NewSchool of Architecture & Desing 2023-2024 Academic Catalog & Student Handbook
Fall Addendum

Contents

Effective Date

The information contained in this addendum supplements or replaces information found in the 2023-2024 catalog. The following changes reflect current information about NewSchool of Architecture and Desing and goes into effect beginning October 2, 2023, unless otherwise noted.

Notice Concerning Transferability of Credits and Credentials Earned at Our Institution

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Program	Eligible for Transfer	Notes	
Master of Architecture, First Professional Degree Master of Architecture 4+2 Master of Architecture 4+3	18 total credits 30 total credits	A maximum of 18 Credits may be transferred A Student Must earn at least 72 credits in residence at NewSchool A maximum of 30 Credits may be transferred A Student Must earn At least 120 credits in residence at NewSchool	
Master of Architectural Studies Post-Professional Degree	0 Credit Total	No transfer credit is accepted	
Master of Science in Architecture	0 Credit Total	No transfer credit is accepted	
Master of Construction Management	0 Credit Total	No transfer credit is accepted	

Concentrations in Architecture (Undergraduate)

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Concentration in Interior Architecture and Design

The Interior Architecture and Design Concentration in the Architecture Programs at NewSchool, is strongly oriented towards the topics of architecture and interior design, particularly the synergies between the two, and equips students with the basic skills to learn to plan form both disciplines point of view, to ensure that the aesthetic elements of the overall structure seamlessly blend with the interior design, all while addressing unique concerns specific to both crafts.

Moreover, the courses delve into areas such as conversions, extensions, and renovations. By exploring these projects, students develop an understanding of space, proportion, materials, and lighting, which serves as a crucial bridge between the disciplines of architecture and design.

Students also engage into an interior design project laboratory, that covers a choice in a diverse range of topics, such as residential housing, hospitality and retail spaces, as well as public and commercial environments requiring innovative interior design solutions. The lab is encouraging students to cultivate a foundation for creative thinking and enabling them to engage in innovative and autonomous design ideas, always paying attention to the human psychology and emotional aspects of spaces. By honing these skills, graduates will be well-prepared to excel in the dynamic and ever-evolving field of interior design.

Equipped with additional extensive knowledge and essential skills in classes such as Materials and Applications and Environmental Lighting Design, they can think and act beyond the boundaries of the two focused disciplines and thus initiate innovation. This enables them to have e broader expertise, particularly getting involved on a more technical level in their interior design process. They learn the basics of working with builders, contractors and technicians to facilitate an existing structure's rebuilding or renovation, ultimately with the goal in creating a functional and quality interior environment.

Requires the 'Interior Architecture and Design Lab' plus 9 credits in this area four subjects are required from two groups of study, 9 credits from Tier 2 with at least one course from group A and at least one course from group B**.**

For a course to count toward a concentration, the student must receive a grade of C or better.

Undergraduate

Tier 1
Required

AR5311 Interior Architecture and Design Lab — Credits: 3

Tier 2
Group A
AR5341 Materials and Applications — Credits: 3
ID213 Environmental Lighting Design — Credits: 3

Group B

AR5211 Environmental Optimization Systems & Design Strategies	Credits: 3
ID313 Environmental Psychology	Credits: 3
ID314 Materials, Technology and, Sustainability	Credits: 3
ID316 Furniture Design	Credits: 3
ID411 Codes for ID	Credits: 3

Concentration in Graphic Design and Interactive Media

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To provide students with additional opportunities to broaden and enrich their education, a concentration is a program of study that supplements a student's program. A concentration may be taken as a way to give a coherent pattern to elective credits to expand career options or simply to explore in greater depth in an area to enhance one's program. Students must declare a concentration prior to degree conferral.

