INTERIOR DESIGN, BACHELOR OF FINE ARTS (B.F.A.)

The Department of Interior Design, accredited by the Council for Interior Design Accreditation, provides the breadth of a university education with the depth of a professional curriculum. The curriculum provides for the study of space, form, color and light in collaboration with the pragmatic investigation of building codes, materials, finishes, construction methods and business practices. An important focus also is placed on the study of design theory and the history of interior environments. All of these areas are synthesized in the curriculum to provide learning of the overall context of the built interior environment. Graduates are prepared with the skills and knowledge that can facilitate the student’s transition into an entry-level interior design position at a successful firm or corporation, or entry into programs of advanced study. The department also prepares students with the skills and knowledge that will allow for lifelong learning and professional development in the design industry. Prospective students are encouraged to review the School of the Arts undergraduate admissions website as well as the Art Foundation Program website.

Student learning outcomes

Upon completing this program, students will know and know how to do the following.

1. Students will demonstrate professional values. The students will demonstrate professional values that address client and user needs in response to the built environment, professional ethics, environmental ethics and the role of sustainability in the practice of interior design. Students will demonstrate an understanding of a global perspective approach to thinking and problem-solving (viewing design with awareness and respect for cultural and social differences of people; understanding issues that affect the sustainability of the planet; understanding of the implications of conducting the practice of design within a world market). Students will demonstrate critical and analytical thinking, creative thinking, and the ability to think visually and volumetrically. Students will demonstrate professional discipline (i.e., time management, organizational skills) and active listening skills. Students will understand the importance of community, public service and engagement.

2. Student work will demonstrate design fundamentals. Students will demonstrate knowledge of design fundamentals including design elements and principles, color principles, theories and systems, theories of design and composition, and principles and theories of lighting design. Students will demonstrate an understanding of the theories of human behavior in the built environment including human factors (ergonomics, anthropometrics), the relationship between human behavior and the built environment, and an understanding of the principles of sustainability. Students will demonstrate knowledge of the history of art, architecture and design. Students will demonstrate knowledge on public safety issues and awareness of code regulations as they relate to planning interior spaces.

3. Student work will demonstrate knowledge of interior design. Students will demonstrate knowledge and application of the following: design process; design elements and principles; programming skills; competent schematic design and conceptual development; design development skills; skills in preparing drawings, schedules and specifications; understanding of how design solutions are impacted by codes, building systems and interior furnishing materials; and understanding of the impact of laws, codes, regulations, standards and practices that protect the health, safety and welfare of the public.

4. Student work will demonstrate effective communication. Students must express ideas clearly in a variety of methods. Completed design work will be presented verbally and through a series of drawings, models and other physical or digital media. Growth of presentation methods will be evident as students progress in their course work.

Standards of interior design

1. Students who have successfully completed the Art Foundation Program may enter the program in the fall semester only. All applicants must submit a portfolio of work. The department uses the portfolio evaluation criteria established in the School of the Arts for initial acceptance. A second portfolio review of interior design studio work takes place at the end of the sophomore year. The faculty uses the portfolio as an advising tool to determine student placement in the program. The student’s GPA also is evaluated to determine if the student may continue in the program. The following courses must be completed at the end of the sophomore year to be eligible for continuation in the program:

   Course | Title | Hours
   ------|-------|-----
   IDES 201 | Introductory Interior Design Studio I | 4
   IDES 202 | Introductory Interior Design Studio II | 4
   IDES 211 | Interior Graphics I | 3
   IDES 212 | Interior Graphics II | 3
   IDES 231 | Fundamentals of Interior Design | 3
   IDES 251 | Historic Environments: Ancient Through 19th Century | 3
   IDES 252 | Historic Environments: 20th-21st Centuries | 3
   IDES 311 | Advanced Interior Graphics I | 3

2. Students who wish to transfer into the interior design program must first apply to the Art Foundation Program for evaluation. A student must demonstrate equivalent preparation at other institutions and submit a portfolio of work for review by interior design faculty. Transfer students admitted into the program must complete all major requirements determined to be missing from their academic design experience.

