ACADEMIE LIBANAISE DES BEAUX-ARTS (ALBA)

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The Académie Libanaise des Beaux-Arts offers its entire program in French in its original place in Sin el-Fil (Beirut). This language of instruction has been applied at ALBA since its founding, and long before it joined the University of Balamand in 1988.

Since October 2000, the Académie Libanaise des Beaux-Arts offers programs on the main University Campus in Balamand (al-Kurah) in English.

ALBA offers degrees in Architecture, Decorative Arts, Plastic Arts, Urban and Regional Planning and Audiovisual Directing.

ACADEMIE LIBANAISE DES BEAUX-ARTS

Ecole d'Architecture
Ecole des Arts Décoratifs
Ecole des Arts Plastiques et des Arts Appliqués
Ecole de Cinéma et de Réalisation Audiovisuelle
Institut d'Urbanisme
School of Design and Communication Arts

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Balamand Campus   Tel :   00 961 6 93 02 50
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                              Email: alba@balamand.edu.lb

SCHOOL OF DESIGN AND COMMUNICATION ARTS (BALAMAND CAMPUS)

OFFICERS OF THE SCHOOL

SALEM, Elie	President of the University
BASHOUR, Tali'	Vice President for Medical Studies
KARAM, Nadim	Vice President for Health Affairs & Community Development
NAHAS, George	Vice President for Planning & Educational Relations
NAJJAR, Michel	Vice President for Development & Public Affairs
HADDAD, George	Dean, ALBA
FIANI, George	Assistant Dean, ALBA – Balamand Campus
MOBAYED, Walid	Dean, Admissions and Registration
BASHIR, Sameera	Librarian

SCHOOL STAFF

ISSA, Nancy	Executive Secretary
ABDOU, Rima	Faculty Secretary
EL KHOURY ZIADE, George	Computer Labs Supervisor
ASHCAR (EL), George	Library Supervisor

FULL-TIME FACULTY MEMBERS

BEAINI Joseph	BED "Environmental Design"
	Diploma in "Computer Graphics and Production"
	UQAM – Canada
FIANI Pauline	DES "Interior Architecture"
	I.N.B.A – Lebanon
GHAZI Paula	DES in Advertising
	ALBA – Lebanon
KHAIR Rami	BA in Graphic Design, NDU – Lebanon
	MPS in Interactive Tele-Communication,
	Tisch School of the Arts - NYU – USA
KHAIRALLAH Antoine	DES "Interior Architecture"
	ALBA – Lebanon
SARRAF Rima	DES "Advertising"
	ALBA – Lebanon
ZACHARIOU Yanni	DES "Architecture"
	ALBA – Lebanon

PART-TIME FACULTY MEMBERS

ABOU-CHEDID (CHOUEIRY) Nathalie	DES in Advertising, ALBA - Lebanon
AMINE (EL) Bashar	Architecte DPLG, Paris, Val-de-Marne
	DEA "Gardens Landscaping and Territory Planning", Paris I

AZAR Gilbert	Diploma in Engineering, E.S.I.B – Lebanon
BALLOUT Khaled	DES in Plastic Arts, I.N.B.A. – Lebanon
BARAKE Gladys	DES in Interior Architecture ALBA – Lebanon
DABBAGHIAN Charly	Dottore di Laurea degree in Architecture Polytechnic University of Torino
DADA Rym	BA in Graphic Design, Instuto Europeo de Design – Milano – Italy MA in Multimedia and Digital Applications Polytechnic University of Valencia – Spain
DAHDAH Carol	DES in Interior Architecture, ALBA – UOB – Lebanon
DENNAOUI Elie	BA in Theology St John of Damascus, Institute of Theology – UOB D.E.A in History, Pontifical Oriental Institute –Rome MPS in Engineering Multimedia for Education Université de Poitiers - France
DAOUD Mounir	Law Diploma, Lebanese University
GHANEM Rima	DES in Interior Architecture ALBA – Lebanon
HADDAD Joseph	DES in Architecture ALBA – U.O.B - Lebanon
HAGE Ghada	Masters in Economics, Diploma in Photography Certificate "Biology", U.S.E.K - Lebanon
HAGE Gilbert	Diploma in Photography U.S.E.K - Lebanon
HOSNI Zeina	DES in Interior Architecture I.N.B.A – Lebanon
IBRAHIM Johnny	DES in Architecture, Lebanese University DEA in Regional Planning, Institut de Geographie – Paris I – France DESS in Restoration, Lebanese University
LAHOUD Ibrahim	BFA in Graphic Design San José State University – California – USA
MAAMARY Mohammad-Jamal	MS in Electrical Engineering Illinois Institute of Technology – USA
MAAMARY Gebran	DES in Interior Architecture Masters in History of Sacred Arts Certificate «Restauration of Artistic Works » USEK– Lebanon
MACHAALANY Rabih	Teaching Diploma in Archeology and History of Arts Lebanese University DESS in History Contemporary Arts, Sorbonne – Paris IV PhD in History of Arts, Sorbonne – Paris IV

MATTAR Marc	Architect DPLG
	Ecole D'Architecture de Marseille – Luminy
	MS in Real Estate and Construction Management
	Euromed – Marseille
	DESS in Engineering
	Ecole Polytechnique – ESAM – EAML – France
MHANNA (CHEBLI) Joelle	DES in Advertising
	ALBA - Lebanon
NAWAR Paul	DES in Interior Architecture
	USEK – Lebanon
NASR George	BA in Motion Pictures
	UCLA - USA
OBEID Mustafa	DES in Plastic Arts
	I.N.B.A. – Lebanon
RIZKALLAH Jacques	DES in Plastic Arts
	I.N.B.A – Lebanon
RIZKALLAH Julie	DES in Plastic Arts
	ALBA – Lebanon
SALEM Salem	Diploma in Architecture
	Baucentrum - Roterdam
ZMERLY Wael	DES in Mechanical Engineering
	Lebanese University

I - INTRODUCTION

The School of Design and Communication Arts in the Académie Libanaise des Beaux-Arts at the University of Balamand offers the following Programs:

- **Bachelor of Fine Arts in Graphic Design**
- **Bachelor of Fine Arts in Computer Graphics & Interactive Media**
- **Teaching Diploma in Art Education**
- **Master of Fine Arts in Graphic Design.**

In addition to these Programs, the Académie Libanaise des Beaux-Arts at Balamand Campus offers the following Programs:

- **Bachelor of Fine Arts in Interior Architecture & Design**
- **Master of Fine Arts in Interior Architecture & Design**

Graphic Design and Interior Architecture & Design are closely allied Programs with a broad professional and interdisciplinary philosophy. They share many of the same courses. Both design programs are committed to nurture cultural diversity while providing solid grounding in the basis of design, the use of current tools, and the high standards of professional practice.

The Primary Objective of the Computer Graphics & Interactive Media Program is to prepare Students for the Art & Design Professions in which Computers have become an essential tool in the creation and transmission of Audio-Visual Ideas.

Graphic Design students learn the effective use of text and image in the communication of messages and ideas. Students are encouraged to dare to take different creative and personal approaches to problem solving. All types of expressions are encouraged. Computer images, video, and/or traditional media are but means to serve an end. Personality-nurtured perception and interpretation and historical content and references, as they are discussed in class, develop each student's uniqueness.

Interior Architecture & Design students learn the standards of the profession. They use education, experience, and skills to identify, research, and creatively solve problems pertaining to interior environment to enhance the quality of life. They define the problem, determine the solution, heeding spatial opportunities and the availability of furnishings and equipment, and then produce accurate drawings reflecting the building, the site condition, the building's construction system, and its occupancy needs.

Computer Graphics & Interactive Media emphasizes the user's creativity, rather than the capability of the Computer. The Program challenges Students to apply their creativity and imagination to the latest digital tools and techniques, while the curriculum is devoted to teaching the Practice and Theory that emerge from the convergence of the new media technology. It prepares students for positions in the Art and Design Disciplines that currently employ this technology: Interactive Media, Interface Design, Computer Animation, Imaging, and Fine Arts.

II - UNDERGRADUATE PROGRAM

The School of Design and Communication Arts in the Académie Libanaise des Beaux Arts at the University of Balamand offers a Bachelor of Fine Arts (BFA) in:

- **Interior Architecture and Design**
- **Graphic Design**
- **Computer Graphics & Interactive Media**

The BFA in these fields is granted upon completion of a three–year program of two semesters each, which includes a Foundation Arts Program, a curriculum common to these disciplines.

A. ADMISSION REQUIREMENTS

1. Lebanese Baccalaureate or its equivalent.
2. Interview with a faculty member.
3. Acceptable scores on the TOEFL and a language test in Arabic.
4. Admission to the School of Design and Communication Arts is usually restricted to the first year. However, in exceptional cases, and with the approval of the Admissions Committee, students transferring from other universities may be considered for transfer admission, on an individual basis provided the following requirements are satisfied:

    - Enrollment quotas for the programs have not been filled.
    - The applicant has attended an accredited University and obtained a minimum average of (70) in at least 20 transferable credits.
    - The applicant has the Lebanese Baccalaureate or its equivalent.
    - The applicant has submitted a personal portfolio of his work completed during his/her years of study. This portfolio is assessed by the School's Admission Committee that may require a personal interview with the applicant.
    - The applicant has satisfied the University requirements concerning proficiency in the English language.
    - All transfers are reviewed by the School's Admissions Committee, which evaluates the applicant's transferable credits.

B. ACADEMIC RULES AND REGULATIONS

1. **An evaluation of academic progress** takes place at the end of each semester in the Academic Year.
2. **The evaluation is based** on the major cumulative average and the general cumulative average.
3. **Grading system:**

    Please refer to the General Section in the University Academic Rules & Regulations.
4. **The academic progress in the Sophomore Year** is assessed according to the following criteria:
    a. A grade of 60 (passing average) is required for Fine Arts and Spatial Depiction courses.
    b. A grade of 70 (passing average) is required for courses in Visual Language, Theory of Color, and Analysis of Space.

5. **Incomplete Grades:**

Please refer to the Academic Rules & Regulations in the University Catalogue: **'Incomplete Grades & Make-up Examinations'**.

6. **Dean's Honor List**

To be placed on the Dean's Honor List, a student must:

- Be enrolled as a regular full time student
- Have a general semestrial average of 80 or above and rank in the top 10% in his/her class.
- Have no failing or incomplete grades.
- Have not withdrawn from any course during the evaluation year.
- Have no disciplinary action against him/her.

7. **Promotion and faculty probation:**

Refer to the Academic Rules & Regulations in the University Catalogue: **'Scholastic Standings'**.

8. **Dismissal from the School**

The School of Design and Communication Arts reserves the right to drop any student at any time, following a decision taken by the School Council, for any of the following reasons:

1. If the student fails to remove the Strict Probation
2. If the cumulative major average is less than 60 at the end of an evaluation period.
3. If, at the end of the evaluation period of the Foundation Arts Program, the student fails to achieve a cumulative major average of 70 and a general cumulative average of 67.

9. **Regulations concerning Projects due dates and Class Attendance:**

1. Students are required to attend all Classes and Workshops for the whole duration of the sitting. Any delay in their attendance for more than 10 minutes will be marked as an absence in their attendance register.
2. Students are required to attend classes and workshops at the scheduled time.
3. No withdrawal from any operating class or workshop is allowed, unless approved by the Professor. Any withdrawal from a workshop sitting or a classroom for more than 10 minutes will be marked as an absence in the attendance register.
4. Submittal of the projects is mandatory at the time and date fixed by the Professor, either in Class or as mentioned in the Project Outline.
5. Any Delay in the submittal of the Projects for more than 15 minutes means that the project will not be admitted for assessment.
6. Rendering of the total number of Projects and / or Papers assigned for each course is mandatory.
7. Failing to comply with this, following a reason judged to be acceptable by the Dean means an Incomplete Grade at the end of the semester.
8. Students, who fail to submit two projects, or papers (research, presentation, homework) in one course, will be advised to withdraw from the course, or else he/she will be officially withdrawn, and a grade of WF is given.

