ACADEMIE LIBANAISE DES BEAUX-ARTS (ALBA)

(UNDERGRADUATE)

ACADEMIE LIBANAISE DES BEAUX-ARTS

(ALBA)

The *Académie Libanaise des Beaux-Arts* offers its entire program in French in its original place in Dekwaneh (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, Interior Architecture, Graphic Design, Computer Graphics and Interactive Media, and Fashion Design.

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

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ACADEMIE LIBANAISE DES BEAUX-ARTS (BALAMAND CAMPUS)

FACULTY OFFICERS:

Warrak, Elias	President of the University
Bahr (El), George	Acting Provost
Dagher , Fadlallah	Dean, ALBA
Haddad Joseph	Director, ALBA - Balamand

SCHOOL STAFF

Abdo, Rima	Administrative Officer
El-Khoury Ziade, George	Computer Labs Supervisor
Ghanem Souad	Library Supervisor
Issa, Nancy	Administrative Officer
Saab, Nadim	Administrative Assistant
Mansour, Toni	Office Clerk

FULL-TIME FACULTY MEMBERS

Ayoub, Rima	D.E.S. in Interior Architecture I.N.B.A – Lebanon
Dada, Rym	Masters of Multimedia Applications for the internet UNIVERSIDAD POLITECNICA DE VALENCIA Valencia, Spain
Dib, Ibtissam	Master of Fine Arts (MFA) Graphic Design ALBA – U.O.B. - Lebanon
Fiani, Pauline	D.E.S.“Interior Architecture” I.N.B.A – Lebanon
Haddad, Joseph	D.E.S. in Architecture ALBA – U.O.B - Lebanon
Khairallah, Antoine	D.E.S. “Interior Architecture” ALBA – Lebanon
Matar, 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
Razzouk, Elie	BA in Film Studies Charles University – College of Arts – Prague – FAMU International Master 1 in “Arts du Spectacle” University of Montpellier

	3 – France Master 2 in Cinema & Audiovisual Production University of Montpellier 3 – France
Rizkallah, Jacques	DES in Plastic Arts I.N.B.A – Lebanon
Sarraf, Rima	DES “Advertising” ALBA – Lebanon
Sassine, Yolla	Diploma of Architectural Engineering A.I Mikoyan Kuibyshev - Russia Diploma of Drawing and Restoring Icons Historical Museum of Kuibyshev – Russia
Tabchoury, Steve	DES “Architecture” USEK – Lebanon
Zachariou, Yanni	DES “Architecture” ALBA – Lebanon

UNDERGRADUATE PROGRAM

I - INTRODUCTION

The Académie Libanaise des Beaux-Arts at Balamand Campus offers the following Programs:

- Graphic Design
- Interior Architecture & Design
- Computer Graphics & Interactive Media
- Architectural Studies

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.

The Architecture Program prepares the students to become professional practitioners. The study of architecture is posited as a cultural process dedicated to the sustenance of imagination and creativity and also the necessity for material embodiment within a larger social and ethical context.

The Projects sequence within the Program offers a thorough foundation of knowledge integrating critical thinking, design, technology, building, representation, and social responsibility. Students are encouraged to aspire towards creative and intellectual independence and to commit to authentically-inspired architectural research.

II - UNDERGRADUATE PROGRAM

The Académie Libanaise des Beaux-Arts at the University of Balamand offers the following undergraduate degrees:

- Bachelor of Fine Arts in Interior Architecture and Design
- Bachelor of Fine Arts in Graphic Design
- Bachelor of Fine Arts in Computer Graphics & Interactive Media
- Bachelor of Science in Architectural Studies

The BFA 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.

The BS in Architectural Studies is granted upon completion of a four-year program of two semesters each.

A. ADMISSION REQUIREMENTS:

1. Lebanese Baccalaureate or its equivalent.
2. Acceptable scores on the TOEFL.
3. Admission 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:

- 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 general cumulative average.
3. **Grading system:**

Please refer to the General Section in the University Academic Rules & Regulations.

4. Incomplete Grades:

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

5. Promotion and faculty probation:

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

6. Dismissal from the School

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

- If the student fails to remove the Strict Probation
- If the cumulative general average is less than 60 at the end of an evaluation period.
- If, at the end of the evaluation period of the first year of study in the School of Design and Communication Arts, the student fails to achieve a general cumulative average of 70.

