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## **Interior Design Department Courses Description**

### **1- 1201110 History of Art I**

Credit: 3 hours

Pre-requisite

This course is concerned with the explanation and analysis of the fine arts, including applied and architecture, for the period of time extending from prehistory, antiquity and the middle ages to the end of the Renaissance, including historical overlap with the Arab and Islamic arts.

### **2- 1201120 History of Art 2**

Credit: 3 hours

Pre-requisite

This course deals with the history of modern and contemporary art by explaining and analyzing the arts in their entirety, plastic and applied, architecture and the most schools, achievements and artists in the period extending from the era of important .Renaissance to the end of the fifties of the twentieth century

### **3- 1201224 Photography I**

Credit: 3 hours

Pre-requisite

Drafting elements and techniques used to solve three-dimensional designs with definitive drawings that accurately describe information required for manufacturing and construction.

### **4- 1201321 Aesthetics**

Credit: 3 hours

Pre-requisite

This course deals with aesthetic theories of different eras with a thorough analysis and study of their interaction and influence on different historical circumstances and their .impact on cultural and economic aspects of life

**5- 1202110 Technical and architectural drawing**

Credit: 3 hours

Pre-requisite

This course deals with engineering and architectural drawing as a science that dimensional and -contributes to giving the firm foundation for dealing with the three onal visual world through clear scientific methodologies such as dimensi-two dimensional drawing by means that ensure -projections and weighted methods in three the student's ability to employ the material in the field of visual arts disciplines in .general. Special

**6- 1202111 Drawing 1**

Credit: 3 hours

Pre-requisite

This course aims to provide the student with basic skills in drawing simple two-dimensional geometric shapes depending on the geometric construction of the elements first and three-dimensional, and subsequently by studying the structural degree of color based on the scientific and physical law of shade and light as basic vocabularies for later dealing with the visual scene for use in the field of visual arts in general and design disciplines in particular

**7- History of Islamic Arts**

Credit: 3 hours

Pre-requisite

This course deals with all kinds of arts in the Islamic era, including plastic, application, architecture, influence and interaction with the arts of other civilizations.

**8- 1201111 colour theory and applications**

Credit: 3 hours

Pre-requisite

This course deals with the most important global color theories and their applications, starting with the color circle and the color star, passing through the different color systems and ending with their use within clear scientific methodologies in the fields of visual arts in general and applied arts and design in particular.

**9-( Computer Design and Drawing 1**

Credit Hours: 3

pre-requisite:

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Description: This course aims to identify processing and design software and how to use it in solving various types of digital design problems and to benefit from them in the production of modern graphic works related to many advanced printing activities and multimedia. Through this course the student studies the "Adobe Photoshop" program.

3 Credit hours (1 theoretical +4 Lab)

### **10- Computer Drawing and Design (2) (1201121)**

Credit Hours: 3

pre-requisite:

(Computer Drawing and Design 1) (1201112)

Description: This course aims to train the students on one of the graphic programs used in the implementation of many design related to the printing and artistic process in the field of promotional publications, the use of the letter (typography) and the identity of the institution and similar applications to it, and the student is trained on the (vector) program like Adobe illustrator or Corel Draw.

3 Credit hours (1 theoretical +4 Lab)

### **11- 1201210 Basics of graphic design**

Credit: 3 hours

Pre-requisite: 1201111 Colours Theories and Applications

This course deals with the study of the foundations and elements of design, the basic laws and rules governing the design process, the materials and materials used, the processes of mass and void distribution, the interrelationship between them, the various engineering systems, and the work of the necessary scientific laws, which together constitute the basic vocabulary for dealing with the specialty as a whole with practical applications that support the aforementioned.

3 Credit hours (1 theoretical +4 Lab)

### **12- 1201213 Engraving and Painting**

Credit: 3 semester hours

Pre-requisite: 1201111 Colours Theories and Applications

This course aims to give students an overview of engraving and printing, how they appeared in history and how they were employed in the fields of applied arts in different eras and countries, in addition to practical applications that give an idea of the visual impact of printing through different printing techniques such as engraving on

leather and wood and engraving on zinc and copper using solutions And different acids and chemicals.