A WF grade is counted as a 40 in computing the student's average.

C. MODALITIES GOVERNING THE SUBMITTAL OF THE BFA FINAL

PROJECT:

1. At the beginning of each Academic Year, the Dean shall nominate a committee responsible for the guidance and advising of the students who are going to submit their final project during the academic year.

   This committee will be called "Academic Committee ".

   It shall be composed of:

   The Dean, the Chairpersons of the Departments, two professors from the Department concerned.

2. At the beginning of the 4th week of the semester, the student will submit two proposals for his final project (in four copies) to the Dean's Office.

3. The Dean shall within one week call the "Academic Committee" to a meeting, in which it shall acts as a jury, to discuss the proposals of the students. The jury has the right to call the student for presentation of his choice.

4. The jury can accept or reject one or both of the proposals submitted by the student. In case of rejection of both proposals, the student will be given a proposal for a project from the Jury. The student will not have anymore the opportunity to choose his own topic for the final project.

5. At the beginning of the 6th week of the, the student has to start working on his project.

6. The total duration of this project is 10 weeks, divided as follows:

First Phase: Final Project Proposal:

The first week: the student has to submit a written proposal (in 5 copies: 1 original and 4 copies) about his project. This proposal shall be no more than 20 pages (including drawings, charts, pictures…and approximately 3000 words) A4 size typed on the computer. It shall be bound sideways with a clear table of contents, and a cardboard cover on which it should be clearly stated:

UNIVERSITY OF BALAMAND

ACADEMIE LIBANAISE DES BEAUX-ARTS

BACHELOR OF FINE ARTS: FINAL PROJECT PROPOSAL

PROJECT NAME

ACADEMIC YEAR

STUDENT'S NAME

STUDENT ID NUMBER

The Dean shall nominate 3 readers; among them will be the professor who was advising the student, a member from the Academic Committee as ex-officio member, and another one from the faculty members of the Department concerned. A copy of the proposal will be delivered to each one of them. They shall read it, put their remarks and meet within three days to submit a final advising paper to the Dean's Office. A copy of this paper shall be delivered to the student, immediately and he will be granted the permission to continue his work.

Second Phase: Preliminary Design

The duration of this phase is 4 weeks, after which the student has to submit a preliminary design for the whole project.

The work shall be presented by the student, in front of the jury, who shall deliberate and, either grant or deny the permission to the student to proceed with the third phase.

In the later the student will have an extra one week to submit his work or he will miss the third phase.

Third Phase: Final Project

The duration of this phase is 5 weeks, after which the student has to submit the final design for the whole project.

The work shall be presented by the student, one week before the fixed final submittal day, in front of the jury, who shall deliberate and, either grant the permission to the student to submit his project in front of the Grand Jury, or decide that the project is not valued, and accordingly the student will not be able to submit his work.

7. ASSESSMENT OF THE BFA FINAL PROJECT:

7.1. Assessment of the Final project in **INTERIOR ARCHITECTURE AND DESIGN**

The Project will be graded as follows:

IADN 224	Conceptual design studio IV	/100
IADN 241	HVAC	/100
IADN 251	Kitchen and Bath design	/100
TSID 204	Materials IV	/100
TSID 222	Building construction II	/100
TSID 237	Model Making Workshop II	/100

7.2. Assessment of the Final project in **GRAPHIC DESIGN**

The Project will be graded as follows:

GRDN 227	Graphic Design II	/100
GRDN 237	Production I	/100
TSGD 254	Photography Lab and Studio III	/100
TSGD 264	Computer Imagery II	/100
TSGD 267	Illustration II	/100
TSGD 276	Etching	/100

7.3. Assessment of the Final project in **COMPUTER GRAPHICS & INTERACTIVE MEDIA**

The Project will be graded as follows:

CGIM204	Computer Graphics & Interactive Media	/100
CGIM227	Web Development	/100
TSCG223	Advanced Digital Video	/100
TSCG224	Advanced Digital Audio	/100

These grades will be computed as 40% of the final grades of each of the courses taken during the semester. The remaining 60% will be graded on class-work, projects, quizzes, mid-terms… done during the first and second phases of the final project.

A minimum grade of 70/100 is required in the Major Courses and minimum grade of 60/100 is required for the Technical Skills Courses.

8. Failure to achieve the required averages in any course means that the student will be required to repeat the failed course, in the next semester. Accordingly his graduation will be delayed until he succeeds the failed course(s) and achieves the required averages.

9. In addition to the above mentioned criteria, for the assessment of the BFA Final Project, **the Project as a whole will be assessed as a 3 credits Major Course with a minimum grade of 70/100:**

- **FPID 231**   **BFA Final Project – Interior Architecture and Design**
- **FPGD 241**   **BFA Final Project – Graphic Design**
- **FPCG 211**   **BFA Final Project – Computer Graphics &   Interactive   Media**

D. GRADUATION REQUIREMENTS

To obtain the Bachelor of Fine Arts, the students must meet the following requirements:

1. Maintain a cumulative major average of 70 or above.
2. Maintain a general cumulative average of 67 or above in accordance with University regulations.
3. A passing grade in all courses.

E. ADMISSION TO GRADUATE PROGRAMS

1. A student is accepted into graduate programs leading to the Master of Fine Arts (MFA) in clear standing if he/she meets the following requirements:
   - A major cumulative average of at least 80.
   - A general cumulative average of 72 and above
2. A student is accepted into the Graduate Programs on probation if he/she has a major cumulative average of 75 – 79.9.

III - GRADUATE PROGRAM

The School of Design and Communication Arts in the Académie Libanaise des Beaux-Arts at Balamand Campus offers a two-year program leading to a Master of Fine Arts (MFA) in:

2. **Interior Architecture and Design with Studio Concentration in:**
   - Interior Architecture and Design
   - Set Design
   - Communication Spaces
   - Retail and Commercial Spaces
   - Renovation, Rehabilitation, and Restoration
3. **Graphic Design with Studio Concentration in:**
   - Media Design
   - Advertising Design
   - Printing Production

A. ADMISSION REQUIREMENTS:

- Applicants must be holders of a BA or BFA degree in Interior Architecture and/or Design or Graphic Design from a recognized institution of higher education with an overall graduation average of 80 or its equivalent in all major courses of the field of study.
- The Candidate's application should contain the following documents:
  1. An application form to join the graduate program obtained from the Office of Admissions and Registration.
  2. Official transcripts from the university (ies) attended for the last three years
  3. Official course descriptions from the university (ies) of the courses taken by the applicant.
  4. Three letters of recommendation.
  5. A personal statement.
  6. A personal portfolio prepared by the applicant. This portfolio may include:
     a. Thesis or Senior Study Project for applicants holding a BA or BFA.
     b. Exercises illustrating the various disciplines of his/her curriculum of study for applicants who have successfully completed their 3rd year of study.
     c. Any other personal work that the applicant deems necessary for the evaluation of his application.
  7. Satisfactory results on the University's English language proficiency test.
  8. Admission to the Graduate Program is granted upon the recommendation of the School's Graduate Admission Committee, which may require a personal interview with the applicant.

B. ACADEMIC RULES AND REGULATIONS:
1. **Graduate students are evaluated:**
   - at the end of each semester in the first year of MFA
   - upon completion of the curriculum required in the first semester of the second year of MFA
   - upon completion of the curriculum required in the second semester of the second year of MFA
2. **The evaluation of academic progress is based:**
   - on the cumulative major average of all graduate courses taken during the evaluation period. (All courses are counted as major courses.)
   - on the evaluation of the first semester in the second year of MFA made by decision of a Jury.
   - on the evaluation of the second semester in the second year of MFA made by decision of a Jury.

3. **Passing grade:**

The passing grade for all courses required in the first year of MFA is 70.

B.1. ADMITTANCE TO THE SENIOR PROJECT (IAD & GD):

• No student is admitted into the Senior Project, unless he has completed the curriculum of the MFA program, set in the Plan of Study.
• The student must have achieved a cumulative major average of 80/100 and above, on courses assigned for the MFA program.
• If the student fails to achieve 80/100, the student must repeat all courses with less than 80/100, and raise his average according to the above stated requirement.

B.2. RULES GOVERNING THE ADMITTANCE TO AND THE MODALITIES FOR PRESENTATION OF THE SENIOR PROJECT IN INTERIOR ARCHITECTURE & DESIGN, AND GRAPHIC DESIGN:

B.2.1 THE SENIOR IAD PROJECT:

The course is divided into 3 main disciplines:

1. Concept and Design
2. Project Detailing
3. Quantity Surveying

This course should be taken concurrently with the following courses:

1. TSID 331   Seminar in Lighting Design
2. TSID 332   Seminar IN HVAC
3. TSID 333   Seminar in Kitchen and Bath Design.

Presentation and Assessment of the Senior IAD Project:

• The Project will be presented before the jury according to the following timetable:

   At the end of the 14th week, the student shall submit:
   a. The quantity surveying part
   b. The HVAC part
   c. The Lighting Design part
   d. The kitchen and Bath design part.

These will be corrected & graded. The student will acquire than, the permission to submit the work pertaining to the Senior IAD Project, IADN 303, in its two disciplines: The Concept and Design, and The Project Detailing.

The work will be presented in front of a jury, who will deliberate according to the following criteria:

i. Admitted to the Senior Study with Honor: 90-100
ii. Admitted to the Senior Study: 80-89
iii. Must complete within two weeks: 70-79
   (After which a second assessment is made)
iv. Fail   > 70
   (Must repeat the IAD 303 from the beginning of Phase I)

B.2.2. THE SENIOR GD PROJECT:

The course is divided into 2 main disciplines:

1. Concept and Design
2. Artistic & Creative Approach

This course should be taken concurrently with the following courses:

GRDN318	New Media Design III
GRDN322	Marketing Strategies
GRDN331	Copywriting for Advertising
GRDN332	Storyboarding

Presentation and Assessment of the Senior GD Project:

• The Project will be presented before the jury according to the following timetable:

At the end of the 10th week, the student shall submit:

a. The written Strategy/Marketing part
b. The Design Visual part
c. The Multimedia presentation part

These will be corrected & graded. The student will acquire then, the permission to submit all the work pertaining to the Senior GD Project.