7. Regulations concerning Projects due dates and Class Attendance:

- 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.
- Students are required to attend classes and workshops at the scheduled time.
- 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.
- 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.
- Any Delay in the submittal of the Projects for more than 15 minutes means that the project will not be admitted for assessment.
- Rendering of the total number of Projects and / or Papers assigned for each course is mandatory.
- 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.
- 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 Director 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:
2. The Director, the Coordinators of the Departments, two professors from the Department concerned.
3. At the beginning of the 4th week of the semester, the student will submit two proposals for his final project (in five copies) to the Director's Office. These will be distributed to the Academic Committee members for review.
4. The Director 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.
5. The jury can accept or reject one or both 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 any more the opportunity to choose his own topic for the final project.
6. At the beginning of the 6th week of the semester, the student has to start working on his project.
7. 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 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 a jury, who shall deliberate and, either grant or deny the permission to the student to proceed with the third phase.

In the latter 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 headed by a Delegate of the Ministry of Education and Higher Education, 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 251	Kitchen and Bath Design	/100
TSID 222	Building construction II	/100

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

The Project will be graded as follows:

CGIM204	Computer Graphics & Interactive Media Studio IV	/100
TSCG 223	Advanced Digital Video	/100
TSCG 226	Digital Illustration	/100

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

The Project will be graded as follows:

GRDN227	Graphic Design II	/100
GRDN237	Production I	/100
TSCG267	Illustration II	/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 and the Bachelor of Science in Architectural Studies, the students must meet the following requirements:

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

F. ADMISSION TO GRADUATE PROGRAMS

1. A student is accepted into graduate programs leading to the Master of Fine Arts (MFA) or to a Master in Architecture (MARCH) in clear standing if he/she achieves a cumulative average of 80 and above.
2. A student is accepted into the Graduate Programs on probation if he/she has a cumulative average of 77 – 79.9.

COURSE DESCRIPTION

• **FRESHMAN PROGRAM:**

ARTH 101 HISTORY OF THE ARTS **3.0: 3cr. E**

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.

FNAT 101 BASIC DRAWING I **3.0: 3 cr. E**

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**
- **ARCHITECTURE**

• **UNDERGRADUATE PROGRAM:**

A- FOUNDATION ARTS PROGRAM:

AEDU 201 METHODOLOGY OF CREATIVE APPROACH **1.0: 1 cr. E**

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

Prerequisite: ENGL101

AEDU 216 MUSIC APPRECIATION **2.0: 1 cr. E**

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.

Prerequisite: ENGL101

AEDU 217 MOTION PICTURES APPRECIATION **3.0: 3 cr. E**

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.

Prerequisite: ENGL101

ARTH 201 HISTORY OF ARTS AND CULTURES I **3.0: 3 cr. E**

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

Prerequisite: ENGL102

ARTH 202 HISTORY OF ARTS AND CULTURES II **3.0: 3 cr. E**

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.

Prerequisite: ARTH201

FNAT 201 and FNAT202 DRAWING I AND II **6.0: 3 cr. E**

FNAT 221 and FNAT222 SKETCHING I AND II **4.0: 2 cr. E**

FNAT 241 and FNAT242 CLAY MODELING I AND II **3.0: 2 cr. E**

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.

GRDN 201 VISUAL LANGUAGE I **4.0: 3 cr. E**

Corequisite: GRDN211

GRDN 202 VISUAL LANGUAGE II **4.0: 3 cr. E**

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

Prerequisite: GRDN201

GRDN 211 THEORY OF COLOR I **2.0: 1cr. E**

Corequisite: GRDN201

GRDN 212 THEORY OF COLOR II **2.0: 1cr. E**

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

Prerequisite: GRDN211

IADN 201 SPATIAL DEPICTION I **2.0: 1cr. E**

IADN 202 SPATIAL DEPICTION II **2.0: 1cr. E**

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

Prerequisite: IADN201

TSCG 201 COMPUTER GRAPHICS I **3.0: 2 cr. E**

TSCG 202 COMPUTER GRAPHICS II **3.0: 2 cr. E**

These are 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.

Prerequisite: TSCG201

ENGL203 ENGLISH COMMUNICATIONS SKILLS III **3.0: 3 cr. E**

ENGL 204 ENGLISH COMMUNICATIONS SKILLS IV **3.0: 3 cr. E**

Refer to Department of English Language and Literature program.

