

DESIGN: A program for those who still WONDER...like a child.

“In the beginning...” a design of such magnitude and relatedness brought us life in an environment of endless variety and unity. This course is for those who wish to be participants of this never-ending evolution of Man’s ability to not only accept the givens, but integrate man-made creations with those of the natural world.

Although much time will be devoted to hands-on designing, such tangible results are of secondary importance to the process by which they were created. In other words, learning to think and act as a visual/tactile designer will be at the core of this curriculum. Materials and techniques will be introduced, more from the dictates of original design concepts than from a reservoir of known examples.

Materials will be minimal in both quantity and cost. Details to follow soon.

The general curriculum will include the following:

1. The heuristics of problem-solving.
2. Understanding and creating 2-dimensional modular designs.
3. Creating 3-dimensional modular designs.
4. Recognizing the elements of natural and man-made designs.
5. Utilizing computer generated imaging.
6. Critique.