The work will be presented in front of a jury, who will deliberate according to the following criteria:

i. Admitted to the Senior Study with Honor: 90-100
ii. Admitted to the Senior Study: 80-89
iii. Must complete within two weeks: 70-79
iv. (after which a second assessment is made)
v. Fail   > 70
   (Must repeat the GD 303 from the beginning of Phase I)

B.3. RULES GOVERNING THE ADMITTANCE TO AND MODALITIES FOR PRESENTATION OF THE SENIOR STUDY PROJECT IN INTERIOR ARCHITECTURE & DESIGN, AND GRAPHIC DESIGN

B.3.1. ADMITTANCE TO THE SENIOR STUDY PROJECT:

The passing grades for all courses required in the first semester of the second year are granted by the jury according to the following criteria:

• Admitted into the Senior Study with Honor   90 – 100
• Admitted to the Senior Study   80 – 89
• Must complete within 4 weeks   70 – 79
  (After which a second assessment is made by the Jury)
• Fail (must repeat the whole curriculum)   Below 70

B.3.2 THE SENIOR STUDY PROJECT IN INTERIOR ARCHITECTURE & DESIGN:

The Project encompasses the following disciplines:

1. Concept and Design
2. Project Detailing

3. Quantity Surveying
4. Lighting Design
5. HVAC
6. Sanitary

PHASES OF THE PRESENTATION:

- **Phase 1:** This phase deals with Problem solving and the analysis part of the project. In this phase the student must determine his choice regarding the building or space, the subject he is proposing to study, the functions he proposes to include, the organizational charts concerning the spaces, area use, relation between the different components of the project, materials choice, styles, etc…

  o **Requirements for rendering:** The submittals required for this phase shall include:
    i. Actual plans of the building (including elevations, sections, and the like)
    ii. Photos (inside and outside)
    iii. Whatever document deemed to be necessary by the student to defend his choice.
    iv. Thorough analysis of the subject he is proposing to study.
    v. Written proposal of not less than 40 pages, A4 size, clarifying his choices, ideas, analysis, re-arrangement of spaces to suit the functions he is proposing to include, the materials he intends to use with analysis of suitability of these materials to his concept. (This should be in accordance with the Policy and style manual for the Preparation of a graduate Thesis or Report)

  o **Duration of Phase one:** The total duration of this phase is 21 days

The Proposal should be submitted to the Dean's Office in 5 print-outs, two Originals and three copies.

The cover shall clearly show the following:
1. The Logo of the University of Balamand
2. The Logo of the Académie Libanaise des Beaux-Arts,

   And it shall state the following mandatory writings:
   UNIVERSITY OF BALAMAND
   ACADEMIE LIBANAISE DES BEAUX-ARTS
   COURSE NAME: SENIOR STUDY PROJECT IN INTERIOR ARCHITECTURE & DESIGN
   COURSE CODE
   SEMESTER (i.e: Fall 2008)
   STUDENT NAME
   STUDENT ID NUMBER
   PROJECT NAME

  o **Jury and Deliberation of the Proposal:** The three copies are delivered to the members of the graduate academic committee, who shall read them, put their remarks, and meet to deliberate, in order to take decision about the proposal.

The assessment of the Phase 1 of the Senior Study Project is made according to the following:

   After four weeks from the beginning of phase I, the Jury will assess the work, and either:
   - Grant permission to the student to proceed with the Project,

Or:

- Not grant permission to proceed. In this case the student will have to change the Project and submit a new Proposal to the Jury.

- **Phase 2: Preliminary Design Phase:**

This is the phase of the development of the project. The student will work according to the proposal submitted in phase one, under supervision of the professors.

This phase comprises work in all the disciplines mentioned before. The work will be assigned by the Supervising Professors, according to correction sheets, signed and dated after each correction. It shall clearly state all guidelines, instructions, requirements for rendering, rendering elements…

o **Duration of Phase two:** The total duration of this phase is 6 weeks.

Assessment of Preliminary Design Phase:

The Jury will assess the work according to the following:

A   : Admitted

N.A. : Not admitted.

o **Jury and Deliberation of the Preliminary Design:** The Jury will meet to deliberate, and take decision about the Preliminary Design:

They shall issue a guiding paper to the student concerning their remarks, and whatever instruction they deem necessary for the student to continue with his work.

In case of non-admittance, the Student will have to repeat the work done during this period after which the work will be assessed a second time by the Jury according to the previously stated criteria.

If the student is not admitted the second time, he/she will have to change the project and submit a new proposal to the Jury.

- **Phase 3: Final Design Phase:**

The total duration of this phase is 8 weeks.

o **Presentation and submittal Procedures**

1. The work shall be presented by the student, one week before the fixed final submittal day, in front of the jury, who shall deliberate and, either grant the permission to the student to submit his project in front of the Grand Jury, or decide that the project is not valued, and accordingly the student will not be able to submit his work.

2. The Project will be submitted according to the following timetable:

- At the end of the 14th week, the student shall submit:

i. The Quantity Surveying part

ii. The HVAC part

iii. The Lighting design part

iv. The kitchen and bath design part.

These will be corrected & graded. The student will acquire than, the permission to submit the work pertaining to the SENIOR STUDY PROJECT, in its two disciplines: The Concept and Design Part, and The Project Detailing.

3. At the end of the 15th week, The work will be presented in front of a Grand Jury, who will deliberate according to the following criteria:

A+	Graduate with Distinction	95 – 100
A	Graduate with Honor	90 – 94.9
B+	Graduate Good	85 – 89.9
B	Graduate	80 – 84.9
C	Must complete within 4 weeks	75 – 79.9
D	Fail	Below 75

In case of failure, the Jury decides whether the student will have to change the project completely and repeat the whole or recommence the work from the beginning of the third period.

B.3.3 THE SENIOR STUDY PROJECT IN GRAPHIC DESIGN:

It consists of a practical project & a written presentation.

It is a self initiated, directed study, a major project in the area of the student's chosen concentration, where instructors take the responsibility of the supervision of the project and provide support & advice.

The project encompasses the following disciplines:

o   Concept & Design
o   Computer Graphics
o   Web Design
o   Storyboarding
o   Art Direction & Copywriting

PHASES OF THE PRESENTATION:

- **Phase 1:** This phase deals with Problem solving and the analysis part of a project.
  In this phase the student should be able to:
  1. Define & demonstrate an individual self-directed project of research for Digital Media or Graphic Design.
  2. Explain the nature & function of the particular research whether it is of the form of a subjective theoretical enquiry or client centered project.
  3. Determine his choice regarding the chosen design challenge/problem and present the proposed strategy to find genuine solutions.
  4. Select and apply suitable concepts and methods
  5. Define & discuss the creative strategy approach
  6. Defend a concept.

- **o   Requirements for presentation:** The submittals required for this phase shall include:
  i. Original investigations done around the chosen project/client, its history and actual situation, the services, its failures or successes and its competitors.
  ii. Strategy rational adopted to distinguish the project from competitors, find its uniqueness and increase value perception.
  iii. Set the creative objectives, explain why the proposed approach is appropriate to the problem, how design will be a means for bringing the company/product's objectives to life
  iv. Sketches, illustrations, photos, slogans, body copy… to visualize the chosen concept.
  v. This study should show an independent critical power, an ability to test ideas, and especially

present innovative methods, a fresh perspective and genuine work.

(This should be in accordance with the Policy and style manual for the Preparation of a graduate Thesis or Report)

o   **Duration of Phase one:**   The total duration of this phase is 21 days.

The Proposal should be submitted to the Dean's Office in 5 Printed copies, two Originals and three copies.

The cover shall clearly show the following:

1.   The Logo of the University of Balamand
2.   The Logo of the Académie Libanaise des Beaux-Arts

And it shall state the following mandatory writings:

UNIVERSITY OF BALAMAND
ACADEMIE LIBANAISE DES BEAUX-ARTS
COURSE NAME: SENIOR STUDY PROJECT IN GRAPHIC DESIGN
COURSE CODE
SEMESTER (i.e. Fall 2008)
STUDENT NAME
STUDENT ID NUMBER
PROJECT NAME

o   **Jury and Deliberation of the Proposal:** The three copies are delivered to the members of the graduate academic committee, who shall read them, put their remarks, and meet to deliberate, in order to take decision about the proposal.

The assessment of the Phase 1 of the Senior Study Project is made according to the following:

After three weeks from the beginning of phase I, the Jury will assess the work, and either:

*   Grant permission to the student to proceed with the Project,

     Or:

*   Not grant permission to proceed. In this case the student will have to change the Project and submit a new Proposal to the Jury.

*   **Phase 2: Preliminary Design Phase:**

This is the phase of the development of the project. The student will work   according to the proposal submitted in phase one, under supervision of the   professors.

This phase comprises work in all the disciplines mentioned before. The work will be assigned by the Supervising Professors, according to correction sheets, signed and dated after each correction.

It shall clearly state all guidelines, instructions, requirements necessary to develop the design, finalize technical problems, respond to the creative brief, respect the strategy and successfully communicate the message.

o   **Duration of Phase two:**

The total duration of this phase is 6 weeks.

 Assessment of Preliminary Design Phase:

The Jury will assess the work according to the following:

A   : Admitted

N.A. : Not admitted.

o **Jury and Deliberation of the Preliminary Design:**

The Jury will meet to deliberate, and take decision about the Preliminary Design.

In case of Clear Admittance, the Jury shall issue a guiding paper to the student concerning their remarks, and whatever instruction they deem necessary for the student to continue with his work.

In case of Non-Admittance, the Student will have to repeat the work done during this period, according to the Instructions given by the Jury. After ten days, the work will be assessed a second time by the Jury according to the previously stated criteria.

If the student is not admitted the second time, he/she will have to change the project and submit a new proposal to the Jury.

• **Phase 3: Final Design Phase:**

The total duration of this phase is 8 weeks.

o **Presentation and submittal Procedures:**

The work shall be presented by the student, one week before the fixed final submittal day, in front of the jury, who shall deliberate and, either grant the permission to the student to submit his project in front of the Grand Jury, or decide that the project is not valued, and accordingly the student will not be able to submit his work.

The Project will be submitted according to the following timetable:

1. At the end of the 14th week, the student shall submit:
    i.   The Senior Research
    ii. The Visual/Design part
    iii. The Multimedia part

These will be corrected & graded. The student will acquire than, the permission to submit the work pertaining to the SENIOR STUDY PROJECT, in its two disciplines: The Concept part & the Design/ Multimedia part.

2. At the end of the 15th week, the work will be presented in front of a Grand Jury, who shall deliberate according to the following criteria:

    A+ Graduate with Distinction   95 – 100
    A   Graduate with Honor   90 – 94.9
    B+ Graduate   Good   85 – 89.9
    B   Graduate   80 – 84.9
    C   Must complete within 4 weeks   75 – 79.9
    D   Fail   Below 75

In case of failure, the Jury decides whether the student will have to change the project completely and repeat the whole or recommence the work from the beginning of the third period.

BFA REQUIREMENTS
INTERIOR ARCHITECTURE AND DESIGN
APPLICABLE FOR ACADEMIC YEAR 2008-2009

MAJOR COURSES					YEAR	CREDITS	PASSING GRADE
CATEGORY	Course code		COURSE NAME	PRE-REQUISITE			
FINE ARTS	FNAT	201	DRAWING I		1st	3	60
	FNAT	202	DRAWING II	FNAT 201	1st	3	60
	FNAT	221	SKETCHING I		1st	2	60
	FNAT	222	SKETCHING II	FNAT 221	1st	2	60
	FNAT	241	CLAY MODELING I		1st	2	60
	FNAT	242	CLAY MODELING II	FNAT 241	1st	2	60
	FNAT	203	DRAWING III	FNAT 202	2nd	3	60
	FNAT	204	DRAWING IV	FNAT 203	2nd	2	60
	FNAT	223	SKETCHING III	FNAT 222	2nd	2	60
	FNAT	224	SKETCHING IV	FNAT 223	2nd	2	60
GRAPHIC DESIGN	GRDN	201	VISUAL LANGUAGE I		1st	3	70
	GRDN	202	VISUAL LANGUAGE II	GRDN 201	1st	3	70
	GRDN	211	THEORY OF COLOR I		1st	1	70
	GRDN	212	THEORY OF COLOR II	GRDN 211	1st	1	70
INTERIOR ARCH AND DESIGN	IADN	201	SPATIAL DEPICTION III		1st	1	60
	IADN	202	SPATIAL DEPCITION II	IADN 201	1st	1	60
	IADN	211	ANALYSIS OF SPACE I		1st	3	70
	IADN	212	ANALYSIS OF SPACE II	IADN 201 IADN 211	1st	3	70
	IADN	203	SPATIAL DEPCITION III	IADN 202	2nd	1	60
	IADN	204	SPATIAL DEPICTION IV	IADN 203	2nd	2	60
	IADN	221	CONCEPTUAL DESIGN STUDIO I	IADN 202 IADN 212 IADN 211	2nd	3	70
	IADN	222	CONCEPTUAL DESIGN STUDIO II	IADN 221	2nd	3	70
	IADN	231	FURNITURE I	IADN 202 IADN 212	2nd	1	70
	IADN	232	FURNITURE II	IADN 231	2nd	2	70
	IADN	205	PERSPECTIVE	IADN 204	3rd	1	60
	IADN	223	CONCEPTUAL DESIGN STUDIO III	IADN 222 TSID 212	3rd	3	70
	IADN	224	CONCEPTUAL DESIGN STUDIO IV	IADN 223 TSID 113	3rd	3	70
	IADN	241	H.V.A.C		3rd	2	70
	IADN	246	TECHNICAL LIGHTING		3rd	2	70
	IADN	251	KITCHEN AND BATH DESIGN		3rd	3	70
METHODOLOGY OF CREATIVE APPROACH	AEDU	201	METHODOLOGY OF CREATIVE APPROACH	ENGL101	1st	1	60
THEORY OF ARCHITECTURE	AEDU	210	THEORY OF ARCHITECTURE	ENGL 102	1st	3	60