3. Students must complete the required pre- and corequisites of the program in the order presented in the curriculum outline. This structure enables students to develop knowledge and skill bases in interior design that will prepare them for upper-level interior design studio courses (IDES 301, IDES 302, IDES 400 and IDES 401) and successful entry into the interior design profession.

4. Students must earn a minimum 2.5 GPA on all work before entering the program, in the semester immediately before entering the major and each semester they continue in the program. Students must maintain a minimum grade of C in each studio in order to continue to the next semester of studio courses.

5. Students are required to have a laptop computer and appropriate software upon entry into the interior design program. The department recommends a specific computer package that is used throughout the academic year. The package is updated each year because of changes in computer technology. The total cost is approximately $3,800 and financial aid is available to those who qualify. An interior design student kit also is required upon initial entry into the program; it contains a variety of drawing supplies for graphics and interior...
design studios. Students will receive the computer requirements and student kit requirements upon acceptance into the program.

6. Students with experience in interior design or related fields may challenge some interior design courses based on regulations for “Undergraduate credit by examination (http://bulletin.vcu.edu/undergraduate-study/admission-university/additional-sources-of-credit/)” as stated in this bulletin. Students must be accepted into the interior design program and challenges are based upon demonstrated experience, portfolio work and professional years of experience. No more than nine credit hours may be challenged and the challenge may not be requested during the final semester before graduation. Courses that may be challenged include:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDES 211</td>
<td>Interior Graphics I</td>
<td>3</td>
</tr>
<tr>
<td>IDES 212</td>
<td>Interior Graphics II</td>
<td>3</td>
</tr>
<tr>
<td>IDES 231</td>
<td>Fundamentals of Interior Design</td>
<td>3</td>
</tr>
<tr>
<td>IDES 321</td>
<td>Interior Materials and Textiles</td>
<td>3</td>
</tr>
<tr>
<td>IDES 324</td>
<td>Furniture Design</td>
<td>3</td>
</tr>
<tr>
<td>IDES 431</td>
<td>ID Business Practices</td>
<td>3</td>
</tr>
</tbody>
</table>

7. A student majoring in interior design who does not enroll in courses in the major as a full-time student for three or more consecutive semesters (including summer) must reapply to the program, submitting a portfolio and undergoing a grade review.

**Special requirements**

- Students may enter the Interior Design program in the fall semester only.
- Students must earn at least a 2.5 GPA on all work before entering the program, in the semester immediately before entering the major and each semester they continue in the program.

**Degree requirements for Interior Design, Bachelor of Fine Arts (B.F.A.)**

**Course** | **Title** | **Hours**
---|---|---
General education (http://bulletin.vcu.edu/undergraduate-study/general-education-curriculum/)
Select 12-13 credits from general education foundations and 17-18 credits from areas of inquiry. | | 30