3 Credit hours (1 theoretical +4 Lab)

### **13- 1201214 Typography 1**

Credit: 3 semester hours

Pre-requisite

This course aims to introduce the student to the printed Arabic letter and its various uses historically and the accompanying decoration, and its stages of development and its contemporary applications in the field of graphic design, by studying the basic rules of Arabic calligraphy and Islamic decoration and the techniques and tools used in this field.

3 Credit hours (1 theoretical +4 Lab)

### **14- 1201216 Artistic anatomy**

Credit: 3 hours. Pre-requisite: 1201111 Colure theory and applications

This course deals with the artistic anatomy of the human body, starting from the skeleton of the human being with its engineering analysis and the ratio of the main influencing the external shape of the human being with the muscle layer that guarantees the presentation of the vocabulary necessary for use in the fields of visual arts in general and applied arts and design in particular.

3 Credit hours (2 theoretical + 2 Lab)

### **15- 15. (Graphic Design 1) (1201220)**

**Credit Hours: 3**

**pre-requisite:**

**(Basics of Graphic Design) (1201210)**

Description: This course deals with the study of methods and means related to how to deal with formal and written elements, whether Latin or Arabic, in order to deal with the identity of the institution to be promoted through the logo, correspondence paper and covers, registered trademarks, cards, book and magazine covers, etc. in a correct systematic way.

3 Credit hours (2 theoretical + 2 Lab)

### **16- . (Theories of Visual Communication) (1201221)**

Credit Hours: 3

:requisite-pre

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Description: This course aims to introduce students to the theory of visual and visual analysis, by focusing on communication, tools and methods of interpretation studying his theories, in particular Gestalt theory, structural theory, theories of cognitive disparity, reception mechanisms and visual analysis and their components, l communication, psychology, arts, and an explanation of the relationship between visua .education, archeology and science. Meeting and more

3 Credit hours

**17- (Printing Technologies) (1201222)**

Credit Hours: 3

pre-requisite:

(Engraving and Printing) (1201213)

Description: This course deals with the study of different printing techniques and their raw materials from their historical perspective, stages of development and various forms of their materials and primitive devices, up to technologies such as iron screen, offset and other modern technologies that are consistent with what is used in our time in the fields of applied arts in general and graphic design in particular with Practical applications that support the mentioned scientific cognitive aspect.

**18- (History of Graphic Design) (1201223)**

Credit Hours: 3

pre-requisite:

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This course is introducing the students to the full circumstances of the emergence and development of graphic design as an independent science since it was part of the other artistic races, formative and applied, with a complete analysis that gives the student the ability to understand how to deal with the different materials and topics of graphic design in different ages, which enables him to deal objectively with complete Laws of the era in which we live in this area.

3 Credit hours

**19- (Illustrations and traditional drawings) (1201225)**

Credit Hours: 3

pre-requisite:

(Theories of Visual Communication) (1201121)

Description: This course introduces the foundations and methods of illustrations through the use of different styles of art schools and focuses on the use of creative thinking methods to solve design problems to demonstrate the function of drawings and methods of their production, and the need to emphasize the skillful and innovative aspect of producing them in different publications of children's books of different ages, as well as books for adults in various Its directions, with the use of modern methods and software.

1 Credit hours (3 theoretical + 4 Lab)

## **20- 1201226 Typography 2**

Credit: 3 semester hours

Pre-requisite

This course deals with the printed Latin letter, its origin, development, types, and methods of its use in the various fields of visual arts, learning about ancient and modern patterns, and making applications and exercises that enable the student to acquire the skill of matching Latin script with what suits him in applied arts in general and various graphic design fields in particular.

3 Credit hours (1 theoretical +4 Lab)

## **21- (Graphic Design 2) (1201310)**

Credit Hours: 3

pre-requisite:

(Graphic Design 1) (1201220)

Description: This course deals with studying the packaging of various commercial products, whether industrial or agricultural, and others, through the use of the image, its processing, cleaning and other various technical programs for optimal use in the design of the product cover.

3 Credit hours (1 theoretical + 4 Lab)

## **22- (Optical and digital photography) (1201312)**

Credit Hours: 3

pre-requisite:

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Description: This course aims to introduce the student to the scientific and technical foundations of photographic and digital photography, his various technical tools and equipment in order to provide the student with the necessary skill to use and process the image in the printed frame and in the digital frame for optimal employment in the

various design fields. It also gives the material a historical overview of the emergence of and the development of optical and digital photography.