B . GRAPHIC DESIGN

ARTH 211 HISTORY OF MODERN DESIGN I **3.0: 3 cr.E**

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.

Prerequisite: ENGL102

ARTH212 HISTORY OF MODERN DESIGN II **3.0: 3 cr.E**

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.

Prerequisite: ARTH211

CGIM216: STORYBOARDING & STORYTELLING **3.0: 2 cr.E**

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.

Prerequisites: GRDN202, GRDN212

FNAT203 DRAWING III **4.0: 3 cr.E**

Prerequisite: FNAT202

FNAT204 DRAWING IV **4.0: 2 cr.E**

Prerequisite: FNAT203

FNAT223 and FNAT224 SKETCHING III AND IV **2.0: 2 cr.E**

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.

Prerequisite FNAT223: FNAT222

Prerequisite FNAT224: FNAT223

GRDN203 VISUAL COMMUNICATION I **6.0: 4 cr. E**

Prerequisite: GRDN202, GRDN212

GRDN204 VISUAL COMMUNICATION II **6.0: 4 cr. E**

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

Prerequisite: GRDN203

GRDN216 and GRDN217 TYPOGRAPHY I AND II **2.0:2 cr.E**

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

Prerequisite GRDN217: GRDN216

GRDN218 TYPOGRAPHY III **4.0:2 cr.E**

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

Prerequisite: GRDN217

GRDN226 GRAPHIC DESIGN I **6.0:4 cr.E**

Prerequisite: GRDN204

GRDN227 GRAPHIC DESIGN II **6.0:4 cr.E**

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.)

Prerequisite: GRDN226

GRDN236 PRINTING DESIGN **2.0: 1 cr. E**

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

Prerequisite: GRDN204

GRDN237 PRODUCTION I **4.0: 3 cr. E**

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

Prerequisite: GRDN226

GRDN246 PACKAGING DESIGN **4.0: 2 cr. E**

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

Prerequisite: GRDN204

GRDN251: INTRODUCTION TO CORPORATE IDENTITY **4.0:2cr.E**

This course is designed to enhance further the skills in the field of corporate identity and branding. It will address how to respond to technical and communication requirements of a design brief, develop visual concepts, create a system of graphical elements that form the basis of an identity, and define a strategy for a brand.

Prerequisite: GRDN202, GRDN212

ARAB201 : Arabic Expression Technique : **3.0:3cr.A**

Please Refer to Department of Arabic Language and Literature Program.

TSGD251 INTRODUCTION TO PHOTOGRAPHY **2.0: 1 cr. E**
TSGD252 PHOTO AND LAB STUDIO I **5.0: 3 cr. E**
Fundamentals in techniques and application of the medium. Black and white processing and printing. 35mm camera exposure meter, etc..
Prerequisite: TSGD251

TSGD253 PHOTO AND LAB STUDIO II **4.0: 2 cr. E**
Prerequisite: TSGD252

TSGD254 PHOTO AND LAB STUDIO III **4.0: 2 cr. E**
Advanced application of processing and printing techniques. Numeric photography and film. Experimental imagery and personal styles are encouraged.
Prerequisite: TSGD253

TSGD263 COMPUTER IMAGERY I **2.0: 2 cr.E**
TSGD264 COMPUTER IMAGERY II **2.0: 2 cr.E**
Further investigation in computer imagery: Qwark express, In- Design, Adobe Photoshop and Illustrator, the creation and manipulation of color images, the exploration of image treatment and scanning software.
Prerequisite: TSGD263

TSGD266 ILLUSTRATION I **4.0:2 cr.E**
Prerequisite: GRDN204

TSGD267 ILLUSTRATION II **6.0:2 cr.E**
Learning and developing skills and techniques of different styles for advertising and books.
Prerequisite: TSGD266

TSGD271 RENDERING **2.0: 1 cr. E**
Different rendering techniques are studied, employing various media. The rendering of basic color rendering is the object.
Prerequisite: FNAT202, FNAT222

TSGD276 ETCHING **4.0: 2 cr. E**
Learning and developing skills in engraving and etching. Introduction to the different principles of professional printing.
Prerequisite: GRDN204

