORE

William Stout Architectural Books
804 Montgomery St, San Francisco
stoutbooks.com

COMPUTER HARDWARE AND SOFTWARE

Photoshop, Illustrator and InDesign are recommended for two-dimensional presentation work. 3D modeling on the computer is not required for renderings, which can be done manually with markers or other appropriate materials, but it might be necessary for defining your product and specifying dimensions prior to building it, if hand-drawn mechanical drawings are not sufficient for the task.

Students should have experience with a flatbed scanner and doing basic color-correction and clean-up work when digitizing images. Some printing will be required for the exercises and projects.

A limited number of computers, printers, cameras, and scanners are available for use in Room FA 153.

REQUIRED SUPPLIES

Model building and prototyping requires a wide array of tools and raw materials. The school's shops have many of the more complex tools available for general use, but every student should purchase their own set of basic hand tools. You will also need to purchase some of the materials listed below – *those marked by an asterisk are essential.* See also the separate tools and supplies list for brands, prices, and vendor suggestions. The separate list includes additional recommended tools.

REQUIRED PPD EQUIPMENT

1. Shop coat.*
2. N95 dust mask or respirator.*
3. Ideally a modular respirator P100 with particulate and organic-vapor cartridges, recommended to always use when working with foams, sanding materials, adhesives, and paints.*
4. Safety glasses.*
5. Ear plugs or earmuffs.*
6. Nitrile gloves.

You are required to wear a shop coat in the shops at all time, and wear a dust mask when sanding and or an organic-vapor respirator when working with solvents, adhesives, and paints. For your safety, you must wear protective safety glasses at all times in the shops, especially when using or near power tools. Closed toe shoes are also required.

TOOLS

7. Snap-off mat (utility) knife, preferably OLFA, with additional blades.
8. Snap-off OLFA 180 Multi-Purpose Knife.*
9. Self-healing cutting mat.*
10. Wet-or-dry sandpaper: 60, 100, 180, 220, 320, 600 and 800 grit.*
11. Foam paint brushes.*
12. Spatula or putty knife.*
13. Sanding block. It can be a block of scrap wood from the lab.
14. Miscellaneous clamping and holding devices: paper clips, clamps, straight pins, binder clips.

MATERIALS

15. XPS (Extruded Polystyrene) also known as Foamular or pink insulation board.*
16. White card stock, thin cardboard, chipboard, butter board, or museum board – between (0.020" – 0.040" thick).
17. Polyurethane modeling board (PU), available in lab.

ADHESIVES, TAPE, & PAINTS

18. Wood glue.*
19. Masking tape.*
20. DAP Drydex pink spackling compound.*
21. Water-based sandable primer (white, not aerosol) such as Zinsser Bullseye 123 (1 qt.). Some may be available in the lab. Share in group.
22. Aerosol spray paint for project 3.*
23. Hot glue gun with glue sticks (optional).
24. Gorilla Glue (Original – Polyurethane glue), for high density foams, and/or:
25. Five-minute 2-part epoxy. Type with separate tubes (J-B Weld), easier to dispense than the type with a single syringe.*
26. Bondo type 907 body filler, single tube.*
27. DAP 271 Weldwood Contact Cement.
28. Purdy Angular Trim Paint Brush.

DRAFTING TOOLS

29. Strathmore 9x12 Bristol Pad Smooth Surface for technical drawing.
30. Strathmore Tracing Paper Pad 9x12
31. Sketchbook or drawing pad 9 x 12.*
32. Mechanical lead-holder with 2mm lead.
33. Dahle 301 Precision Sharpener.
34. Lumograph Pencil B for sketching.
35. Staedtler Pencil Set 12 Hard/Soft Degrees from 4H to 6B.
36. Staedtler Double Hole Pencil Sharpener.
37. Staedtler Mars Plastic Eraser.*
38. Fine-point felt-tip pens.*
39. Sharpie brand felt-tip marker.*
40. Steel ruler 12".*
41. Drafting triangles: 30/60 and 45/45.*
42. Circle template(s) 1/16" to 2".*
43. Isometric ellipse template 1/16" to 2".