3 Credit hours (1 theoretical + 4 Lab)

**23- (Graphic Materials and Technologies) (1201313)**

Credit Hours: 3

pre-requisite:

(Engraving and Printing 1) (1201213)

Description: This course deals with the study of different printing techniques and their raw materials from their historical perspective, stages of development, various forms of their materials and primitive devices, up to techniques such as silk screen, offset and other modern technologies with what is consistent with what is used in our time in the fields of applied arts in general and graphic design in particular with Practical applications that support the mentioned scientific cognitive aspect.

3 Credit hours (1 theoretical + 4 Lab)

**24- (Graphic Design 3) (1201320)**

Credit Hours: 3

pre-requisite:

(Computer Drawing and Design 2) (1201213)

the description:

This course deals with the study of the advertisement ((poster)) in its various types, in terms of the nature of the target group, the nature of the topic to be addressed and promoted, the basic elements that make up the advertisement, the various relevant symbols and connotations, the materials and materials that can be used, and the basic programs and techniques necessary in the field of implementing the advertisement.

3 Credit hours (1 theoretical + 4 Lab)

**25- (Computer Animation 1) (1201322)**

Credit Hours: 3

pre-requisite:

(Computer Drawing and Design 2) (1201121)

Description: This course deals with the subject of animation in terms of how to find the idea and choose the tools to express it and then find the characters through which it is implemented, all by studying computer programs specialized in animation such as Flash, Maya and others, as well as learning about the various technical and artistic aspects of binary Three-dimensional in this area.

3 Credit hours (1 theoretical + 4 Lab)

**26- (Field Training) (1201350)**

Credit Hours: 3

pre-requisite:

(Graphic Design 3) (1201320)

Description: This course deals with the topic of the labor market, so that the student spends the specified hours in printing houses, offices and graphic design companies in general to obtain the necessary experience for his natural involvement in the labour market after graduation under academic supervision and with the participation of the concerned institutions in order to objectively evaluate the student's performance.

3 Credit hours

**27- (Graphic Design 4) (1201410)**

Credit Hours: 3

pre-requisite:

(Graphic Design 3) (1201320)

Description: This course deals with the topic of the labor market, so that the student spends the specified hours in printing houses, offices and graphic design companies in general to obtain the necessary experience for his natural involvement in the labor market after graduation under academic supervision and with the participation of the concerned institutions in order to objectively evaluate the student's performance.

3 Credit hours (1 theoretical + 4 Lab)

**28- Sociology and psychology of design (1201412 )**

Credit: 3 hours

Pre-requisite --

This course deals with the philosophy of dealing with the arts in general, applied and design, especially from the cultural perspective of different societies, based on the sociological semantics and the effects of visual vocabulary on the sociology.

3 Credit hours (1 theoretical +4 Lab)

**29- (Graduation project) (1201420)**

Credit Hours: 3

pre-requisite:

(Graphic Design 4) (1201410)



Description: This course deals with a full advertising campaign carried out by the graduate for a topic, either an institution or a product chosen by the student or in cooperation with the scientific department and project supervisor, so that the student's work covers all areas that he learned during his study years, starting with the identity of the product and passing through all the methods of treatment Technology, provided that the implementation is not without a special touch and individual philosophy that the student reached in his final stages of study.

3 Credit hours (1 theoretical + 4 Lab)

### **30- 1202120 Perspective drawing**

Credit: 3 hours

Pre-requisite: 1202110 Technical and architectural drawing

This course aims to enable the student to learn about perspective and its various theories, starting from drawing a three-dimensional scene from reality and transforming it into two-dimensional with a specific drawing scale through the identification of the different areas and methods of drawing perspective that allow the student the possibilities of drawing architectural scenes internally and externally with their dimensions, light and shadows either artificial or normal.

