3-DIMENSIONAL DESIGN MINOR REQUIREMENTS (24 UNITS)

A minor in 3-Dimensional Design offers USC students in all fields of studies the opportunity to gain knowledge and skills in 3-D thinking, imaging and production. Course work will focus on the process behind creating well-designed, expressive functional objects and spaces (both actual and virtual). The minor would be of particular interest to students wishing to further develop specialization such as package design, product design, and environmental design (way-finding, signage, display).

16 units must be unique to the minor and outside of your home department.
Successful completion of the following courses with a minimum of straight “C.”

Students interested in this minor are required to:
1) Have a declared major, and complete a minimum of 32 units of college-level courses with an overall GPA of 2.75 or higher.
2) One course in progress or completed towards the minor prior to submitting an application.
3) Submit an application to the Roski Student Affairs Office. Applications are available in HSH 101 or online at http://roski.usc.edu/undergrad/minors/info.html

Required Lower-Division Courses (8 units):

FADN 102: Design Fundamentals (4 units) * Required before student intends to enroll in FADN 230.
This course is the introduction to the basic elements and processes of visual communication and design. Instruction includes studio projects, lectures and readings. Various media used.

FADN 230: 3-D Design: Materials and Tools (4 units) Prerequisite: ACAD 176 or FADN 102 * Required to enroll in FADN 330.
The course includes a wide investigation of materials, tools, and techniques specific to dimensional design as they apply to package, product, and environmental design.

Required Upper-Division Course (4 units):

FADN 330: 3-D Design: Objects and Space (4 units) Prerequisite: FADN 230
A continuation of FADN 230 to produce finished models and prototypes of package, product and environmentally-based designs in actual and virtual space.

Upper-Division Courses (12 units) chosen from the following:

FADN 302: Design III (4 units) Prerequisite: FADN 202
Advanced exploration of typography and image-text integration, including collaborative projects, pre-press and proofing techniques, narrative concepts and information architecture.

FADN 303: Web Design (2 units) Prerequisite: FADN 203 or ACAD 177
It is a workshop-based course that focuses on software applications in design and web design.

FADN 323: Design Theory (4 units)
A comprehensive study of visual communication focusing on graphic design from 1900 to the present. An introduction to design thinking, language and principles including political and cultural implications.

FADN 322a: Typography (2 units)
Students study visual communication through the use of letterforms from historical tradition to contemporary experimental rebellion.

FADN 402: Advanced Design Projects (4, max 12 units) Prerequisite: FADN 302 (FADN 330 can be substituted for FADN 302)
Advanced information design within a flexible curriculum. Emphasis on team-oriented projects.

FASC 436: Art and Technology (4 units)
It is an interdisciplinary course between art and engineering that addresses creative thinking in the manipulation of media and the communication of ideas.
ITP 415x: 3-D Design and Prototyping (2 units)
Students explore the range of 3-D printing and prototyping technologies, and their application in modern industrial, design, and creative fields.

MKT 385x: Marketing of Creative Disruption and Innovation (4 units)
Students will learn to use fundamental principles of marketing, branding, and consumer behavior to successfully market disruptively innovative products including goods, services, and ideas.

### 3-D Design Minor Sample Course Sequence
*This is one way to fit all the requirements into four semesters.*

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