

PREPARATORY SUBJECT MATTER (28 UNITS)

INTRO COURSES (16 units)

Complete all of the following:

- 1 Introduction to Design
- 14 Design Drawing (Or 21, Drafting & Perspective)
- 15 Form & Color
- 16 Graphic Design & Computer Technology

WRITING COURSES (4 units)

Complete one of the following:

- UWP11 Writing for Technology
- UWP12 Writing for Visual Rhetoric (Preferred)
- UWP18/48 Style in Essay
- UWP19/49 Research Papers

THEORY/HISTORY COURSE (4 units)

Complete one of the following:

- 40A Energy, Materials, Design
- 40B Ideologies of Design
- 40C Design for Aesthetics

LOWER DIVISION ELECTIVES (4 units)

Complete one of the following:

- 21 Drafting & Perspective (If not used for Intro Course)
- 50 3-D Object Design
- 51 CAD For Designers
- 70 Intro to Textile Design Structures
- 77 Intro to Structural Design for Fashion
- ART12 Beginning Video
- 40A, 40B, or 40 C (If not counted above)

DEPTH SUBJECT MATTER (40 UNITS) *Can be taken in any order as long as course prerequisites are completed*

UPPER DIVISION STUDIO COURSES (20 units) *Complete five courses, one may be a non-design course*

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|---|---|--|
| <input type="checkbox"/> 107 Adv. Structural Design for Fashion | <input type="checkbox"/> 151 Type in Motion | <input type="checkbox"/> ART110A Intermed. Photo: B&W Analog |
| <input type="checkbox"/> 111 Coding for Designers | <input type="checkbox"/> 155A Pattern, Form & Surface | <input type="checkbox"/> ART110B Intermed. Photo: Digi. Imaging |
| <input type="checkbox"/> 112 UI/UX Design: Principles and Practices | <input type="checkbox"/> 156 Graphitecture | <input type="checkbox"/> ART113 Interdisciplinary Art |
| <input type="checkbox"/> 113 Photography for Designers | <input type="checkbox"/> 157/A Interactive Media II | <input type="checkbox"/> ART114A Intermed. Video: Animation |
| <input type="checkbox"/> 115 Letterforms & Typography | <input type="checkbox"/> 158 Data and Large Scale Installation | <input type="checkbox"/> CHI172 Chicana/o Silk Screen |
| <input type="checkbox"/> 116 Visual Communication: Graphics | <input type="checkbox"/> 160 Textile Surface Des: Pattern & Resists | <input type="checkbox"/> DRA124A Theatrical Design: Scenery |
| <input type="checkbox"/> 117 Interactive Media I | <input type="checkbox"/> 161 Textile Surface Des: Screen & Digital | <input type="checkbox"/> DRA124B Theatrical Design: Scenery |
| <input type="checkbox"/> 126 Design Ethnography | <input type="checkbox"/> 165 Studio Practice in Industrial Design | <input type="checkbox"/> DRA124C Theatrical Design: Lighting |
| <input type="checkbox"/> 127B Studio Practice in Sustainable Design | <input type="checkbox"/> 166 Human Centered Design | <input type="checkbox"/> DRA124D Theatrical Design: Costume |
| <input type="checkbox"/> 131 Global Fashion and Product Design | <input type="checkbox"/> 167 Prototyping: From Objects to Systems | <input type="checkbox"/> DRA/CTS124E Costume Design for Film |
| <input type="checkbox"/> 132A Textile Design: Woven Structures | <input type="checkbox"/> 168 Interactive Objects | <input type="checkbox"/> DRA126A Topics in Entertainment Engineering |
| <input type="checkbox"/> 132B Loom-Constructed Textile Design | <input type="checkbox"/> 169 Advanced Textile Design | <input type="checkbox"/> DRA128 Principles of Theatre Sound |
| <input type="checkbox"/> 134A Intro to Int. Des: Residential | <input type="checkbox"/> 170 Experimental Fashion & Textile Des | <input type="checkbox"/> DRA130 Approaches to Theatrical Sound |
| <input type="checkbox"/> 134B Intro to Int. Des: Commercial & Tech | <input type="checkbox"/> 171 Fashion Drawing | <input type="checkbox"/> DRA170 Media Theatre |
| <input type="checkbox"/> 135A Furniture Design & Detailing | <input type="checkbox"/> 175 Functional Apparel Design | <input type="checkbox"/> TCS/CDM100 Experimental Digi. Cinema I |
| <input type="checkbox"/> 135B Furniture Design & Prototyping | <input type="checkbox"/> 177 Computer-Aided Fashion Design | <input type="checkbox"/> TCS/CDM104 Documentary Production |
| <input type="checkbox"/> 136A Lighting Tech and Design | <input type="checkbox"/> 178 Wearable Technology | <input type="checkbox"/> TCS/CDM125 Advanced Sound |
| <input type="checkbox"/> 136B Des w/ Light: Industrial Design | <input type="checkbox"/> 180A Advanced Int. Des: Institutional | <input type="checkbox"/> TCS/CDM130 3D Computer Graphics |
| <input type="checkbox"/> 137A Daylighting and Interior Design | <input type="checkbox"/> 185 Exhibition Design | <input type="checkbox"/> TCS/CDM131 Character Animation |
| <input type="checkbox"/> 137B Daylighting Design Studio | <input type="checkbox"/> 186 Environmental Graphic Design | <input type="checkbox"/> TXC163&163L Textile Coloration |
| <input type="checkbox"/> 150 CAD Presentations | <input type="checkbox"/> 191A-D Workshops in Design | <input type="checkbox"/> LDA141 Community Des & Planning |

