



# INDUSTRIAL DESIGN

## Make designs that improve lives.

You'll discover problems and their solutions in our Industrial Design program, where collaboration is key. Projects with peers, faculty, and clients like General Motors and Airstream are the norm. Our designers are inventors, innovators, and game changers. We reimagine and execute the design of everything from boats and bicycles to shoes, water bottles, and other everyday products.

Our graduates go on to design commercial equipment, electronics, furniture, garments, housewares, industrial tools, interaction, medical devices, personal products, retail displays, shoes, sports equipment, toys, trade exhibits, user experience, user interface, and vehicles.

## CAREERS

Commercial equipment designer  
Electronics designer  
Furniture designer  
Garment designer  
Housewares designer  
Industrial tool designer  
Interaction designer  
Medical device designer  
Personal products designer  
Retail display designer  
Shoe designer  
Sports equipment designer  
Toy designer  
Trade exhibit designer  
User experience designer  
User interface designer  
Vehicle designer

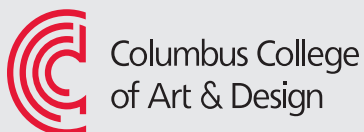
## EMPLOYERS

Airstream  
Axiom  
Dell  
Design Central  
Fisher-Price  
GE  
Gulfstream Aerospace  
L Brands  
Lextant  
LPK  
Mary Kay  
Priority Designs  
WD Partners  
Whirlpool

## FACILITIES

You'll have access to:

- » The Tad Jeffrey FabLab, which includes a Tormach CNC machine, a shopbot, 3 3D printers, 2 large-format laser cutters, and a large paint booth
- » A fabrication shop where you can construct models in wood, plastic, foam, and metal
- » A woodshop for furniture making and model work
- » Planers, table saws, drill presses, a large lathe, sanding machines, and multiple bandsaws



Columbus College  
of Art & Design

60 Cleveland Ave. Columbus, OH 43215  
614.222.3261 | 877.997.CCAD (2223)  
admissions@ccad.edu



ccad.edu

@ccadedu



@ccadedu

ccadedu

# STANDOUT ALUMNI



**GORDON DOWNEY**

*Class of 2007*

Gordon Downey is a designer and illustrator for Big Monster Toys, a toy and game design firm. He invents, designs and builds toy concepts for manufacture for clients such as Fisher-Price, Playskool, Spin Master, Playmates Toys, JAKKS Pacific, and many others.



**MICHAEL YOUNG**

*Class of 2012*

Michael Young is an Industrial Designer at Zukun Plan, an industrial design and mechanical engineering studio whose work ranges from consumer goods to automobile design. Michael's clients at Zukun Plan include Dirt Devil, Bike20, and Central Ohio Transit Authority (COTA). He previously designed for Priority Design and Mind On, a digital marketing agency, and his 2015 design of Drakan Spyder bodywork was featured in Autoweek.com, Jay Leno's Garage, and *MOTORMagazine*.

## PROFESSIONAL RESOURCES

- » American Home Furnishings Alliance  
ahfa.us
- » American Society of Furniture Designers  
asfd.com
- » Association of Canadian Industrial Designers  
designcanada.org
- » Business and Institutional Furniture Manufacturer's Association (BIFMA)  
bifma.org

- » California Furniture Manufacturers Association  
cfma.com
- » Center for the Polyurethanes Industry of the American Chemistry Council  
polyurethane.org
- » Coroflot  
coroflot.com
- » Furniture History Society  
furniturehistory.org
- » Furniture Society  
furnsoc.org

- » Home Furnishings Association  
myhfa.org
- » Industrial Designers Society of America  
idsa.org
- » World Design Organization  
wdo.org
- » National Office Products Alliance  
nopanet.org

## Course Requirements

FIRST YEAR COURSES: 1Y

[This chart reflects Fall 2017 – Spring 2018 requirements and is subject to change.]

### PROGRAM COURSES

|                              |  |                                   |
|------------------------------|--|-----------------------------------|
| Required:                    | IDUS2100   | Sophomore Studio Practice         |
|                              | IDUS2101   | Prototype Construction            |
|                              | IDUS2102   | Design Methodologies              |
|                              | IDUS2200   | Form and Brand Development        |
|                              | IDUS2201   | CAD                               |
|                              | IDUS2202   | Materials and Assembly Technology |
|                              | IDUS3100   | Design Innovation & Culture       |
|                              | IDUS3101   | CAD/CAM                           |
|                              | IDUS3102   | Digital Drawing                   |
|                              | IDUS3200   | Direct to Manufacturing Design    |
|                              | IDUS3400   | Industrial Design Internship      |
|                              | IDUS4100   | Senior Studio Practice            |
| IDUS4200                     | Senior Capstone  |                                   |
| Choose 9 additional credits: | Art/Design electives-studio courses from CORE or any major |                                   |

### CORE COURSES

|                        |                         |   |    |
|------------------------|-------------------------|---|----|
|                        | CORE1021                | Introduction to Industrial Design           | 1Y |
|                        | CORE1031                | SODA Collaboration Across the Design Arts   | 1Y |
|                        | CORE1110                | Drawing Methods I                           | 1Y |
|                        | CORE1120                | Visual Literacy I                           | 1Y |
|                        | CORE1211                | Drawing for Design                          | 1Y |
|                        | CORE1221                | Visual Literacy II                          |    |
|                        | CORE2291                | Digital Lab I                               |    |
|                        | CORE4666                | School of Design Arts Professional Practice |    |
| Choose 3 credits from: | CORE4XXX CORE Electives |   |    |

### CORE LIBERAL ARTS COURSES

|                              |                                     |                                       |    |
|------------------------------|-------------------------------------|---------------------------------------|----|
| Required:                    | ARTH1132                            | Modern to Contemporary Art and Design | 1Y |
|                              | ARTH1133                            | Historical Art and Design             |    |
|                              | LIBA1290                            | Writing and the Arts                  | 1Y |
|                              | LIBA2670                            | Introduction to Psychology            |    |
|                              | LIBA2802                            | Introduction to Professional Writing  |    |
|                              | LIBA2456                            | Physics and Applications              |    |
|                              | LIBA2676                            | Human Factors                         |    |
|                              | LIBA2802                            | Business Math                         | 1Y |
| Choose 3 credits from:       | Advanced Art History                |                                       |    |
| Choose 3 credits from:       | Literature                          |                                       |    |
| Choose 3 credits from:       | Business                            |                                       |    |
| Choose 6 additional credits: | LIBAXXX CORE Liberal Arts electives |                                       |    |

### CREDIT HOURS

|                                 |     |
|---------------------------------|-----|
| Program Requirements:           | 42  |
| CORE Studio Requirements:       | 36  |
| CORE Liberal Arts Requirements: | 42  |
| Total:                          | 120 |