Concentration in 3D Modeling

The concentration offers the students enrolled in the Graphic Design & Interactive Media program the opportunity to expand their knowledge and skills in 3D Modeling, particularly as it is applied to the world of game, animation, entertainment, and virtual/meta reality. The concentration offers classes in both the Hard Surfacing and the Organic Modeling skills required by the industries. Hard surface modeling skills are crucial for creating detailed and realistic objects used in the entertainment and film industry, as well as the intricate environments, vehicles, weapons, and various props within the game world. Organic modeling skills are essential for creating characters, creatures, and other organic elements needed for movies, animations, and video games. Additionally, both hard surfacing and organic modeling are widely used in product manufacturing and prototyping, advertising, and marketing and virtual and augmented reality applications. In addition, 3D modeling plays a significant role in keeping up with advancing technologies like the Metaverse, Apple Vision Pro, Non-Fungible Tokens (NFTs), and Artificial Intelligence (AI).
Students interested in 3D Modeling concentration would have to complete a minimum of additional 12 credits among the classes listed in the menu.
The concentration requires the successful completion of Tier I, required courses, and minimum 9 credits of Tier II, electives courses, chosen among the classes listed below.

For a course to count toward a concentration, the student must receive a grade of C or better.

Tier I
Required Courses

MD120 Media I	Credits: 3

Tier II
Electives

MD5111 Hard Surface Modeling 1 (Intro to Maya)	Credits: 3
MD5121 Hard Surface Modeling 2 (Advanced Modeling Maya)	Credits: 3
MD5131 Hard Surface Modeling 3 (Texturing/ Rendering)	Credits: 3
MD5211 Organic Modeling 1 (Intro to ZBrush)	Credits: 3
MD5221 Organic Modeling 2 (ZBrush Anatomy)	Credits: 3
MD5231 Organic Modeling 3 (ZBrush Creature)	Credits: 3

Concentrations in Architecture (Graduate)

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Concentration in Interior Architecture and Design

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Requires the 'Interior Architecture and Design Lab' plus 9 credits in this area four subjects are required from two groups of study, 9 credits from Tier 2 with at least one course from group A and at least one course from group B**.**

For a course to count toward a concentration, the student must receive a grade of C or better.

Undergraduate

Tier 1

Required

AR5311 Interior Architecture and Design Lab Credits: 3

Tier 2

Group A

AR5341 Materials and Applications Credits: 3
AR6111 Environmental Lighting Design Credits: 3

Group B

AR5211 Environmental Optimization Systems & Design Strategies Credits: 3
AR6121 Environmental Psychology Credits: 3
AR6131 Materials, Technology and, Sustainability Credits: 3
AR6141 Furniture Design Credits: 3
AR6151 Codes for ID Credits: 3

Course Descriptions
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AR100 Thinking and Making
Credits 3
3 hours weekly [Lecture (3)]
Introduces students to foundational concepts and methods of design thinking, both generally and specific to the design of architecture. Additionally, students learn fundamental design-specific communication related to visual, oral and written forms of presenting projects.

AR5311 Interior Architecture and Design Lab
Credits 3
4 Hours weekly [Lecture (2); Lab (2)]

The design laboratory covers a choice of a diverse range of topics, such as residential housing, hospitality, and retail spaces, as well as public and commercial environments requiring innovative interior design solutions. The lab is encouraging students to cultivate a foundation for creative thinking and enabling them to engage in innovative and autonomous design ideas, always paying attention to the human psychology and emotional aspects of spaces. By improving these skills, graduates will be well-prepared to excel in the dynamic and ever evolving field of interior design.

AR5321 Environmental Social Governance: Basic Principles
Credits 3
3 hours weekly [Lecture (3)]
This introductory course provides an overview of an Environmental Social Governance (ESG) framework, as a set of criteria that investors use to evaluate and assess how a company's environmental, social and governance performance will affect its financial performance. and how it supports a company's overall risk management. It examines key components in detail and provides insight into how they converge to impact a company and its stakeholders. The course also discusses how to look at corporate pressures & stakeholder expectations and their impact on risk identification and business success.

AR5331 Technology and Innovation in Sustainability
Credits 3
4 Hours weekly [Lecture (2); Lab (2)]
This introductory course will provide an understanding on practical aspects of emerging technologies, as well as a new approach to innovating. It will provide you with the tools you need to discover and evaluate new opportunities and acquire the necessary tools and techniques to innovate, and lead change effectively.

AR5341 Materials and Applications
Credits 3
3 hours weekly [Lecture (3)]
Course Description:
This introductory course to surface materials will review core concepts in interior materials, assemblies, and systems. It covers the selection and use of textiles, wall, and floor coverings, and includes material properties, environmental and sustainable issues, attachment, basic detailing, product specifications, and case studies of manipulation and assembly of various material systems.