B. 2. PLAN OF STUDY: BFA – GRAPHIC DESIGN

	Course Code	Course Name	Passing	Credits
University / Faculty Reqirements	ARTH201	History of Arts and Cultures I	60	3
	ARTH202	History of Arts and Cultures II	60	3
	ARAB201	Arabic Communication Skills III	60	3
	ENGL203	English Communication Skills III	60	3
	ENGL204	English Communication Skills IV	60	3
	LISP200	Library Use and Research Methods	60	1
First Year	AEDU201	Methodology of Creative Approach	60	1
	AEDU216	Music Appreciation	60	1
	AEDU217	Motion Pictures Appreciation	60	1
	FNAT201	Drawing I	60	3
	FNAT202	Drawing II	60	3
	FNAT221	Sketching I	60	2
	FNAT222	Sketching II	60	2
	FNAT241	Clay Modeling I	60	2
	FNAT242	Clay Modeling II	60	2
	GRDN201	Visual Language I	70	3
	GRDN202	Visual Language II	70	3
	GRDN211	Theory of Colour I	70	1
	GRDN212	Theory of Colour II	70	1
	IADN201	Spatial Depiction I	60	1
	IADN202	Spatial Depiction II	60	1
	TSCG201	Computer Graphics I	60	2
	TSCG202	Computer Graphics II	60	2
Second Year	FNAT203	Drawing III	60	3
	FNAT204	Drawing IV	60	2
	FNAT223	Sketching III	60	2
	FNAT224	Sketching IV	60	2
	CGIM216	Storyboarding and Storytelling	70	2
	GRDN203	Visual Communication I	70	4
	GRDN204	Visual Communication II	70	4
	GRDN216	Typography I	70	2
	GRDN217	Typography II	70	2
	GRDN251	Introduction to Corporate Identity	70	2
	TSGD251	Introduction to Photography	60	1
	TSGD252	Photo and Lab studio I	60	3
	TSGD271	Rendering	60	1

	Course Code	Course Name	Passing	Credits
Third Year	ARTH211	History of Modern Design I	70	3
	ARTH212	History of Modern Design II	70	3
	GRDN218	Typography III	70	2
	GRDN226	Graphic Design I	70	4
	GRDN227	Graphic Design II	70	4
	GRDN236	Printing Design	70	1
	GRDN237	Production I	70	3
	GRDN246	Packaging Design	70	2
	FPGD241	FINAL PROJECT	70	3
	TSGD253	Photography II	60	2
	TSGD254	Photography III	60	2
	TSGD263	Computer Imagery I	60	2
	TSGD264	Computer Imagery II	60	2
	TSGD266	Illustration I	60	2
	TSGD267	Illustration II	60	2
	TSGD276	Etching	60	2
TOTAL NUMBER OF CREDITS				116

B. 3. MINORS IN GRAPHIC DESIGN:

The Académie Libanaise des Beaux-Arts at the University of Balamand, offers a Minor in Graphic Design:

•COURSES FROM FOUNDATION :

CODE	COURSE NAME	# CREDITS
FNAT 201	DRAWING I	3
FNAT 221	SKETCHING I	2
GRDN 201	VISUAL LANGUAGE I	3
GRDN 211	THEORY OF COLORS I	1
TSCG201	COMPUTER GRAPHICS I	2
TSCG202	COMPUTER GRAPHICS II	2
TOTAL NUMBER OF CREDITS		**13**

•COURSES FROM GRAPHIC DESIGN DEPARTMENT:

CODE	COURSE NAME	# CREDITS
GRDN204	VISUAL COMMUNICATION II	4
GRDN 216	TYPOGRAPHY I	2
GRDN 226	GRAPHIC DESIGN I	4
GRDN 236	PRINTING DESIGN	1
GRDN 246	PACKAGING DESIGN	2
TSGD 264	COMPUTER IMAGERY I I	2
TOTAL NUMBER OF CREDITS		**15**

The Minor in Graphic Design is granted upon completion of:

•13 credits in Foundation Courses

•15 credits in Graphic Design

Admission to Minor Program:

Students enrolled in the minor program must achieve a general average of 70 and above in the Foundation Art Courses, in order to be admitted in the minor Program.

C - INTERIOR ARCHITECTURE AND DESIGN

C.1. UNDERGRADUATE PROGRAM

AEDU210 THEORY OF ARCHITECTURE **3.0:3cr.E**

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.

Prerequisite: ENGL102

ARTH206 HISTORY OF STYLES I **3.0:3cr.E**

Introductory course to history of styles including a survey of furniture, decorative elements, materials and techniques as reflection of economic, 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.