TOTAL NUMBER OF CREDITS IN MAJOR COURSES						**69**	
TECHNICAL SKILLS COURSES							
MATERIALS	TSID	201	MATERIALS I	GRDN 211	2nd	1	60
	TSID	202	MATERIALS II	TSID 201	2nd	2	60
	TSID	203	MATERIALS III	TSID 202	3rd	1	60
	TSID	204	MATERIALS IV	TSID 203	3rd	1	60
	TSID	212	COMPUTER I		2nd	1	60
	TSID	213	COMPUTER II	TSID 212	3rd	2	60
	TSID	214	COMPUTER III	TSID 213	3rd	2	60
CONSTRUCTION DETAILING	TSID	221	BUILDING CONSTRUCTION I	IADN 232	3rd	3	60
	TSID	222	BUILDING CONSTRUCTION II	TSID 221	3rd	3	60
RENDERING	TSID	231	RENDERING TECHNIQUES	FNAT 204 FNAT 224	3rd	1	60
	TSID	232	RENDERING WITH COLORS	TSID 231	3rd	1	60
MODEL MAKING WORKSHOPS	TSID	236	MODEL MAKING WORKSHOP I	IADN 222	3rd	2	60
	TSID	237	MODEL MAKING WORKSHOP II	TSID 236	3rd	2	60
TOTAL NUMBER OF CREDITS IN TECHNICAL SKILLS COURSES						**22**	
UNIVERSITY REQUIREMENTS							
ENGLISH	ENGL	203	ENGLISH COMMUNICATION SKILLS III	REFER TO UNIVERSITY REQUIRE-MENTS		3	60
	ENGL	204	ENGLISH COMMUNICATION SKILLS IV			3	60
ARABIC	ARAB	201	ARABIC EXPRESSION TECHNIQUE - 3			3	60
HISTORY OF ARTSID & CULTURES	ARTH	201	HISTORY OF ARTS AND CULTURES I	ENGL 102	2nd	3	60
	ARTH	202	HISTORY OF ARTS AND CULTURES II	ARTH 201	2nd	3	60
ART HISTORY	ARTH	206	HISTORY OF STYLES I	ARTH 202	3rd	3	70
	ARTH	207	HISTORY OF STYLES II	ARTH 206	3rd	3	70
TOTAL NUMBER OF CREDITS IN UNIVERSiTY REQUIREMENTS						**21**	
BFA FINAL PROJECT	FPID	231	FINAL PROJECT		3rd	3	70
TOTAL CREDITS IN FINAL PROJECT						**3**	
TOTAL NUMBER OF CREDITS REQUIRED						**115**	

BFA REQUIREMENTS

GRAPHIC DESIGN
APPLICABLE FOR ACADEMIC YEAR 2008-2009

MAJOR COURSES				YEAR	CREDITS	PASSING GRADE
CATEGORY	COURSE CODE		COURSE NAME	PRE-REQUISITE		
FINE ARTS	FNAT	201	DRAWING I		1st	3	60
	FNAT	202	DRAWING II	FNAT 201	1st	3	60
	FNAT	221	SKETCHING I		1st	2	60
	FNAT	222	SKETCHING II	FNAT 221	1st	2	60
	FNAT	241	CLAY MODELING I		1st	2	60
	FNAT	242	CLAY MODELING II	FNAT 241	1st	2	60
	FNAT	203	DRAWING III	FNAT 202	2nd	3	60
	FNAT	204	DRAWING IV	FNAT 203	2nd	2	60
	FNAT	223	SKETCHING III	FNAT 222	2nd	2	60
	FNAT	224	SKETCHING IV	FNAT 223	2nd	2	60
INTERIOR ARCHITECTURE AND DESIGN	IADN	201	SPATIAL DEPICTION I		1st	1	60
	IADN	202	SPATIAL DEPICTION II	IADN 201	1st	1	60
	IADN	211	ANALYSIS OF SPACES I		1st	3	70
	IADN	212	ANALYSIS OF SPACES II	IADN 211	1st	3	70
GRAPHIC DESIGN	GRDN	201	VISUAL LANGUAGE I		1st	3	70
	GRDN	202	VISUAL LANGUAGE II	GRDN 201 GRDN 211	1st	3	70
	GRDN	211	THEORY OF COLOR I		1st	1	70
	GRDN	212	THEORYOF COLOR II	GRDN 211	1st	1	70
	GRDN	203	VISUAL COMMUNICATION I	GRDN 202 GRDN 212	2nd	4	70
	GRDN	204	VISUAL COMMUNICATION II	GRDN 203	2nd	4	70
	GRDN	216	TYPOGRAPHY I	GRDN 202 GRDN 212	2nd	2	70
	GRDN	217	TYPOGRAPHY II	GRDN 216	2nd	2	70
	GRDN	218	TYPOGRAPHY III	GRDN 217	3rd	2	70
	GRDN	226	GRAPHIC DESIGN I	GRDN 203 GRDN 218 TSGD 252 TSGD 262 TSGD 271	3rd	4	70
	GRDN	227	GRAPHIC DESIGN II	GRDN 226	3rd	4	70
	GRDN	236	PRINTING DESIGN	GRDN 217	3rd	1	70
	GRDN	237	PRODUCTION I	GRDN 236	3rd	3	70
	GRDN	246	PACKAGING DESIGN	TSGD 262 GRDN 217	3rd	2	70

ART EDUCATION COURSES	AEDU	201	METHODOLOGY OF CREATIVE APPROACH	ENGL101	1st	1	60
	AEDU	216	MUSIC APPRECIATION	ENGL101	1st	1	60
	AEDU	217	MOTION PICTURES APPRECIATION	ENGL101	1st	1	60
TOTAL NUMBER OF CREDITS IN MAJOR COURSES						**70**	
TECHNICAL SKILLS COURSES							
PHOTOGRAPHY	TSGD	251	INTRODUCTION TO PHOTOGRAPHY		2nd	1	60
	TSGD	252	PHOTOGRAPHY LAB AND STUDIO I	TSGD 251	2nd	3	60
	TSGD	253	PHOTOGRAPHY LAB AND STUDIO II	TSGD 252	3rd	2	60
	TSGD	254	PHOTOGRAPHY LAB AND STUDIO III	TSGD 253	3rd	2	60
	TSGD	262	COMPUTER I FOR GD		2nd	2	60
	TSGD	263	COMPUTER IMAGERY I	TSGD 262	3rd	2	60
	TSGD	264	COMPUTER IMAGERY II	TSGD 263	3rd	2	60
ILLUSTRATION	TSGD	266	ILLUSTRATION I	FNAT 204 - GRDN 217 - TSGD 262 - TSGD 271	3rd	2	60
	TSGD	267	ILLUSTRATION II	TSGD 266	3rd	2	60
RENDERING	TSGD	271	RENDERING	FNAT 202	2nd	1	60
ETCHING	TSGD	276	ETCHING	FNAT 204 - FNAT 224	3rd	2	60
TOTAL NUMBER OF CREDITS IN TECHNICAL SKILLS COURSES						**21**	
UNIVERSITY REQUIREMENTS							
ENGLISH	ENGL	203	ENGLISH COMMUNICATION SKILLS III	REFER TO UNIVERSITY REQUIRE-MENTS		3	60
	ENGL	204	ENGLISH COMMUNICATION SKILLS IV			3	60
Arabic	ARAB	201	ARABIC EXPRESSION TECHNIQUE - 3			3	60
History of Arts and Cultures	ARTH	201	HISTORY OF ARTS AND CULTURES I	ENGL 102	2nd	3	60
	ARTH	202	HISTORY OF ARTS AND CULTURES II	ARTH 201	2nd	3	60
ART HISTORY	ARTH	211	HISTORY OF MODERN DESIGN I	ARTH 202	3rd	3	70
	ARTH	212	HISTORY OF MODERN DESIGN II	ARTH 211	3rd	3	70
TOTAL NUMBER OF CREDITS IN UNIVERSITY REQUIREMENTS						**21**	
BFA FINAL PROJECT	FPGD	241	REFER TO «ACADEMIC RULES AND REGULATIONS»		3rd	3	70
TOTAL CREDITS IN FINAL PROJECT						**3**	
TOTAL NUMBER OF CREDITS REQUIRED						**115**	

BFA REQUIREMENTS

COMPUTER GRAPHICS AND INTERACTIVE MEDIA
APPLICABLE FOR ACADEMIC YEAR 2008-2009

CATEGORY	COURSE CODE		COURSE NAME	PRE-REQUISITE	YEAR	CREDITS	PASSING GRADE
FINE ARTS	FNAT	201	DRAWING I		1st	3	60
	FNAT	202	DRAWING II	FNAT 201	1st	3	60
	FNAT	221	SKETCHING I		1st	2	60
	FNAT	222	SKETCHING II	FNAT 221	1st	2	60
INTERIOR ARCHITECTURE AND DESIGN	IADN	201	SPATIAL DEPICTION I		1st	1	60
	IADN	202	SPATIAL DEPICTION II	IADN 201	1st	1	60
GRAPHIC DESIGN	GRDN	201	VISUAL LANGUAGE I		1st	3	70
	GRDN	202	VISUAL LANGUAGE II	GRDN 201 GRDN 211	1st	3	70
	GRDN	211	THEORY OF COLOR I		1st	1	70
	GRDN	216	TYPOGRAPHY I	GRDN 202	2nd	2	70
	GRDN	217	TYPOGRAPHY II	GRDN 216	2nd	2	70
ART EDUCATION COURSES	AEDU	216	MUSIC APPRECIATION	ENGL101	1st	1	60
	AEDU	217	MOTION PICTURES APPRECIATION	ENGL101	1st	1	60
COMPUTER GRAPHICS & INTERACTIVE MEDIA	CGIM	201	COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO I	GRDN 202 IADN 202 TSCG 202	2nd	4	70
	CGIM	202	COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO II	CGIM 201 TSGD 263 TSCG 211 TSCG 216	2nd	4	70
	CGIM	203	COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO III	CGIM 202	3rd	4	70
	CGIM	204	COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO IV	CGIM 203	3rd	4	70
	CGIM	211	3D DIGITAL ANIMATION I	TSCG 211 TSCG 216	2nd	3	70
	CGIM	212	3D DIGITAL ANIMATION II	CGIM 211	3rd	3	70
	CGIM	216	STORYBOARDING AND STORYTELLING	GRDN 202	2nd	3	70
	CGIM	221	INTERACTIVE MEDIA WORKSHOP I	TSGD 252 TSGD 263	2nd	3	70
	CGIM	222	INTERACTIVE MEDIA WORKSHOP II	CGIM 221	3rd	3	70
	CGIM	226	WEBSITE DESIGN	CGIM 221 TSCG 221 TSGD 264	3rd	3	70
	CGIM	227	WEB DEVELOPMENT	CGIM 226	3rd	3	70
TOTAL NUMBER OF CREDITS IN MAJOR COURSES						62	