3 Credit hours (1 theoretical +4 Lab)

### **31- 1202122 Drawing 2**

Credit: 3 hours

Pre-requisite 1202111 Drawing 1

This course deals with drawing gypsum models that are presented to human drawing, starting from the mask, passing through the three-dimensional head and ending with the human torso, with a study of its compact and anatomical geometrical construction and the movement of the color degree on surfaces in a way that ensures the acquisition of the skill to deal with all the topics of organic design for the specialties of visual arts in general and design of all kinds.

3 Credit hours (1 theoretical +4 Lab)

### **32- (Design Theories and Methods) (1202311)**

Credit Hours: 3

Pre-requisite-pre

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Description: This course deals with the different theories and methodologies of design in different eras and their relationship as an independent science to other sciences and

human being and his needs, evolution and development of his tools as a science the .linked to the conditions of the development of comprehensive history

3 Credit hours

**33- Photography 2 ( 1201250)**

Credit: 3 semester hours

Pre-requisite

This course deals with the basic rules in dealing with the human body from a chromatic perspective, starting from the portrait drawing the key to the human personality through the portrait with the hands, the trunk and reaching the whole body to analyze the different color groups related to the topic and their differences and the size of the effect of colors on each other according to the lengths of the different suggestive colors. With the nature of these waves being absorbed and reflected in different materials.

3 Credit hours (1 theoretical +4 Lab)

**34- (computer animation 2) (1201330)**

Credit Hours: 3

:requisite-pre

(Computer Animation 1) (1201322)

Description: This course deals with the study of the multiple stages of completing an innning to end, in detail from character design, sound animated film from beg measurement, recording, cutting, storyboard work, lay out plans, keys, secondary animation inbetween, background design, computer graphic work from coloring, g, adding sound and special effects, coloring, and installation scenes Compositin making montage and mixing and applying all these stages scientifically in the form of a small video that is an advertisement for a product and the like, so that it does not .exceed a minute

3 Credit hours (1 theoretical +4 Lab)

**35- (Design and Marketing) (1201331)**

Credit Hours: 3

:requisite-pre

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Description: This course deals with studying the interrelationship between graphic design and marketing, the many commonalities in this field and how to develop marketing strategies on a visual basis and the graphic designer's readiness to seriously .with the general laws of the market before preparing the designs to be marketed deal

3 Credit hours

**36- (Engraving and Printing 2) (1201332)**

Credit Hours: 3

pre-requisite:

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Description: This course deals with the different uses of the optical effects of printing techniques, especially metallic ones, in creating and organizing the different surfaces of graphic works, and making use of what the student learned in the field of various printing techniques in order to employ them in the field of visual research in graphic design.

3 Credit hours (1 theoretical +4 Lab)

**37- Topics in Graphic Design (1201334)**

Credit Hours: 3

pre-requisite: Department approval

Description: This course aims to study new fields and topics in the field of graphic design that are not included in the study plan, or to expand into other fields and topics imposed by reality and the development of specialization, in order to improve the creative and artistic capabilities of students and raise their visual culture and knowledge of the labor market and its needs.

3 Credit hours (1 theoretical +4 Lab)

**38- (Interior Design Principles) (1202121)**

Credit Hours: 3

pre-requisite:

(History of Art 1) (1201110)

Description: This course deals with the foundations of design and its elements at the -dimensional and three-cognitive, scientific and practical level by analyzing the two nd dimensional surfaces and blocks to prepare the student to deal with both aesthetic a .functional issues in the field of interior design

3 Credit hours (1 theoretical +4 Lab)

**39- Drawing 3) (1202212)**

Credit Hours: 3

:requisite-pre (Drawing 1) (1202110)

ing with the Description: This course aims to provide the student with the skill of deal dimensional perspective and through free drawing without the use of engineering -three tools and drawing the external and internal architectural scenes with an engineering e trainee the analysis and a study of their color grades and making plans that give th freedom to deal with his formal and functional formulations in the field of .specialization (interior design) with laws Proper engineering perspective

3 Credit hours (1 theoretical +4 Lab)

**40- (Principles of Industrial Design) (1202331)**

Hours: 3 Credit

:requisite-pre (Engineering and Architectural Drawing) (1202110)

Description: This course deals with industrial design in its various practical and theoretical aspects, the historical background, its development, and its relationship to arts in general with the work of some models in the practical and scientific applied .aspect of the subject

3 Credit hours (1 theoretical +4 Lab)