**Major requirements**

- **Major core requirements**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDES 201</td>
<td>Introductory Interior Design Studio I</td>
<td>4</td>
</tr>
<tr>
<td>IDES 202</td>
<td>Introductory Interior Design Studio II</td>
<td>4</td>
</tr>
<tr>
<td>IDES 211</td>
<td>Interior Graphics I</td>
<td>3</td>
</tr>
<tr>
<td>IDES 212</td>
<td>Interior Graphics II</td>
<td>3</td>
</tr>
<tr>
<td>IDES 231</td>
<td>Fundamentals of Interior Design</td>
<td>3</td>
</tr>
<tr>
<td>IDES 251</td>
<td>Historic Environments: Ancient Through 19th Century</td>
<td>3</td>
</tr>
<tr>
<td>IDES 252</td>
<td>Historic Environments: 20th-21st Centuries</td>
<td>3</td>
</tr>
<tr>
<td>IDES 301</td>
<td>Interior Design Studio I</td>
<td>4</td>
</tr>
<tr>
<td>IDES 302</td>
<td>Interior Design Studio II</td>
<td>4</td>
</tr>
<tr>
<td>IDES 311</td>
<td>Advanced Interior Graphics I</td>
<td>3</td>
</tr>
<tr>
<td>IDES 312</td>
<td>Advanced Interior Graphics II</td>
<td>3</td>
</tr>
<tr>
<td>IDES 321</td>
<td>Interior Materials and Textiles</td>
<td>3</td>
</tr>
<tr>
<td>IDES 323</td>
<td>Light and Color in Interior Environments</td>
<td>3</td>
</tr>
<tr>
<td>IDES 400</td>
<td>Senior Interior Design Studio I</td>
<td>4</td>
</tr>
<tr>
<td>IDES 401</td>
<td>Senior Interior Design Studio II</td>
<td>4</td>
</tr>
<tr>
<td>IDES 422</td>
<td>Building Systems</td>
<td>3</td>
</tr>
<tr>
<td>IDES 431</td>
<td>ID Business Practices</td>
<td>3</td>
</tr>
<tr>
<td>IDES 441</td>
<td>Senior Design Seminar I</td>
<td>2</td>
</tr>
<tr>
<td>IDES 442</td>
<td>Senior Design Seminar II</td>
<td>2</td>
</tr>
<tr>
<td>IDES 493</td>
<td>Interior Design Internship</td>
<td>3</td>
</tr>
</tbody>
</table>

**Ancillary requirements**

Art Foundation Program

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTF 131</td>
<td>Drawing Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 132</td>
<td>Surface Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 133</td>
<td>Space Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 134</td>
<td>Time Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 139</td>
<td>Project Studio</td>
<td>2</td>
</tr>
<tr>
<td>or ARTF 138</td>
<td>Project Seminar</td>
<td>1</td>
</tr>
<tr>
<td>ARTH 103 &amp; ARTH 104</td>
<td>Survey of Art I and Survey of Art II</td>
<td>6</td>
</tr>
</tbody>
</table>

**Additional requirements**

Art/design elective (300 to 400 level) | 3
Art/design elective (any)               | 3

**Total Hours** | **120**

The minimum number of credit hours required for this degree is 120.

What follows is a sample plan that meets the prescribed requirements within a four-year course of study at VCU. Please contact your adviser before beginning course work toward a degree.

**Freshman year**

**Fall semester**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTF 131</td>
<td>Drawing Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 132</td>
<td>Surface Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 133</td>
<td>Space Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 134</td>
<td>Time Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 139</td>
<td>Project Studio</td>
<td>1</td>
</tr>
<tr>
<td>or ARTF 138</td>
<td>Project Seminar</td>
<td>1</td>
</tr>
<tr>
<td>ARTH 103</td>
<td>Survey of Art I</td>
<td>3</td>
</tr>
<tr>
<td>UNIV 111</td>
<td>Focused Inquiry I (satisfies general education UNIV foundations)</td>
<td>3</td>
</tr>
</tbody>
</table>

**Spring semester**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTF 133</td>
<td>Space Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 134</td>
<td>Time Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 139</td>
<td>Project Studio</td>
<td>1</td>
</tr>
<tr>
<td>or ARTF 138</td>
<td>Project Seminar</td>
<td>1</td>
</tr>
<tr>
<td>ARTH 104</td>
<td>Survey of Art II</td>
<td>3</td>
</tr>
<tr>
<td>UNIV 112</td>
<td>Focused Inquiry II (satisfies general education UNIV foundations)</td>
<td>3</td>
</tr>
</tbody>
</table>
The minimum number of credit hours required for this degree is 120.
IDES 241. Physical and Social Behavior. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: IDES 231. Theories of behavioral and social aspects of interior design. Study of how people interpret, evaluate and act in the built environment. Social, cultural and economic factors are included.