TECHNICAL SKILLS COURSES							
PHOTOGRAPHY	TSGD	252	PHOTOGRAPHY LAB AND STUDIO I	TSGD 251	2nd	3	60
	TSGD	254	PHOTOGRAPHY LAB AND STUDIO III	TSGD 253	2nd	2	60
COMPUTER GRAPHICS & IMAGERY	TSCG	201	COMPUTER GRAPHICS I		1st	2	60
	TSCG	202	COMPUTER GRAPHICS II	TSCG 201	1st	2	60
	TSCG	211	2D ANIMATION	TSCG 202	2nd	2	60
	TSCG	216	3D MODELING	TSCG 202	2nd	2	60
	TSCG	221	VIDEO EDITING	TSCG 211 TSCG 216	2nd	3	60
	TSCG	222	AUDIO FOR ELECTRONIC MEDIA	TSCG 221	3rd	3	60
	TSCG	223	ADVANCED DIGITAL VIDEO	CGIM 203	3rd	3	60
	TSCG	224	ADVANCED DIGITAL AUDIO	CGIM 203	3rd	3	60
	TSCG	226	DIGITAL ILLUSTRATION	TSCG 211 TSCG 216	3rd	3	60
	TSGD	263	COMPUTER IMAGERY I	TSCG 202/ OR TSGD 262	2nd	2	60
	TSGD	264	COMPUTER IMAGERY II	TSGD 263	2nd	2	60
TOTAL NUMBER OF CREDITS IN TECHNICAL SKILLS COURSES						32	
UNIVERSITY REQUIREMENTS							
ENGLISH	ENGL	203	ENGLISH COMMUNICATION SKILLS III	REFER TO UNIVERSITY REQUIRE-MENTS		3	60
	ENGL	204	ENGLISH COMMUNICATION SKILLS IV			3	60
Arabic	ARAB	201	ARABIC EXPRESSION TECHNIQUE - 3			3	60
ART HISTORY	ARTH	201	HISTORY OF ARTS AND CULTURES I	ENGL102	1st	3	60
	ARTH	202	HISTORY OF ARTS AND CULTURES II	ARTH 201	1st	3	60
	ARTH	216	HISTORY OF COMPUTER GRAPHICS &	ARTH 202	2nd	3	70
TOTAL NUMBER OF CREDITS IN UNIVERSiTY REQUIREMENTS						18	
BFA FINAL PROJECT	FPCG	211	REFER TO «ACADEMIC RULES AND REGULATIONS»		3rd	3	70
TOTAL CREDITS IN FINAL PROJECT						3	
TOTAL NUMBER OF CREDITS REQUIRED						115	

MFA REQUIREMENTS

GRAPHIC DESIGN
APPLICABLE FOR ACADEMIC YEAR 2008-2009

COURSE	COURSE CODE		COURSE NAME	CREDITS	YEAR	PRE-REQUISITE
MAJOR COURSES						
Graphic Design	GRDN	301	GRAPHIC DESIGN III	4	1st	
	GRDN	316	NEW MEDIA DESIGN I	3	1st	
	GRDN	321	ADVERTISING DESIGN	3	1st	
	GRDN	302	GRAPHIC DESIGN IV	4	1st	GRDN301
	GRDN	311	PRODUCTION II	2	1st	
	GRDN	317	NEW MEDIA DESIGN II	3	1st	GRDN316
	GRDN	326	WEB DESIGN	3	1st	
	GRDN	303	GRAPHIC DESIGN V	6	2nd	All 300 level courses
	GRDN	318	NEW MEDIA DESIGN III	2	2nd	GRDN317 *
	GRDN	322	MARKETING STRATEGIES	2	2nd	*
	GRDN	331	COPYWRITING FOR ADVERTISING	1	2nd	*
	GRDN	332	STORYBOARDING	2	2nd	*
	GRDN	304	SENIOR RESEARCH	2	2nd	CONCURRENTLY WITH SENIOR STUDY (A, B or C)
	SENIOR STUDY (A OR B OR C)			10	2nd	GRDN303
	GRDN	306	A: MEDIA DESIGN			
	GRDN	307	B: ADVERTISING DESIGN			
	GRDN	308	C: PRODUCTION DESIGN			
TOTAL NUMBER OF CREDITS IN MAJOR COURSES				**47**		
TECHNICAL SKILLS COURSES						
	TSGD	301	CORPORATE IDENTITY	3	1st	
	TSDN	311	LEGISLATION	2	1st	
	TSGD	302	3D PROBLEM SOLVING	2	1st	
	TSGD	312	BUSINESS PRACTICES FOR GD	2	1st	
TOTAL NUMBER OF CREDITS IN TECHNICAL SKILLS COURSES				**9**		
UNIVERSITY REQUIREMENTS						
HISTORY OF ARTS	ARTH	311	HISTORY OF GRAPHIC DESIGN I	2	1st	
	ARTH	312	HISTORY OF GRAPHIC DESIGN II	2	1st	ARTH311
TOTAL NUMBER OF CREDITS IN UNIVERSITY REQUIREMENTS				**4**		
TOTAL NUMBER OF CREDITS REQUIRED				**60**		

(*) *Should be taken concurrently with GRDN 303*

MFA REQUIREMENTS

INTERIOR ARCHITECTURE AND DESIGN
APPLICABLE FOR ACADEMIC YEAR 2008-2009

COURSE	COURSE CODE		COURSE NAME	CREDITS	YEAR	PRE-REQUISITE
MAJOR COURSES						
Interior Arch and Design	IADN	301	INTERIOR ARCH & DESING «A»	4	1st	
	IADN	302	INTERIOR ARCH & DESING «B»	4	1st	IADN301
	IADN	311	FURNITURE DESIGN & CONSTRUCTION	3	1st	
	IADN	312	CONSTRUCTION DETAILING	3	1st	IADN301
	IADN	316	INTRODUCTION TO TV PRODUCTION DESIGN	1	1st	
	IADN	321	INT. TO RENNOVATION, REHABILITATION & RESTORATION	3	1st	
	IADN	331	INT. TO COMMUNICATION SPACES	1	1st	
	IADN	341	RESIDENTIAL SPACES	3	1st	
	IADN	303	SENIOR IAD PROJECT	6	2nd	All 1st year courses
	SENIOR STUDY IN (A or B or C or D or E or F)			10	2nd	IADN303
	IADN	332	A: COMMERCIAL		2nd	
	IADN	342	B: RESIDENTIAL		2nd	
	IADN	333	C: RETAIL STORES		2nd	
	IADN	322	D: HOTEL RESTORATION		2nd	
	IADN	334	E: COMMUNICATION SPACES		2nd	
	IADN	317	F: TV PRODUCTION DESIGN		2nd	
TOTAL NUMBER OF CREDITS IN MAJOR COURSES				38		
TECHNICAL SKILLS COURSES						
	TSDN	311	LEGISLATION	2	1st	
	TSID	323	INTERIOR BUILDING LAWS	2	1st	
	TSID	321	QUANTITY SURVEYING	2	1st	
	TSID	322	BUSINESS PRACTICES FOR IAD	2	1st	
	TSID	316	3D STUDIO MAX FOR IAD	3	2nd	*
	TSID	331	SEMINAR IN LIGHTING	1	2nd	*
	TSID	332	SEMINAR IN H.V.A.C	1	2nd	*
	TSID	333	SEMINAR IN SANITARY INSTALLATION AND FITTINGS	1	2nd	*
TOTAL NUMBER OF CREDITS IN TECHNICAL SKILLS COURSES				14		
UNIVERSITY REQUIREMENTS						
ART HISTORY	ARTH	301	HISTORY OF ARCHITECTURE I	2	1st	
	ARTH	302	HISTORY OF ARCHITECTURE II	2	1st	ARTH301
TOTAL NUMBER OF CREDITS IN UNIVERSITY REQUIREMENTS				4		
TOTAL NUMBER OF CREDITS REQUIRED				56		

(*) *Should be taken concurrently with GRDN 303*

COURSE DESCRIPTIONS

• FRESHMAN PROGRAM:

ARTH101 HISTORY OF THE ARTS   **3.0: 3C**

A cultural course that deals broadly with all the arts in a historical and geographical context. A general knowledge course, a new and daring approach to history useful to any cultured person.

FNAT101 BASIC DRAWING I   **3.0: 3C**

An introductory approach, not only to hand skills, but mostly to ways and means of analysis and to dealing with proper understanding of sight. Teaching the eye to be intelligent. Corollary to this are the hand skills.
*   INTERIOR ARCHITECTURE AND DESIGN
*   GRAPHIC DESIGN
*   COMPUTER GRAPHICS AND INTERACTIVE MEDIA

A. FOUNDATION ARTS PROGRAM:

AEDU 201 METHODOLOGY OF CREATIVE APPROACH   **1.0: 1C**

Familiarize the student with the notion of Creativity in order to allow him a better understanding of the bulk of his studies

AEDU 210 THEORY OF ARCHITECTURE   **3.0: 3C**

Introduced as a complete organism and considered as a morphological system, Architecture is studied in the go-between the total abstract components and meanings of the real space.

AEDU216 MUSIC APPRECIATION   **2.0: 1C**

Through a chronological exploration of style periods in Eastern and Western music, this course will increase students' appreciation for the music they already know and love. Students learn to aurally recognize and comprehend the various elements of music that define style, genre, and period, and develop the vocabulary to discuss them. The course also gives an overview of some popular and traditional world music.

AEDU217 MOTION PICTURES APPRECIATION   **3.0: 1C**

An introductory course in which the student will learn how to analyze films on technical, aesthetic, and thematic levels. Historically significant films will be used as source material. This course provides an overview of the historical development, emerging styles, basic components, and social importance of the motion picture as an art form. Proficiency will be demonstrated in critical essays.

ARTH201 HISTORY OF ARTS AND CULTURES I   **3.0: 3C**

Introductory course to major artistic production and human social structure, philosophic reflections, spiritual dogmas and ethnic ideologies during Pre-historic periods, Antiquity and Middle ages

ARTH202 HISTORY OF ARTS AND CULTURES II   **3.0: 3C**

Introductory course to major artistic production and human social structure, philosophic reflections, spiritual dogmas and ethnic ideologies that shaped the last two parts of human history: Renaissance and Modern Times.

FNAT 201 and 202 DRAWING I AND II   **6.0: 3C**

FNAT 221 and 222 SKETCHING I AND II   **4.0: 2C**

FNAT 241 and 242 CLAY MODELING I AND II   **3.0: 2C**

Free hand drawing, sketching and clay modeling as support to perceive rate and proportion. These studios are emphasized because most students have little or no knowledge of the bases of the discipline.

FNAT 203 DRAWING III   **6.0: 3C**

FNAT 204 DRAWING IV   **4.0: 2C**

FNAT 223 and 224 SKETCHING III AND IV   **2.0: 2C**

Through direct observation and experimentation the student is led to develop a personal approach to expression in the portrayal of figure, landscape, and still life using a variety of materials. The student determines thematic content, conceptual approach, and style.