Prerequisite: ENGL102

ARTH207 HISTORY OF STYLES II **3.0:3cr.E**

Introductory course to history of styles including a survey of furniture, decorative elements, materials and techniques as reflection of economic, 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.

Prerequisite: ARTH206

FNAT203 DRAWING III **6.0:3cr.E**

Prerequisite: FNAT202

FNAT204 DRAWING IV **6.0:2cr.E**

Prerequisite: FNAT203

FNAT223 and FNAT224 SKETCHING III AND IV **2.0:2crE**

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.

Prerequisite FNAT223: FNAT222

Prerequisite FNAT224: FNAT223

IADN211: Analysis of Space I **4.0:3cr.E**

IADN212: Analysis of Space II **4.0:3cr.E**

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

Prerequisite: IADN211

IADN203 SPATIAL DEPICTION III **3.0:1cr.E**

Prequisite: IADN202

IADN204 SPATIAL DEPICTION IV **3.0:2cr. E**

Descriptive geometry with drawing of shadows. Axonometric, isometric, views. Frontal perspective.
Prequisite: IADN203

IADN205 Perspective **2.0: 1 cr. E**

Course in perspective drawing with rendering, lateral, and multiple vanishing points.
Prerquisite: IADN203

IADN221 CONCEPTUAL DESIGN STUDIO I **6.0:3cr.E**

Prerequisite: IADN202, IADN212

IADN222 CONCEPTUAL DESIGN STUDIO II **6.0:3crE**

Introduction to the creative process of problem solving through sketches and study models as well as verbal presentation. Gradual introduction of projects.
Prerequisite: IADN221

IADN223 CONCEPTUAL DESIGN STUDIO III **6.0:3cr.E**
Prerequisite: IADN222, IADN232

IADN224 CONCEPTUAL DESIGN STUDIO IV **6.0:3cr.E**

Progressive addressing of larger problems. Relation between horizontal and vertical levels. Projects include details.
Prerequisite: IADN223, TSID221

IADN231 FURNITURE I **3.0: 1 cr. E**
Prerequisite: IADN212, IADN202

IADN232 FURNITURE II **5.0: 2 cr. E**

Introduction to furniture. Course in joinery and wood techniques applied to furniture 2D means of expression.
Prerequisite: IADN231

IADN241 H.V.A.C. **2.0: 2 cr. E**

Theory and techniques. Calculation controls and codes.
Prerequisite: IADN222, IADN232

IADN246 Technical Lighting **2.0: 2 cr. E**

Technical information on calculation control and coDes with introduction to lighting Design theory and technicality including luminous composition, light, and color Design processes.
Prerequisite: IADN222, IADN232

IADN251 Kitchen and Bath Design **3.0: 3 cr. E**

Exploration of fixtures, finishes, and various functions involved. Basic plumbing plus electrical lighting ergonomics, code issues, and permit are covered.
Prerequisite: IADN223, TSID221

Corequisite: IADN224

TSID201 MATERIALS I **1.0: 1 cr. E**
Prerequisite: IADN212

TSID202 MATERIALS II **2.0: 2 cr. E**
Textiles for residences. Covers the appropriate use of textiles, and their use in furniture and window treatments.
Prerequisite: TSID201

TSID203 MATERIALS III **2.0: 1 cr. E**
Prerequisite: TSID202

TSID204 MATERIALS IV **2.0: 1 cr. E**
Examinations of architectural and interior finishing materials and furnishing application and purpose.
Prerequisite: TSID203

TSID212 COMPUTER I **2.0: 1 cr. E**
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.
Corequisite: IADN212

TSID213 COMPUTER II **2.0: 2 cr. E**
Prerequisite: TSID212

TSID214 COMPUTER III **2.0: 2 cr. E**
Auto CAD applied to projects.
Prerequisite: TSID213

TSID221 BUILDING CONSTRUCTION I **5.0: 3 cr. E**
Prerequisite: IADN222, IADN232
Corequisite: IADN223

TSID222 BUILDING CONSTRUCTION II **5.0: 3 cr. E**
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.
Prerequisite: IADN223, TSID221
Corequisite: IADN224

TSID231 RENDERING TECHNIQUES **2.0: 2 cr. E**
Corequisite: FNAT203, FNAT223

TSID232 RENDERING WITH COLORS **2.0:2cr.E**

Instruction to the presentation of Interior Architectural Designs. Input from Graphic Design broadens the base of understanding depiction layout. Other interdisciplinary approaches are used.