IDES 251. Historic Environments: Ancient Through 19th Century. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisites: ARTH 103 and 104. Study of the major paradigms, theories and styles of the built environment (interior design, furniture and architecture) from antiquity to the late 19th century. Contemporary analysis of cultural conditions and the manner in which designers and architects respond to those conditions.

IDES 252. Historic Environments: 20th-21st Centuries. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisites: ARTH 103 and 104. Study of the major paradigms, theories and styles of architecture, interior environments and furniture from the beginnings of modernism to the present day. Contemporary analysis of cultural conditions and the manner in which designers and architects respond to those conditions.

Semester course; 3 lecture hours. 3 credits. This course poses the question, “What is good design?” Students will consider the ways that designers have responded to major shifts in technology, politics and the environment from the early 20th century to today. The purpose of this course is to promote a greater awareness of the larger cultural context within which value and meaning are discovered in design, as well as provide a competent knowledge of the architecture, interiors, furnishings, decorative arts, graphic design, fashion and industrial design of the past and present.

IDES 301. Interior Design Studio I. 4 Hours.
Semester course; 2 lecture/seminar and 6 studio hours. 4 credits. Prerequisites: UNIV 200 or HONR 200 and successful completion of the interior design sophomore portfolio review. Corequisites: IDES 312, 321 and 323. Interior design majors only. Laptop computer required. Discussion and application of design philosophies, theories and creative design strategies at the intermediate level. Emphasis includes: research, survey and analysis, design processes, spatial and functional analysis, design elements and principles, human factors, creative problem-solving, code requirements, selection of interior components, and preparation of a presentation.

IDES 302. Interior Design Studio II. 4 Hours.
Semester course; 2 lecture and 6 studio hours. 4 credits. Prerequisite: IDES 301. Corequisite: IDES 431. Continued discussion and application of design philosophies, theories and creative design strategies at the intermediate level and the study of construction documents on the computer as related to the design of interior environments and applied to a studio project. Emphasis includes research, survey and analysis, design processes, spatial and functional analysis, code requirements, and selection of interior components.

IDES 311. Advanced Interior Graphics I. 3 Hours.
Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisites: IDES 201, 211 and 231. Corequisites: IDES 202, 212 and 252. Interior design majors only. Laptop computer required. Advanced manual and computer graphic communication techniques in interior design including drafting, sketching, rendering, perspective drawing, presentation formats and model-making for professional graphic presentations. Computer graphic techniques including software such as AutoCAD, Adobe Photoshop, Adobe Illustrator and Dreamweaver.

IDES 312. Advanced Interior Graphics II. 3 Hours.
Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisite: IDES 311. Interior design majors only. Laptop computer required. Advanced computer graphic communication techniques in interior design including drafting, rendering, perspective drawing, presentation formats and 3-D imaging for professional graphic presentations.

IDES 321. Interior Materials and Textiles. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Interior design and home fashion merchandising students only. Investigation, selection and practical application of materials and textiles in interior environments.

IDES 322. Color in Interior Environments. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisites: all Art Foundation Program studio courses and IDES 231 or comparable experience by approval. Interior design and School of the Arts majors only. Advanced study of color and its impact on interior spaces; theory and practical applications.

IDES 323. Light and Color in Interior Environments. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: successful completion of the interior design sophomore portfolio review. Corequisites: IDES 301 and 312. Interior design and School of the Arts majors only. The study of illumination and color and their impact on people in interior spaces; theory and practical applications.

IDES 324. Furniture Design. 3 Hours.
Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisite: successful completion of the interior design sophomore portfolio review or permission of instructor. Interior design, crafts, sculpture and theater design majors only. Advanced study of furniture design and custom millwork as related to the design of interior environments. Original student designs are developed through the study of structure and materials.

IDES 330. The Business of Design. 3 Hours.
Semester course; 3 lecture hours. 3 credits. This course introduces basic global economics and general design business concepts such as the free enterprise system, legal forms of business and financial considerations. It also surveys business and management practices such as planning, decision-making, communication, global ethics, marketing, human resources, finance and entrepreneurial skills needed to open a design business. Crosslisted as: FASH 330/GDES 330.