GRDN 201 VISUAL LANGUAGE I   **4.0: 3C**

GRDN 202 VISUAL LANGUAGE II   **4.0: 3C**

Introduction to 2D design. Basic problem solving. Relation between 2D space, meaning, and visual effects.

GRDN 211 THEORY OF COLOR I   **2.0: 1C**

GRDN 212 THEORY OF COLOR II   **2.0: 1C**

Based on Johannes Itten. Study of contrasts meaning, and relation between colors and effects. Laws of composition.

IADN 201 SPATIAL DEPICTION I   **2.0: 1C**

IADN 202 SPATIAL DEPICTION II   **2.0: 1C**

Introduction to means of expressing space. Scale, drafting methods, plans, sections, measurements. Basic geometry and technical media.

IADN 211 ANALYSIS OF SPACE I   **4.0: 3C**

IADN 212 ANALYSIS OF SPACE II   **4.0: 3C**

Introduction to components of 3D space and the variables that allow for meaningful volumes. Relation between data and solution.

TSCG 201 COMPUTER GRAPHICS I   **3.0: 2C**

TSCG 202 COMPUTER GRAPHICS II   **3.0: 2C**

These is an introductory courses designed to give the students a general overview to the world of computer graphics, from 2D to 3D, still to time based, linear to interactive. They serve as a blind date meeting between students and the various software packages and hardware pieces they will be using throughout the remainder of the "Computer Graphics and Interactive Media" curriculum.

ENGL203 ENGLISH COMMUNICATIONS SKILLS III   **3.0: 3C**

ENGL 204 ENGLISH COMMUNICATIONS SKILLS IV   **3.0: 3C**

Refer to Department of English Language and Literature program.

B. GRAPHIC DESIGN

ARTH 211 HISTORY OF MODERN DESIGN I   **3.0: 3C**

A brief survey of Graphic Design from Pre-History to the Industrial Revolution, before getting into details about the origins of the Graphic Design, Typography and Printing during the period from the Industrial Revolution to World War II.

ARTH 212 HISTORY OF MODERN DESIGN II   **3.0: 3C**

Continuity of ARTH211 "History of Modern Design I" from World War II to the Present Time, with details about the Modern Graphic Design and Designers, different Art Movements within the social, economic and political context.

FNAT 203 DRAWING III   **6.0: 3C**

FNAT 204 DRAWING IV   **6.0: 2C**

FNAT 223 and 224 SKETCHING III AND IV   **2.0: 2C**

Through direct observation and experimentation the student is led to develop a personal approach to expression in the portrayal of figure, landscape, and still life using a variety of materials. The student determines thematic content, conceptual approach, and style.

GRDN 203 VISUAL COMMUNICATION I   **6.0: 4C**

GRDN 204 VISUAL COMMUNICATION II   **6.0: 4C**

Introductory exploration into the basic design and hand skills necessary for contemporary graphic design. This course addresses visual problem solving.

GRDN 216 and 217 TYPOGRAPHY I AND II   **2.0: 2C**

Introductory exploration into different components of type: legibility, proportion, and weight. Basic design with type and basic terminology

GRDN 218 TYPOGRAPHY III   **4.0:2C**

Advanced course in typographic design. Concentrates on methodology, process, and techniques for solving complex typographic problems (Arabic and Latin types).

GRDN 226 GRAPHIC DESIGN I   **6.0: 4C**

GRDN 227 GRAPHIC DESIGN II   **6.0: 4C**

Symbolic communication and corporate identity with emphasis placed on how to recognize, state, and solve problems using illustration and photography (applications: posters, menu covers, etc.)

GRDN 236 PRINTING DESIGN   **2.0: 1C**

Introductory to production vocabulary, means of preparation, requirements, etc. as a preamble to production.

GRDN 237 PRODUCTION I   **4.0: 3C**

Basic knowledge of pre-press (below the line) production.

GRDN 246 PACKAGING DESIGN   **4.0:2C**

A 2 D approach that includes knowledge of various shapes and how to cope with illustration on volume.

ARAB 203 ARABIC EXPRESSION TECHNIQUE – 3   **3.0: 3C**

Please Refer to Department of Arabic Language and Literature Program.

TSGD 251 INTRODUCTION TO PHOTOGRAPHY   **2.0: 1C**

TSGD 252 PHOTOGRAPHY LAB AND STUDIO I   **5.0: 3C**

Fundamentals in techniques and application of the medium. Black and white processing and printing. 35mm camera exposure meter, etc..

TSGD 253 PHOTOGRAPHY LAB AND STUDIO II   **4.0:2C**

TSGD 254 PHOTOGRAPHY LAB AND STUDIO III   **4.0:2C**

Advanced application of processing and printing techniques. Numeric photography and film. Experimental imagery and personal styles are encouraged.

TSGD 262 COMPUTER I   **2.0: 2C**

An introductory course aiming at computer literacy evolving into learning to use computers and softwares to create color images.

TSGD 263 COMPUTER IMAGERY I   **2.0: 2C**

TSGD 264 COMPUTER IMAGERY II   **2.0: 2C**

Further investigation in computer imagery Qwark express, In- Design, Adobe Photoshop and Illustration, the creation and manipulation of color images, the exploration of image treatment and scanning software

TSGD 266 ILLUSTRATION I   **4.0: 2C**

TSGD 267 ILLUSTRATION II   **6.0: 2C**

Learning and developing skills and techniques of different styles for advertising and books.

TSGD 271 RENDERING   **2.0: 1C**

Different rendering techniques are studied, employing various media. The rendering of basic color rendering is the object.

TSGD 276 ETCHING   **4.0: 2C**

Learning and developing skills in engraving and etching. Introduction to different principles of professional printing.

B.2. GRADUATE PROGRAM

ARTH 311 HISTORY OF GRAPHIC DESIGN I   **2.0: 2C**

Origins of Graphic Design, from the Industrial revolution with details about styles, artists and movements

ARTH 312 HISTORY OF GRAPHIC DESIGN II   **2.0: 2C**

Continuity of History of Graphic Design I; Emphasis is put on Modern Times from World War II to the Present Times.

GRDN 301 GRAPHIC DESIGN III   **6.0: 4C**

GRDN 302 GRAPHIC DESIGN IV   **6.0: 4C**

Advanced course dealing with information, analysis of design problems, and problem solving. Projects to include writing a design brief, researching a content area, organizing a logical hierarchy, and developing design solutions. (applications. catalogues, brochures, books, and magazines).

GRDN303 GRAPHIC DESIGN V (SENIOR GD PROJECT): IN THE FOLLOWING DISCIPLINES:

• **Artistic and Creative Approach**   **3.0: 2C**
• **Concept and Design**   **6.0: 4C**

(Refer to the "Rules governing the admittance to and modalities for presentation of the Senior GD Project")

GRDN 304 SENIOR RESEARCH   **2.0: 2C**

Written paper on a topic in relation with presentation. Choice of subject. Marketing and concept. Strategy.

GRDN 306 SENIOR STUDY "A": MEDIA DESIGN   **10C**

Advanced course in student's major field to complete a Media Design project. The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

GRDN 307 SENIOR STUDY "B": ADVERTISING DESIGN   **10C**

Advanced course in student's major field to complete an Advertising Design project. The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

GRDN 308 SENIOR STUDY "C": PRODUCTION DESIGN   **10C**

Advanced course in student's major field to complete a Production Design project. The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

GRDN 311 PRODUCTION II   **3.0: 2C**

Study of printing presses, papers, inks, special effects, and binding emphasizing the way a book is made, structured, and what it communicates.

GRDN 316 NEW MEDIA DESIGN I   **4.0: 3C**

Exploring multimedia. Two-dimensional animation and interactivity and three-dimensional modeling.

GRDN 317 NEW MEDIA DESIGN II   **4.0: 3C**

This course deals with the fundamentals elements of video making, adding visual and sound effects to videos, as well as exploring the variety of Format options and distribution possibilities. It also includes lectures on video shooting techniques, and discussions on new technologies used to create visual effects for motion pictures.

GRDN 318 NEW MEDIA DESIGN III   **3.0: 2C**

Advanced course in dealing with video shooting and editing, digital audio and their application to motion graphics, animation, and interactive CDs.

GRDN 321 ADVERTISING DESIGN   **4.0: 3C**

This course deals with strategies, marketing, and concepts.

GRDN 326 WEB DESIGN   **3.0: 3C**

Specific problems to be addressed in reference to Web page design.

GRDN 331 COPYWRITING FOR ADVERTISING   **2.0: 1C**

Copywriting is a critical element in the creation of an advertisement. It is a combination of Art & Science, which requires solid research, creative imagination and excellent writing skills.
This course is designed to make you more aware of the advertising process, and to enable you to work with images and words to create powerful advertising messages.

GRDN 332 STORYBOARDING   **2.0: 2C**

Storyboarding is the process of producing sketches of shots in order to translate a written script into visuals.
This course is an introduction to storyboarding and the planning processes of visual storytelling. Translation of concepts such as shot types, continuity, pacing, transitions and sequencing into a visual narrative.

GRDN 322 MARKETING STRATEGIES   **3.0: 2C**

In this course the students will learn to develop further the basic understanding of functions and concepts in today's marketing environment. The course will include a study of distribution, pricing and promotion. Student's learning will combine a program of self-directed seminars, group discussion, case studies and projects.

TSGD 301 CORPORATE IDENTITY   **3.0: 3C**

This Course aims to provide a comprehensive understanding of corporate identity and corporate brand management and illustrate their importance to public and private sector organizations. To familiarize graduates with the related concepts of organizational identification, corporate image and corporate reputation

TSGD 302 3D PROBLEM-SOLVING   **2.0: 2C**

3D modeling, packaging, design, and environmental graphic design (Signing Parks and museums).

TSGD 311 LEGISLATION   **2.0: 2C**

A general Survey of the Lebanese Laws governing work, contracts law, founding and operating companies and associations. Common course for all disciplines.

TSGD 312 BUSINESS PRACTICES FOR GRAPHIC DESIGNERS   **2.0: 2C**

This course deals with the structure and composition of an advertising agency team involved in concept and execution of an advertising, printing or publishing.

C. INTERIOR ARCHITECTURE AND DESIGN

C.1. UNDERGRADUATE PROGRAM

ARTH 206 HISTORY OF STYLES I   **3.0: 3C**

Introductory course to history of styles including a survey of furniture, decorative elements, materials and techniques as reflection of economical, social, political, and religious lives, and as a response to an elementary human functional, decorative and artistic needs along with architectural evolution and progress of industrial development, form the Antiquity through Louis XIV.

ARTH 207 HISTORY OF STYLES II   **3.0: 3C**

Introductory course to history of styles including a survey of furniture, decorative elements, materials and techniques as reflection of economical, social, political, and religious lives, and as a response to an elementary human functional, decorative and artistic needs along with architectural evolution and progress of industrial development, form the French Regency through Modern Times.

FNAT 203 DRAWING III   **6.0: 3C**

FNAT 204 DRAWING IV   **6.0: 2C**

FNAT 223 and 224 SKETCHING III AND IV   **2.0: 2C**
Through direct observation and experimentation the student is led to develop a personal approach to expression in the portrayal of figure, landscape, and still life using a variety of materials. The student determines thematic content, conceptual approach, and style.

IADN 203 SPATIAL DEPICTION III   **3.0: 1C**

IADN 204 SPATIAL DEPICTION IV   **3.0: 2C**
Descriptive geometry with drawing of shadows. Axonometric, isometric, views. Frontal perspective

IADN 205 PERSPECTIVE   **2.0: 1C**
Course in perspective drawing with rendering, lateral, and multiple vanishing points.