Corequisite: TSID231, TSID213

TSID236 MODEL-MAKING WORKSHOP I **4.0:2cr.E**

Prerequisite: TSID212

TSID237 MODEL-MAKING WORKSHOP II **4.0:2cr.E**

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.

Prerequisite: TSID236

Corerequisite: TSID213

ARAB201 ARABIC EXPRESSION TECHNIQUE **3.0:3cr.E**

Please Refer to Department of Arabic Language and Literature Program.

C. 2. PLAN OF STUDY: BFA – INTERIOR ARCHITECTURE & DESIGN

	Course Code	Course Name	Passing	Credits
University / Faculty Reqirements	ARTH201	History of Arts and Cultures I	60	3
	ARTH202	History of Arts and Cultures II	60	3
	ARAB201	Arabic Communication Skills III	60	3
	ENGL203	English Communication Skills III	60	3
	ENGL204	English Communication Skills IV	60	3
	LISP200	Library Use and Research Methods	60	1
First Year	AEDU201	Methodology of Creative Approach	60	1
	AEDU210	Theory of Architecture	60	3
	FNAT201	Drawing I	60	3
	FNAT202	Drawing II	60	3
	FNAT221	Sketching I	60	2
	FNAT222	Sketching II	60	2
	FNAT241	Clay Modeling I	60	2
	FNAT242	Clay Modeling II	60	2
	GRDN201	Visual Language I	70	3
	GRDN202	Visual Language II	70	3
	GRDN211	Theory of Colour I	70	1
	GRDN212	Theory of Colour II	70	1
	IADN201	Spatial Depiction I	60	1
	IADN202	Spatial Depiction II	60	1
	IADN211	Analysis of Space I	70	3
	IADN212	Analysis of Space II	70	3
Second Year	FNAT203	Drawing III	60	3
	FNAT204	Drawing IV	60	2
	FNAT223	Sketching III	60	2
	FNAT224	Sketching IV	60	2
	IADN203	Spatial Depiction III	60	1
	IADN204	Spatial Depiction IV	60	2
	IADN221	Conceptual Design Studio I	70	3
	IADN222	Conceptual Design Studio II	70	3
	IADN231	Furniture I	70	1
	IADN232	Furniture II	70	2
	TSID201	Materials I	60	1
	TSID202	Materials II	60	2
	TSID212	Computer I	60	1

	Course Code	Course Name	Passing	Credits
Third Year	IADN205	Perspective	60	1
	IADN223	Conceptual Design Studio III	70	3
	IADN224	Conceptual Design Studio IV	70	3
	IADN241	H.V.A.C.	70	2
	IADN246	Technical Lighting	70	2
	IADN251	Kitchen and Bath Design	70	3
	FPID231	FINAL PROJECT	70	3
	TSID203	Materials III	60	1
	TSID204	Materials IV	60	1
	TSID213	Computer II	60	2
	TSID214	Computer III	60	2
	TSID221	Building Construction I	60	3
	TSID222	Building Construction II	60	3
	TSID231	Rendering Techniques	60	1
	TSID232	Rendering with Colours	60	1
	TSID236	Model-Making Workshop I	60	2
	TSID237	Model-Making Workshop II	60	2
	ARTH206	History of Styles I	70	3
	ARTH207	History of Styles II	70	3
TOTAL NUMBER OF CREDITS				116

D - COMPUTER GRAPHICS & INTERACTIVE MEDIA

D.1. UNDERGRADUATE PROGRAM

ARAB201 : ARABIC EXPRESSION TECHNIQUE : 3.0:3CR.
Please Refer to Department of Arabic Language and Literature Program.