AR6111 Environmental Lighting Design
Credits: 3
Schedule: 3 hours weekly [Lecture (3)]
Students are introduced to lighting design vocabulary, sources, systems, and luminaires. They will complete basic illumination calculations for interior lighting based on understanding human behaviors and social needs. Designs will be investigated for light as a form-giver to interiors as students integrate lighting with design of interior environments. Day lighting will be discussed as it relates to electric lighting.

AR6121 Environmental Psychology

Credits 3
Schedule 4 hours weekly [Lecture (2); Lab (2)]
In this course, students will explore the relationship between the environment, people, and their behavior as identified through environmental behavior research to create better functioning and satisfying environments.

AR6131 Materials, Technology, & Sustainability
Credits: 3
Schedule: 3 hours weekly [Lecture (3)]
Students develop a working knowledge of the materials, techniques, and technologies for achieving comfort and performance within the interior environment. This course discusses sustainable materials, thermal comfort, acoustics and indoor air quality. Students explore design strategies to reduce environmental impact while promoting human wellbeing.

AR6141 Furniture Design
Credits: 3
Schedule: 4 hours weekly [Lecture(2), Lab (2)]
Through lectures and case-studies, as well as hands-on exercises, students will learn about the furniture industry and the design and production of world-class furniture. Students will be required to design and prototype a piece of furniture and present it to a panel of faculty members and/or industry representatives.

AR6151 Codes for ID
Credits: 3
Schedule: 3 hours weekly [Lecture (3)]
Students are introduced to building codes that apply to interior environments. Building access and room egress; fire codes for materials, finishes, and furnishings; smoke and toxin detection devices; and suppression systems are studied. Application of the Americans with Disabilities Act (ADA) is related to building codes. Further, they evaluate plans to demonstrate understanding of egress and accessibility.

MD5111 Hard Surface Modeling 1 (Intro to Maya)
Credits: 3
Schedule: 4 hours weekly [Lecture (2), Lab (2)]
The class introduces students to 3D and 3D applications, techniques, and theory with an emphasis on Autodesk's Maya®. Students will learn and practice the fundamental methods of modeling, texturing, and rendering. Polygon Modeling, UV Texture Mapping, Arnold Rendering, and Compositing with Photoshop.

MD5121 Hard Surface Modeling 2 (Advanced Modeling Maya)
Credits: 3
Pre-requisite: MD5111 Hard Surface Modeling 1 (Intro to Maya)
Schedule: 4 hours weekly [Lecture (2), Lab (2)]
The class advances 3D applications, techniques, and theory with an emphasis on Autodesk's Maya®, including complex polygon modeling, non-destructive modeling workflows, and precision modeling techniques.

MD5131 Hard Surface Modeling 3 (*Texturing/ Rendering*)
Credits: 3
Pre-requisite: MD5121 Hard Surface Modeling 2 (Advanced Modeling Maya)
Schedule: 4 hours weekly [Lecture (2), Lab (2)]
With this class students will be able to master 3D modeling techniques by seamlessly transferring textures, materials and maps between software such as Maya and Substance Painter to create realistic detailed renderings.

MD5211 Organic Modeling 1 *(Intro to ZBrush)*
Credits: 3
Schedule: 4 hours weekly [Lecture (2), Lab (2)]
This course serves as an introduction to ZBrush, aiming to equip students with a strong basis in digital sculpting and character design. Students will delve into a comprehensive array of topics, including an in-depth interface overview, various techniques for initiating organic models, texturing methods, rendering and lighting techniques, as well as the essential principles of creating custom organic models.

MD5221 Organic Modeling 2 (ZBrush Anatomy)
Credits: 3
Pre-requisite: Organic Modeling 1
Schedule: 4 hours weekly [Lecture (2), Lab (2)]
This course introduces an advanced understanding of human anatomy and its application in organic modeling using ZBrush. As a result, students will be capable of modeling realistic features and nuances of human physiognomy.

MD5231 Organic Modeling 3 *(ZBrush Creature)*
Credits: 3
Pre-requisite: Organic Modeling 2
Schedule: 4 hours weekly [Lecture (2), Lab (2)]
This course is the last of a sequence of courses aimed at proficiency in creature design principles and techniques, empowering students to conceive and craft original and imaginative creature designs utilizing both traditional brainstorming methods and artificial intelligence approaches.