IADN 221 CONCEPTUAL DESIGN STUDIO I   **6.0: 3C**

IADN 222 CONCEPTUAL DESIGN STUDIO II   **6.0: 3C**
Introduction to the creative process of problem solving through sketches and study models as well as verbal presentation. Gradual introduction of projects.

IADN 223 CONCEPTUAL DESIGN STUDIO III   **6.0: 3C**

IADN 224 CONCEPTUAL DESIGN STUDIO IV   **6.0: 3C**
Progressive addressing of larger problems. Relation between horizontal and vertical levels. Projects include details.

IADN 231 FURNITURE I   **3.0: 1C**

IADN 232 FURNITURE II   **5.0: 2C**
Introduction to furniture. Course in joinery and wood techniques applied to furniture 2D means of expression.

IADN 241 H.V.A.C.   **2.0: 2C**
Theory and techniques. Calculation controls and codes.

IADN 246 TECHNICAL LIGHTING   **2.0: 2C**
Technical information on calculation control and codes with introduction to lighting design theory and technicality including luminous composition, light, and color design processes.

IADN 251 KITCHEN AND BATH DESIGN   **3.0: 3C**
Exploration of fixtures, finishes, and various functions involved. Basic plumbing plus electrical lighting ergonomics, code issues, and permit are covered.

ARAB 201 ARABIC EXPRESSION TECHNIQUE - 3   **3.0: 3C**
Please Refer to Department of Arabic Language and Literature Program.

TSID 201 MATERIALS I   **1.0: 1C**

TSID 202 MATERIALS II   **2.0: 2C**
Textiles for residences. Covers the appropriate use of textiles, and their use in furniture and window treatments.

TSID 203 MATERIALS III   **2.0: 1C**

TSID 204 MATERIALS IV   **2.0: 1C**
Examinations of architectural and interior finishing materials and furnishing application and purpose.

TSID 212 COMPUTER I   **2.0: 1C**
Learn how to create and edit professional 2D drawings with this comprehensive first course in the use of AutoCAD. Even students with no previous CAD experience can progress quickly through this course which is arranged in a natural sequence that is easy to understand. Students immediately apply what they have learned from brief theory presentations in hands-on exercises using supplied drawing files. These exercises include step-by-step instructions along with clearly illustrated screen captures.

TSID 213 COMPUTER II   **2.0: 2C**

TSID 214 COMPUTER III   **2.0: 2C**
Auto CAD applied to projects.

TSID 221 BUILDING CONSTRUCTION I   **5.0: 3C**

TSID 222 BUILDING CONSTRUCTION II   **5.0: 3C**
Includes plan, section, symbols, vocabulary, and graphic means of conveying information. Plan section, elevation, cabinet, furniture details. Advanced electric plans and ceiling plan. Intermediate space planning stressing codes and symbols. Examination of the relationship between drawings and built product.

TSID 231 RENDERING TECHNIQUES   **2.0: 1C**

TSID 232 RENDERING WITH COLORS   **2.0: 1C**
Instruction to the presentation of Interior Architectural Designs. Input from Graphic Design broadens the base of understanding depiction layout.   Other interdisciplinary approaches are used.

TSID 236 MODEL-MAKING WORKSHOP I   **4.0: 2C**

TSID 237 MODEL-MAKING WORKSHOP II   **4.0: 2C**
This course focuses on all the aspects of the materials, tools, and skills required to create models for presentation. Students learn to interpret various projects. The Workshop is integrated with studio coursework.

C.2. GRADUATE PROGRAM

ARTH 301 HISTORY OF ARCHITECTURE I   **2.0: 2C**
Course dealing with the evolution and development of Architecture and the understanding of the different architectural styles and innovations from pre-history till the 13th century.

ARTH 302 HISTORY OF ARCHITECTURE II   **2.0: 2C**
Continuation of History of Architecture I. This course covers all the historical periods from the 13th century till present day. Emphasis is put on the Lebanese Architecture beginning late 19th century and the new architectural movements of the 20th century.

IADN 301 INTERIOR ARCHITECTURE AND DESIGN A   **6.0: 4C**

IADN 302 INTERIOR ARCHITECTURE AND DESIGN B   6.0:4C

These courses enable students to develop an individual approach to spatial design within a stimulating, creative and supportive environment. They provide a launch pad to a higher level Interior Architecture and Design career for a diverse range of subjects. Through a focus on the articulation of space and the significance of semiotics, students have the opportunity to build on skills acquired through their first degree to explore their area of interest to an advanced level.

In-depth research into current design processes and technologies and a focus on related work placements provide them with an opportunity to enhance their career prospects and aspirations.

IADN 303 SENIOR IAD PROJECT   12.0: 6C

Presentation of a project complete with all details and advanced construction documents. The program for this project is initiated by the student and submitted to a jury for approval.
(Refer to the "Rules governing the admittance to and modalities for presentation of the Senior IAD Project")

IADN 311 FURNITURE DESIGN AND CONSTRUCTION   6.0: 3C

Exploration of various types of furniture, emphasizing techniques of wood- working developed by exploration of mixed techniques allowing for new shapes. Project plus model.

IADN 312 CONSTRUCTION DETAILING   4.0: 3C

Advanced course in working drawing techniques which embrace conventional symbols, dimensioning, drawing arrangement, related to interior architecture projects done by the students.

IADN 316 INTRODUCTION TO SET DESIGN   2.0: 1C

Introduction to Set design. Actual scripts are used to develop set concepts and sites for shooting on location.

IADN 317 SENIOR STUDIO F: SET DESIGN   10C

Advanced course in student's major field to complete a Set Design project. The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

IADN 321 INTRODUCTION TO RENOVATION, REHABILITATION, RESTORATION

                                                                                 4.0: 3C

Students work with a historic building in order to understand what may or may not be done. The course emphasizes the necessity to «leave the site alone» when restoration has no real value.

IADN 322 SENIOR STUDIO D: RESTORATION, REHABILITATION AND RENOVATION

                                                                                 10C

Advanced course in student's major field to complete a Restoration Project. The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

IADN 331 INTRODUCTION TO COMMUNICATION SPACES   2.0: 1C

Deals with all types of spaces in which information will be disseminated or displays will be shown. The problems faced are presented by visiting rooms in public building and museums.

IADN 332 SENIOR STUDIO A: COMMERCIAL   10C

Advanced course in student's major field to complete a Commercial Office Design Project.

The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

IADN 333 SENIOR STUDIO B: RETAIL STORES   10C

Advanced course in student's major field to complete a Retail Stores Design Project.
The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

IADN 334 SENIOR STUDIO E: COMMUNICATION SPACES   10C

Advanced course in student's major field to complete a Communication Spaces Design Project.
The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

IADN 341 RESIDENTIAL SPACES   4.0: 3C

Emphasis is put on the necessity of analyzing various design requirements pertaining to concepts, circulation, and functions in a certain residential space

IADN 342 SENIOR STUDIO C: RESIDENTIAl   10C

Advanced course in student's major field to complete a Residential Design Project.
The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

TSDN 311 LEGISLATION   2.0: 2C

A general Survey of the Lebanese Laws governing work, contracts law, founding and operating companies and associations. Common course for all disciplines.

TSID 316 3D STUDIO MAX FOR IAD   3.0: 3C

Students gain an understanding of the steps required to produce visualization using the computer. Still and animated rendering. Texture, lighting, and casting shadows.

TSID 321 QUANTITY SURVEYING   2.0: 2C

A course on the methods, contents, and presentation of construction documents: Bill of Quantities, Specification Files, and Estimation Procedures.

TSID 322 BUSINESS PRACTICES FOR INTERIOR DESIGNERS   2.0: 2C

Emphasis is on business skills necessary to open and operate an Interior Architectural Design business.

TSID 323 INTERIOR BUILDING LAWS   2.0: 2C

A course dealing with the Lebanese Building Laws pertaining to Interiors.

TSID 331 SEMINAR IN LIGHTING   1.0: 1C

TSID 332 SEMINAR IN HVAC   1.0: 1C

TSID 333 SEMINAR IN SANITARY INSTALLATION AND FITTINGS   1.0: 1C

D. COMPUTER GRAPHICS & INTERACTIVE MEDIA

D.1. UNDERGRADUATE PROGRAM

ARAB 203 ARABIC EXPRESSION TECHNIQUE – 3   **3.0: 3C**

Please Refer to Department of Arabic Language and Literature Program.

ARTH 216 History of Computer Graphics and Digital Communication   **3.0: 3C**

The Study of the History of CGIM "Computer Graphics & Interactive Media" is an important part of our overall educational experience, not necessarily to build on the historical precedent, but to gain an understanding of the evolution of our discipline and to gain a respect for the key developments that have brought us to where we are. This course presents a historical overview of these developments, including CAD, computer animation, computer art and scientific visualization.

CGIM201 COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO I   **4.0: 4C**

CGIM202 COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO II   **4.0: 4C**

CGIM203 COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO III   **4.0: 4C**

CGIM204 COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO IV   **4.0: 4C**

Studio Courses concentrating on individual projects, combining skills & knowledge acquired from the courses taken in each semester. Projects of increasing complexity are designed to help the students experiment and expand their abilities in various Media.

CGIM211 3D DIGITAL ANIMATION I   **4.0: 3C**

In this course, students will take their modeling abilities to the next level, adding life to their still characters and objects through animation. The course concentrates on the different animation techniques such as key frame animation, morphing, skeletal animation, particle animation and Inverse Kinematics "IK". They will also explore matching CG imagery to live action video, facial expressions, dynamics, physics, lip-syncing and character rigging.
Students are required to complete a short animated piece by the end of this course.

CGIM212 3D DIGITAL ANIMATION II "REAL TIME, INTERACTIVE 3D"   **4.0: 3C**

In this course, students will explore the conceptual and technical issues surrounding the creation of nonlinear, user-controlled, spatial experiences. Students conceive, build, and implement real-time, interactive 3-D works using Virtools, with the help of other 3D modeling packages.

CGIM216 STORYBOARDING & STORYTELLING   **3.0: 3C**

This course targets all areas of pre-production and design for computer animation. The course focuses on the fundamental skills of design for computer animation beginning with basic conceptual scripting and storyboarding techniques and ending with the development of a complete technical breakdown ready to be animated. The art of storytelling is explored from logo treatments to character animation. Students should come prepared to draw, write, pantomime, analyze, and invent. By the end of the course, students conceive, design, and execute their own storyboard for animation, including a technical breakdown of timing and strategies that can be applied in subsequent computer-animation courses.

CGIM221 INTERACTIVE MEDIA I "ACTION SCRIPTING FOR THE WEB"   **4.0: 3C**

This course teaches the concepts and techniques necessary to design and produce interactive projects that include computer graphics and animation and desktop digital video. They also cover computer/human interface techniques, storyboarding and flowcharting, sprite and back-ground animation, capture of real-time video, and

scripting techniques.

CGIM222 INTERACTIVE MEDIA II "LINGO AND INTERACTIVE INSTALLATION AND APPLICATIONS" 4.0: 3C

This course teaches the concepts and techniques necessary to design and produce interactive projects that include computer graphics and animation and desktop digital video. They also cover computer/human interface techniques, storyboarding and flowcharting, sprite and back-ground animation, capture of real-time video, and scripting techniques.

CGIM226 WEBSITE DESIGN 3.0: 3C

This course focuses on web development using the latest in user-side, server-side and CGI programming, with an emphasis on effective interactive design. Students learn the processes involved in the creation of a dynamic interactive site. Tools include PHP, SSL, PERL, MySQL, Filemaker.

CGIM227 WEB DEVELOPMENT 3.0: 3C

This course is designed to introduce students to server side issues, involved in website creation, linking a website to a Database, e-commerce, secure servers, e-mailing …etc.
Students develop sites including Java Script, Java 2, PHP and MySQL.