OTHER RECOMMENDED TOOLS & MATERIALS

44. Set of small files and rasps.
45. Kern Jointed Bow Drafting Compass.
46. Aleene's Original Quick Dry Tacky Glue.
47. Small hacksaw, coping saw or jeweler's piercing saw.
48. Digital, dial, or vernier type caliper.
49. Dremel set or similar multi-tool.
50. Airbrush and compressor Harbor freight.
51. Blackwing high quality pencil sharpener.
52. Palomino Blackwing 602 pencils for sketching – set of 12 B.
53. 3D printer.
54. Cricut rotary cutter.
55. Bone folder (for bookbinding projects).
56. Prismacolor Verithin color pencils.
57. Prismacolor Premier color pencils.
58. Architect's scale.
59. Drafting board with parallel edge (or without to use with T-square).
60. Staedtler Mars Lead 2mm 2H.
61. Alumicolor 24-inch T-Square.
62. Stainless Steel Erasing Shield.

See the PDF of the separate tools and supplies list for product images and links.

MATERIAL COSTS

There is a $50 lab fee which must be paid by the second class session. If the fee is not paid by that date, the system will drop you from the class.

Some materials will be provided, but you may need to purchase other necessary supplies for your projects, including materials such as XPS foam, acrylic, and consumables such as adhesives, paints, sandpaper, and electric components. The exact cost of materials will vary depending on the projects, the brands, and the depth to which the students choose to work. Plan to budget between $150 and $200 for the semester as a rough estimate.

DISABILITY POLICY

Students with disabilities who need reasonable accommodations are encouraged to contact the instructor. The Disability Programs and Resource Center (DPRC) is available to facilitate the reasonable accommodations process.

The DPRC is located in the Student Services Building and can be reached at:
Telephone: **(415) 338–2472**
Videophone: **(415) 335–7210**
Email: dprc@sfsu.edu
Website: access.sfsu.edu

STUDENT DISCLOSURES OF SEXUAL VIOLENCE

SF State fosters a campus free of sexual violence, including sexual harassment, domestic violence, dating violence, stalking, and/or any form of sex or gender discrimination. If you disclose a personal experience as an SF State student, the course instructor is required to notify the Title IX Coordinator by completing the report form on this website, where more information on Title IX can also be found:
titleix.sfsu.edu
Email: vpsaem@sfsu.edu
Telephone: **(415) 338–2032**

To disclose any such violence confidentially, contact instead:

The SAFE Place: **(415) 338-2208**

dos.sfsu.edu/safeplace

Counseling and Psychological Services Center: **(415) 338-2208**

psyservs.sfsu.edu/

OBSERVANCE OF RELIGIOUS HOLIDAYS

The Academic Senate Policy on the Observance of Religious Holidays (S09-212) indicates that "The faculty of San Francisco State University shall accommodate students wishing to observe religious holidays when such observances require students to be absent from class activities…" The following is a link to an Interfaith Calendar, which lists "Primary sacred times for world religions":

interfaith-calendar.org

Complete details regarding this Policy, including implementation, can be found on the Academic Senate website:

Observance of Religious and Cultural Holidays, S19-2J2

COVID-19 SAFETY INFORMATION

COVID-19 Positive Exposure

CHEATING & PLAGIARISM

Cheating is the actual or attempted practice of fraudulent or deceptive acts for the purpose of improving one's grade or obtaining course credit; such acts also include assisting another to do so. Typically such acts occur in relation to examinations. However, it is the intent of this definition that the term "cheating" not be limited to examination situations only, but that it include any and all actions by a student that are intended to gain an unearned academic advantage by fraudulent or deceptive means.

Plagiarism is a specific form of cheating which consists of the misuse of the published and/or unpublished works of others by misrepresenting the materials (i.e. their intellectual property) so used as one's own work. Penalties for cheating and plagiarism range from a zero or F on a particular assignment, through an F for the course, to expulsion from the university. For more information on the University's policy regarding cheating and plagiarism, refer to the University Catalog (Policies and Regulations).