IDES 370. Design History: 20th and 21st Centuries. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisites: ARTF 105-106. Study of the major theories and styles on communication arts, fashion and interior environments of the 20th and 21st centuries. Contemporary analysis of cultural conditions and the manner in which designers respond to those conditions. Crosslisted as: FASH 370/GDES 370.

IDES 391. Topics in Interior Design. 1-4 Hours.
Semester course; 1-4 studio or lecture hours. 1-4 credits. May be repeated for a maximum of 8 credits. Prerequisite: permission of the instructor. A study of a topical issue in interior design. See the Schedule of Classes for specific topics to be offered each semester.

IDES 400. Senior Interior Design Studio I. 4 Hours.
Semester course; 2 lecture and 6 studio hours. 4 credits. Prerequisite: IDES 302. Corequisite: IDES 441. Continued discussion and application of design philosophies, theories and creative design strategies at the advanced level. Emphasis includes design elements and principles, human factors, creative problem-solving, preparation of a presentation, and opportunities for submitting to design competitions.
IDES 401. Senior Interior Design Studio II. 4 Hours.
Semester course; 2 lecture/seminar and 6 studio hours. 4 credits.
Prerequisites: IDES 400 and 441. Corequisite: IDES 442. Interior
design majors only. Department-approved senior interior design
project. Advanced design experience of student's choice of an interior
environment of complex scope and scale to meet the needs of specific
clients and prepare students for the practice of the profession. The
project addresses issues of design of the 21st century and integrates all
aspects of the curriculum.

IDES 421. Construction Documents. 3 Hours.
Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisites:
all Art Foundation Program studio courses and IDES 201, 202, 231,
212, 312 and concurrent enrollment in IDES 301, 302, 303, 304 or
401. Interior design majors only. Laptop computer required. Study of
construction documents on the computer as related to the design of
interior environments.

IDES 422. Building Systems. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: IDES 301.
Enrollment is restricted to interior design majors. Contemporary theories
and techniques in the design of buildings as related to interior design,
small structural considerations, HVAC, acoustics, plumbing and the
attributes of materials.

IDES 431. ID Business Practices. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisites: IDES 201 and
IDES 231. Interior design majors only. Writing intensive. Advanced study
of the interior design profession as related to professional and business
practices including: responsibilities, services, ethics, business and project
management, and marketing.

IDES 441. Senior Design Seminar I. 2 Hours.
Semester course; 2 lecture hours. 2 credits. Prerequisite: IDES 302.
Corequisite: IDES 400. Interior design majors only. Discussions of current
design theories, issues and concerns of the built environment, future
studies and the global community as applied to senior studio.

IDES 442. Senior Design Seminar II. 2 Hours.
Semester course; 2 lecture hours. 2 credits. Prerequisites: IDES 400
and 441. Corequisite: IDES 401. Interior design majors only. Continued
discussions of current design theories, issues and concerns about the
built environment, futures studies and the global community as applied to
senior studio.

IDES 491. Topics in Interior Design. 1-4 Hours.
Semester course; 1-4 credits. May be repeated for a maximum of 8
credits. Prerequisite: permission of the instructor. An in-depth study of a
topical issue in interior design. See the Schedule of Classes for specific
topics to be offered each semester.

IDES 492. Independent Study in Interior Design. 1-3 Hours.
Semester course; variable hours. 1-3 credits. May be repeated for
maximum of six credits. Prerequisite: junior or senior standing as a
major in interior design. Learning experiences should be designed
with the supervising faculty member in the form of a contract between
student and instructor. This course is limited to those students who have
demonstrated an exceptional level of ability and intense commitment to
their discipline.

IDES 493. Interior Design Internship. 3 Hours.
Semester course; 3 credits. Prerequisite: IDES 431. Interior design majors
only. Provides supervised practical work experiences that are coordinated
with professional interior designers in the field. Formal arrangements
must be made and approved by coordinator or department chair.