ARTH216 HISTORY OF COMPUTER GRAPHICS AND DIGITAL COMMUNICATION 3.0: 3 cr. E
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.
Prerequisite: ENGL102

CGIM201 COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO I 4.0: 4 cr. E
Prerequisite: GRDN202, TSCG202

CGIM202 COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO II 4.0: 4 cr. E
Prerequisite: CGIM201

CGIM203 COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO III 4.0: 4 cr. E
Prerequisite: CGIM202

CGIM204 COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO IV 4.0: 4 cr. E
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.
Prerequisite: CGIM203

CGIM213: DIGITAL ANIMATION I 4.00: 3cr. E
The course aims at teaching CGIM student to utilize previous knowledge gained from the 2D animation course along their practice of animation rules and applying them into computer assisted 2D digital animation with the use of After Effects software or any other similar software.
Students will work on character/object animation in a 2D digital world, along with working on motion graphics and infographics techniques and principals.
Prerequisite: GRDN202, GRDN212

CGIM214: DIGITAL ANIMATION II 4.00: 3cr.E
The course focuses on 3D animation for inorganics, basic particles and fluids animation. In addition to character animation using advanced rigs learned from previous courses (walk cycles, interactions between character to character as well as characters to object) while always maintain the animation principals and rules.
Prerequisite: CGIM213

CGIM216: STORYBOARDING & STORYTELLING **3.0: 2cr.E**

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.

Prerequisite: GRDN202, GRDN212

FNAT203: DRAWING III: **4.0: 3cr.E**

Prerequisite: FNAT202

FNAT223: SKETCHING III: **2.0: 2cr.E**

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.

Prerequisite: FNAT222

TSCG208: 3D RIGGING AND TEXTURING **4.0: 2cr.E**

Students will work further on more advanced rigging techniques for characters (bones, weight, and controllers); in addition to working on hard surface object rigging.

Students will also work on texturing (UVW mapping and generating and creating textures) along with shader use and applications.

TSCG211 2D ANIMATION **4.0: 2cr.E**

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.

Corequisite: CGIM201

TSCG216 3D MODELING **4.0: 2cr.E**

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.

Corequisite: CGIM201

TSCG221 VIDEO EDITING **4.0: 2CR.E**

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.

Corequisite: CGIM202

TSCG222 AUDIO FOR ELECTRONIC MEDIA **3.0: 3 cr. E**

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: 3 cr. E**

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.

Corequisite: CGIM204

TSCG225 : DIRECTING AND CINEMATOGRAPHY **4.0 : 3cr.E**

This course is an introduction to film direction for all media where a CGIM artist can have a task to accomplish, a shot to create or a project to direct. Students will examine the most important directorial elements that ensure authenticity of their productions: the screenplay, the storyboard, the set, the cinematography, the color palette, the style, the character and environment, the sound and the editing.

Corequisite: CGIM203

TSCG226 DIGITAL ILLUSTRATION **3.0: 3cr.E**

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.

Corequisite: CGIM204

TSCG228 CHARACTER ANATOMY **2.0: 2cr.E**

The course aims to give a fundamental practical knowledge of figure/character development for various visual narrative media/illustration character design. The course offers introduction to various media and their properties, including relevant aspects of psychology of media, focus on form portrayal of figures(animal , human figures objects). Various media develop a systematic approach to character design. This course will further explore more unique, personal and conceptual approaches to illustration and character design.

TSCG229 CHARACTER DESIGN & ILLUSTRATION **2.0: 2cr.E**

Prerequisite: TSCG228

D. 2. PLAN OF STUDY: BFA – COMUTER GRAPHICS & INTERACTIVE MEDIA

	Course Code	Course Name	Passing	Credits
University / Faculty Reqirements	ARTH201	History of Arts and Cultures I	60	3
	ARTH202	History of Arts and Cultures II	60	3
	ARAB201	Arabic Communication Skills III	60	3
	ENGL203	English Communication Skills III	60	3
	ENGL204	English Communication Skills IV	60	3
	LISP200	Library Use and Research Methods	60	1
First Year	AEDU201	Methodology of Creative Approach	60	1
	AEDU216	Music Appreciation	60	1
	AEDU217	Motion Picture Appreciation	60	1
	FNAT201	Drawing I	60	3
	FNAT202	Drawing II	60	3
	FNAT221	Sketching I	60	2
	FNAT222	Sketching II	60	2
	FNAT241	Clay Modeling I	60	2
	FNAT242	Clay Modeling II	60	2
	GRDN201	Visual Language I	70	3
	GRDN202	Visual Language II	70	3
	GRDN211	Theory of Color I	70	1
	GRDN212	Theory of Color II	70	1
	IADN201	Spatial Depiction I	60	1
	IADN202	Spatial Depiction II	60	1
	TSCG201	Computer Graphics I	60	2
	TSCG202	Computer Graphics II	60	2
	TSGD252	Photography Lab I	60	3
	TSGD253	Photography II	60	2
Second Year	CGIM201	Computer Graphics & Interactive Media Studio I	70	4
	CGIM202	Computer Graphics & Interactive Media Studio II	70	4
	CGIM213	3D Digital Animation I	70	3
	CGIM216	Storyboarding & Storytelling	70	2
	FNAT203	Drawing III	60	3
	FNAT223	Sketching III	60	2
	GRDN216	Typography I	70	2
	GRDN217	Typography II	70	2
	TSCG211	2D Animation	60	2

