

# KINETIC DESIGN (KDES)

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## **KDES 310 Kinetic Design Fundamentals: The Design of Movement (5 Credits)**

Kinetic designers create objects that physically transform and fundamentally alter user interactions. In this course, students explore analyze how products open, close, and change shape in novel and interesting ways. Students apply design and prototyping techniques to conceptualize and create models of kinetic products.

**Prerequisite(s):** DIGI 130.

**Attributes:** Studio Elective Requirement

## **KDES 340 Kinetic Design Studio: Choreographing 3D Forms (5 Credits)**

In this course, students use kinetic design principles to enhance aesthetics, interactivity, and functionality of existing products. With an emphasis on research and analysis, students broaden their knowledge and skill as they explore new ways to animate product forms develop opportunities for enhancement.

**Prerequisite(s):** KDES 310.

**Attributes:** Studio Elective Requirement

## **KDES 410 Kinetic Design Studio: New Dimensions in Design (5 Credits)**

Kinetic design is a powerful tool for inventing new dimensions in design. In this course, students apply kinetic design techniques students to develop new products and experiences. At the culmination of this course, students utilize digital and physical prototyping to create portfolio-quality projects that showcase their expertise and application of kinetic design.

**Prerequisite(s):** KDES 340.

**Attributes:** Studio Elective Requirement