Capstone Course Option *These courses are the most advanced in the major and prerequisites are strictly enforced*

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|--|--|--|
| <input type="checkbox"/> 154 Message Campaign Design | <input type="checkbox"/> 159 Design for Understanding | <input type="checkbox"/> 180B Advanced Interior Architecture |
| <input type="checkbox"/> 157B Interactive Media III | <input type="checkbox"/> 179 Fashion Des: Signature Collection | <input type="checkbox"/> 187 Narrative Environments |

UPPER DIVISION HISTORY COURSES (12 units) *Complete three courses*

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|-------------------------------|--|--|------------------------------------|
| <input type="checkbox"/> 127A | Sustainable Design | <input type="checkbox"/> DRA114 | Theatre on Film |
| <input type="checkbox"/> 128 | BioDesign Theory & Practice | <input type="checkbox"/> DRA/CTS116 | Design on Screen |
| <input type="checkbox"/> 138 | Materials and Methods in Int. Des | <input type="checkbox"/> DRA150 | American Theatre & Drama |
| <input type="checkbox"/> 141 | Cultural Studies of Fashion | <input type="checkbox"/> DRA154 | Asian Theatre and Drama |
| <input type="checkbox"/> 142A | World Textiles: E. Hemisphere | <input type="checkbox"/> DRA155 | Representing Race in Perf. |
| <input type="checkbox"/> 142B | World Textiles: W. Hemisphere | <input type="checkbox"/> TCS150 | Intro to Theories of Technoculture |
| <input type="checkbox"/> 143 | History of Fashion | <input type="checkbox"/> TCS152 | New Trends in Technoculture |
| <input type="checkbox"/> 144 | History of Interior Design | <input type="checkbox"/> TCS153 | Concepts of Innovative Soundtracks |
| <input type="checkbox"/> 145 | History of Visual Communication | <input type="checkbox"/> TCS/CDM155 | Intro to Documentary Studies |
| <input type="checkbox"/> 146 | Mobilities | <input type="checkbox"/> TCS/CDM159 | Media Subcultures |
| <input type="checkbox"/> 148 | Trend Research & Forecasting in Design | <input type="checkbox"/> AHI 100 —189B | All Upper-Div Art History Courses |
| <input type="checkbox"/> 149 | Info Design: Principles | | |

UPPER DIVISION ELECTIVES (8 units) *Complete two additional upper division classes from this checklist*

- _____
- _____

68 units total for the design majorSee additional university and college requirements in mydegree.ucdavis.edu ADDITIONAL OPPORTUNITIES

- DES 192 (Internship)

Students can receive credit for design internships by coordinating between internship supervisors and the department of design using the variable unit form for internships. This class does not count for Design Major Credit.

- DES 197T (Tutor in Design)

Student tutors assist as needed in studio settings and contribute to discussions, mentorship, and design related tasks. This class does not count for Design Major Credit.

- Study Abroad

- Design in Europe
- Design in Japan
- Sustainable Cities of Northern Europe
- Virtual — Design and Fashion

The Design faculty strongly encourages students to study abroad. Through this experience students can gain valuable knowledge about design in other cultures and can develop a much richer understanding of design. Interaction with design students and faculty world-wide provides a distinctive approach and diverse perspective to design problems and their creative solutions. Different geographical and cultural regions offer unique environmental and cultural elements that can greatly enrich the design process, for students and future design professionals.

- DES 198 (Group Study)

Group studies are an opportunity for student led and faculty mentored teams to work on specific design projects for variable unit upper division credit. This class does not count for Design Major Credit, unless by Master faculty advisor permission.

- DES 199 (Independent Study)

Students completing an independent study have the opportunity to individually work on a proposed design project with faculty mentorship. This class does not count for Design Major Credit.

- Design Clubs On-Campus

- ASID — Associated Students of Interior Design
- DCC — Design Careers Club at UC Davis
- di. — Design Interactive
- DSC — Developer Student Club at UC Davis
- FADS — Fashion and Design Society
- InPrint — Design Magazine Publication
- PIXEL — Graphic Design Club

- Annual Design Events

- Alberini Family Speaker Series
- DCC Alumni Networking Day
- FADS Fashion Show
- SacHacks Hackathon