Information about the College of Liberal & Creative Arts policy and procedures regarding plagiarism can be found at the following URL:

lca.sfsu.edu/plagiarism-resources

Code of Best Practices in Fair Use for the Visual Arts, Published by the College Art Association:

best-practices-fair-use-visual-arts.pdf

Other fair use links:
fairuse.stanford.edu/overview

en.wikipedia.org/wiki/Fair_use

CANVAS SUPPORT

canvas.sfsu.edu/

Email: at@sfsu.edu
Telephone: **(415) 405-5555**
Room LIB 80, J. Paul Leonard Library.
Office Hours: 8am to 8pm Monday through Thursday; 8am-5pm Friday

DROPPING CLASS AND WITHDRAWING

Through the third week of classes, students may drop a class or faculty may drop students "who do not attend the first class meeting or do not meet the course criteria" as specified in the Bulletin. Afterwards, please be aware that a WU (unauthorized withdrawal) grade is counted as an F for GPA purposes. To avoid a WU grade, you are encouraged to drop before the end of the third week if you think you will not be able to "meet the course criteria."

In Spring 2026, the student drop deadline is Monday, February 16, 2026.

Important: Please also note that:
"(…) faculty are authorized to instructor-drop students who do not meet the course prerequisites or who do not participate at all during the drop period (i.e. not attending or handing in assignments …)"

From "Dropping and Withdrawing", under "Drop (weeks 1 to 3 of instruction)".

registrar.sfsu.edu/withdrawal

In Spring 2026, faculty can instructor-drop students until Wednesday, February 11, 2026.

From the beginning of the fourth week through the twelfth week of instruction, withdrawal from a course will be permissible, for serious and compelling reasons, by consulting the faculty member teaching the course. The student must complete a "Petition for Withdrawal from Course or University" and submit the petition to the instructor for a decision. Such approved withdrawals will result in a "W" grade, which does not affect your GPA. The full university rules regarding withdrawals can be found at:

registrar.sfsu.edu/withdrawal

You, the student, are responsible for withdrawals and should be aware of relevant deadlines related to the withdrawal process. All important dates are listed in the Academic Calendar for the specific semester:

webapps.sfsu.edu/public/webcal/acadcalendar

RIGHTS AND RESPONSIBILITIES

> We have placed a lot of emphasis in this country on the idea of people's rights. That's how it should be, but it makes no sense to talk about rights without also talking about responsibilities.
>
> *from* The Last Lecture
> *by Randy Pausch*

In the spirit of Prof. Pausch's remarks, this syllabus is an agreement listing the rights and responsibilities between you, the student, and myself, the teacher.

You have the responsibility to be honest in your work and work constructively with the teacher and the other students, and you have the right to be in the course and receive constructive feedback from the teacher. This will be in the form of grading and comments on the assignments or communication via email, in addition to direct instructor feedback and support during the class meetings.

I will read every email – the preferred mode of offline communication – and will try to respond promptly to the best of my ability.

HONOR PLEDGE

I pledge on my honor that I will complete all the assignments in this course in full honesty and without the improper help from others. In addition, I pledge to be honest with regards to the attendance policy, and request absences to be excused only if they are truly due to sickness or other serious circumstances, and I accept responsibility for any other unexcused absence and its resulting point deductions.

In regards to course work, I pledge that all work submitted will be my original work and that, if approved by the instructor, all external contributions will be properly acknowledged and cited. I also pledge to not use Artificial Intelligence (AI) programs or websites to automatically create any drawings, renderings, or other two- or three-dimensional artifacts that could be used towards the completion of assignments in this course. I will consult with the instructor in advance for clarification that might be needed for a particular assignment with regards to the processes above, and to determine what is acceptable, and what is not, regarding the use of technologies, including AI, to complete the deliverables required in the course.

I pledge to follow the above processes and be honest about my work in this course throughout the semester.

I have read the syllabus and the honor pledge above.

Signature _____

Print name: _____

Date: _____

A printed copy of this page will be available in class on the first day of instruction, for you to sign and date and give back to the instructor.

DES 360 Model Development Lab
Spring 2026 – Attributions:
Natalia Porter, Silvan Linn, and Pino Trogu