TSCG211 2D ANIMATION 4.0: 2C

This course is an introduction to 2D animation using Adobe Flash, a powerful animation tool originally designed for the Web, and now used for broadcast as well. Essential techniques such as special effects and camera moves are used to create and execute animation for environments using Flash.

TSCG216 3D MODELING 4.0: 2C

This course gives students an in-depth look at the various techniques of 3D modeling, allowing them to create 3D characters, objects, and environments. Also covering the various techniques of texturing, lighting, shading, and rendering, allowing the students to have total control over their 3D computer generated images.

TSCG221 VIDEO EDITING 4.0: 3C

Introduces video editing as a creative tool for digital arts students interested in its application to motion graphics, animation, and interactive genres. It offers a thorough technical understanding of nonlinear editing on the Final Cut-Pro system. Through editing exercises, students learn to manipulate time, space, sound, and emotions to create subjective narrative and experimental works. The course begins with a review of cinematic and analog video technology, but focuses on the creation and manipulation of full-screen digital video imagery, including basic video effects, transitions, layering, audio, and titling.

TSCG222 AUDIO FOR ELECTRONIC MEDIA 3.0: 3C

Audio is an essential building block for any time-based piece of art, such as 2D/3-D animation, video, and the World Wide Web. This course covers the aesthetic, conceptual, and technical aspects of recording, editing and using audio with those electronic media. The course includes lectures on the physical properties of sound, and the various formats of sound.

TSCG223 ADVANCED DIGITAL VIDEO 3.0: 3C

This course focuses on creating high end visual effects and techniques for their video projects. Professional software packages, such as After Effects and Combustion, will be utilized by students in compositing, and creating television commercials, and broadcast style animations. Students learn the correct use of filters,

traveling mattes, rotoscoping, keying, layering, and blue screen.

TSCG224 ADVANCED DIGITAL AUDIO   **3.0: 3C**

The creation of Digital Music & Audio. Students work individually and in teams to develop skills for multimedia audio production. Topics include: advanced MIDI, mixing, audio processing, interactive audio, and frequency equalization.

TSCG226 DIGITAL ILLUSTRATION   **3.0: 3C**

This course provides computer-graphics seniors with an opportunity to develop 2-D narrative pieces based on computer-generated artwork. Students also refine their drawing, rendering, and conceptualization techniques with the aid of a variety of paint systems such as the Wacom tablets. Course work requires the creation of high-quality hard-copy output.

IV - MINORS

The School of Design and Communication Arts offers a Minor in Graphic Design with Concentration in Printing and in Computer Imagery according to the following program of study:

FOUNDATION ART COURSES: FACULTY REQUIREMENTS

CODE	COURSE NAME	HRS/WK	# CREDITS
FNAT 201	DRAWING I	6.0	4
FNAT 221	SKETCHING I	4.0	2
GRDN 201	VISUAL LANGUAGE I	4.0	3
GRDN 211	THEORY OF COLORS I	2.0	1
	TOTAL NO. OF CREDITS IN FOUNDATION ART COURSES		**10**

MINOR IN GRAPHIC DESIGN: CONCENTRATION PRINTING PRODUCTION

CODE	COURSE NAME	HRS/WK	# CREDITS
GRDN 216	TYPOGRAPHY I	2.0	2
GRDN 217	TYPOGRAPHY II	2.0	2
GRDN 236	PRINTING DESIGN	2.0	1
GRDN 237	PRODUCTION I	4.0	3
TSGD 252	PHOTOGRAPHY LAB & STUDIO I	2.0	3
TSGD 263	COMPUTER IMAGERY I	2.0	2
	TOTAL NO. OF CREDITS IN PRINTING PRODUCTION COURSES		**13**

MINOR IN GRAPHIC DESIGN: CONCENTRATION COMPUTER IMAGERY

CODE	COURSE NAME	HRS/WK	# CREDITS
GRDN 203	VISUAL COMMUNICATION I	6.0	4
GRDN 216	TYPOGRAPHY I	2.0	2
GRDN 217	TYPOGRAPHY II	2.0	2
TSGD 262	COMPUTER I	2.0	1
TSGD 263	COMPUTER IMAGERY I	2.0	2
TSGD 264	COMPUTER IMAGERY II	2.0	2
TSGD 252	PHOTOGRAPHY LAB & STUDIO I	2.0	3
	TOTAL NO. OF CREDITS IN COMPUTER IMAGERY COURSES		**16**

The Minor in Graphic Design is granted upon completion of:

- 10 credits in Foundation Art Courses and
- 13 credits in Printing Production Concentration Courses, or
- 16 credits in Computer Imagery Concentration Courses.

Admission to Concentration Program:

Students enrolled in the concentration program must achieve a general average of 65 and above in the Foundation art Courses, in order to be admitted in the Concentration Program.

V - ART TEACHING DIPLOMA

INTRODUCTION

The Art Teaching Diploma Program offers sound art education theory and practice for those students with an undergraduate degree in a studio discipline or in Fine Arts.

The Program consists of courses in art education theory, student teaching, general education and a practicum, which prepare the student to enter the field of teaching.

In the Art Teaching Diploma program, the students will learn how to concentrate on the understanding of the processes involved in Art Making, and to understand the learning processes of their students. The students are encouraged to teach adolescent and young students how to think visually, rather than to simply create products aimlessly without meaning.

The students will be prepared to demonstrate the relationships between Art and Culture, Arts and History, and Art and Education.

The School of Communication Arts & Design in the Académie Libanaise des Beaux-Arts at Balamand Campus offers the ART TEACHING DIPLOMA PROGRAM.

The Diploma is granted after completion of a one year-program of two semesters after the BFA.

ADMISSION REQUIREMENTS

- Applicants must have graduated with a Bachelor's degree BFA or a BA in a studio Discipline: Interior Design, Graphic Design, Painting, Sculpture, Fine Arts from a recognized institution of higher education.
- The applicant must meet the following requirements:
  o Cumulative major average of 70 or above.
  o General cumulative average of 67 or above
  o Have a grade of 70 in at least 2/3 of his/her plan of study.
  Or,
  Applicants must have successfully passed three years of study in a recognized institution of higher education in a Studio Discipline or in Fine Arts.
  The Candidate's application should contain the following documents:
  o An application form to join the graduate program obtained from the Office of Admissions and Registration.
  o Official transcripts from the University(ies) attended for the last three years
  o Official course descriptions from the University (ties) of the courses taken by the applicant.
  o Three letters of recommendation.
  o A personal statement.
  o A personal portfolio prepared by the applicant. This portfolio may include:
  o Thesis or Senior Study Project for applicants holding a BA or BFA.
  o Exercises illustrating the various disciplines of his/her curriculum of study for Applicants who have successfully completed their 3rd year of study.
  o Any other personal work that the applicant deems necessary for the evaluation of his application.

- o Satisfactory results on the University's English language proficiency test.
- o Admission to the Graduate Program is granted upon the recommendation of the School's Graduate Admission Committee, which may require a personal interview with the applicant.

ACADEMIC RULES AND REGULATIONS:

The evaluation of the Art Teaching Diploma Students is based on the general major average of all major courses taken during the evaluation period. (All courses are counted as major courses).

Graduation requirements: Please refer to the general section in the University catalogue: Academic performance required.

COURSE DESCRIPTION

ATED 201 FOUNDATIONS IN THE HISTORY AND PHILOSOPHY OF EDUCATION 3.0: 3C

An analysis of the work of Major Philosophers relating to Education provides a context for an examination of our experiences as teachers and learners. Students will use these readings to raise questions and develop issues for individual and group projects.

ATED 206 DIDACTICS OF ART AND DESIGN   **3.0: 3C**

An approach to the development of the student behavior, the value of motivation in classrooms, and practical ways to introduce Art Criticism.

ATED 211 ART EDUCATION I   **3.0: 3C**

Introduction to the methodology of teaching art to children in the Elementary classes. This course aims to help the students evolve a personal philosophy of teaching and to translate complex artistic knowledge into forms that support children's learning.

Topics of study to include aesthetic-artistic development of children in relation to linguistic, cognitive, social, and emotional growth; lesson planning including the integration of academic skills and cultural learning; classroom management and general communication skills.

ATED 212 ART EDUCATION II   **3.0: 3C**

Development of teaching philosophy and goals, for Complementary and Secondary classes, based on the fundamentals of art and the cognitive-affective development of children. This course includes lesson planning, management, communication, evaluation, relation to academic skills and the use of community resources.

ATED 220 ART CURRICULUM PLANNING   **3.0: 3C**

Study of contemporary techniques for implementation of goals in planning curricula and programs of study for all levels. Includes consideration of scope and sequence in relation to stages of development, and community and individual needs. A substantial terminal written project is required.

ATED 226 THE ART OF TEACHING ART AND DESIGN   **3.0: 3C**

Students will reflect upon questions raised in Art classes and student teaching.

An interdisciplinary approach to research in the development of curriculum, the use of narrative to understand behavior, the value of motivation in classroom management, and some practical ways to introduce art criticism are some of the subjects for discussion.

ATPR 201 ART TEACHING PRACTICUM: ELEMENTARY LEVEL 1. 6: 3C

ATPR 202 ART TEACHING PRACTICUM: COMPLEMENTARY AND SECONDARY LEVELS
1. 6: 3C

Students are placed in cooperating schools or under the supervision of a cooperating practitioner and the University faculty.

ATTR 201 ART TEACHING TRAINING REPORT 1.0: 3C

After two semesters of Training, The student has to submit a report about his experience in Art Teaching, the evaluation of the curriculum, the restraints he faced, and the student's motivation.

This report is subject to evaluation by a Jury.

PROGRAM OF STUDY

DESCRIPTION	No	Credits	Total
ART EDUCATION COURSES	6	3	18
PRACTICUM	2	3	6
TRAINING REPORT	1	3	3
TOTAL	**9**		**27**

FIRST SEMESTER PROGRAM

DESCRIPTION	No	Credits	Total
ART EDUCATION COURSES	3	3	9
PRACTICUM	1	3	3
TOTAL	**4**		**12**

SECOND SEMESTER PROGRAM

DESCRIPTION	No	Credits	Total
ART EDUCATION COURSES	3	3	9
PRACTICUM	1	3	3
TRAINING REPORT	1	3	3
TOTAL	**5**		**15**

FIRST SEMESTER PROGRAM / HOURS

DESCRIPTION	No	Hours/wk	Total
ART EDUCATION COURSES	3	3	9
PRACTICUM	1	7	7
TOTAL	**4**		**16**

SECOND SEMESTER PROGRAM / HOURS

DESCRIPTION	No	Hours/wk	Total
ART EDUCATION COURSES	3	3	9
PRACTICUM	1	7	7
TRAINING REPORT	1	3	3
TOTAL	**5**		**19**

A Faculty member assigned by the Dean will supervise the Practicum and Training Report Courses.

The Professor will help the student in the curriculum planning and the continuing evaluation of the work done by the children, in order to enhance the quality of teaching. He will advise the student to produce the Training Report to be submitted to a jury at the end of the semester.

The Training Report may contain:

o   Curriculum planning

o   Class animation methods

o   Projects or work done by the students: videos, photos, scanned documents

o   Methodological approach to Art Teaching

o   Class motivation

o   Restraints observed during his training periods

o   Analysis

o   Synthesis

The report will be submitted to the Department in 3 copies one week prior to the date fixed for the final presentation and discussion of the Report.

The Dean will nominate a jury of 3 Professors. Among them will be the assigned Professor for the supervision of the work.

After presentation and acceptance of the Report the student will have to submit two corrected copies one for the Department and one for the University Library.