	Course Code	Course Name	Passing	Credits
	TSCG216	3D Modeling	60	2
	TSCG221	Video Editing	60	2
	TSGD263	Computer Imagery I	60	2
	TSCG228	Character Anatomy	60	2
Third Year	ARTH216	History of Computer Graph. and Digital Media	70	3
	CGIM203	Computer Graphics & Interactive Media Studio III	70	4
	CGIM204	Computer Graphics & Interactive Media Studio IV	70	4
	CGIM214	3D Digital Animation II	70	3
	TSCG229	Character Design & Illustration	60	2
	FPCG211	Final Project in Comp Graphics & Interactive Media	70	3
	TSCG208	3D Rigging and Texturing	60	2
	TSCG222	Audio for Electronic Media	60	3
	TSCG223	Advanced Digital Video	60	2
	TSCG225	Directing and Cinematography	60	3
	TSCG226	Digital Illustration	60	3
	TOTAL NUMBER OF CREDITS			116

D.3. MINOR IN COMPUTER GRAPHICS & INTERACTIVE MEDIA:

The Académie Libanaise des Beaux-Arts at the University of Balamand, offers a Minor in Computer Graphics & Interactive Media:

• COURSES FROM FOUNDATION :

CODE	COURSE NAME	# CREDITS
FNAT 201	DRAWING I	3
FNAT 221	SKETCHING I	2
GRDN 201	VISUAL LANGUAGE I	3
GRDN 211	THEORY OF COLORS I	1
TSCG201	COMPUTER GRAPHICS I	2
TSCG202	COMPUTER GRAPHICS II	2
TOTAL NUMBER OF CREDITS		**13**

•COURSES FROM COMPUTER GRAPHICS & INTERACTIVE MEDIA DEPARTMENT:

CODE	COURSE NAME	# CREDITS
CGIM213	3D ANIMATION I	3
CGIM216	Storyboarding & Storytelling	2
GRDN216	Typography I	2
TSCG211	2D Animation	2
TSCG216	3D MODELING	2
TSCG227	Character Design & Illustration	2
TSCG228	Character Anatomy	2
TOTAL NUMBER OF CREDITS		**15**

The Minor in Graphic Design is granted upon completion of:

- 13 credits in Foundation Courses
- 15 credits in Computer Graphics & Interactive Media

Admission to Minor Program:

Students enrolled in the minor program must achieve a general average of 70 and above in the Foundation Art Courses, in order to be admitted in the minor Program.

E - ARCHITECTURE:

E.1. THEORETICAL COURSES:

AEDU220 ARCHITECTURAL HERITAGE **1.0: 1 cr.E**

The course of Architectural heritage is proposed to give the undergraduate architecture students, the general background to make them able to understand the historical dimension of any building or historical monument, and the steps and criteria to be followed in any restoration project.

Prerequisite: ARTH222

AEDU221 RELIGIOUS HERITAGE **1.0: 1 cr. E**

The course of Religious heritage is proposed to give the B.A. level architecture students the general background to make them able to understand the historical dimension of religious heritage monuments. Study the symbolic of a religious building and the different stages of its metamorphoses. An outcome of this course will be a publication that will be a part of a data base concerning this Religious heritage.

Research projects are asked to be prepared by students: Analysis of a monument, architectural archeology, structural and construction system, decorative elements, best research projects will be published.

Prerequisite: AEDU220

AEDU222 MUSIC APPRECIATION FOR ARCHITECTS **1.0: 1 cr. E**

This course initiates students to the "Classical" music, or in other words the "non-commercial" music. Students will learn to "listen" and analyze music through movies, concerts and operas.

Corequisite: ENGL101

AEDU223 CINEMA APPRECIATION FOR ARCHITECTS **1.0: 1 cr. E**

This course introduces the history of the cinema since its beginning focusing on crucial phases. During this course students will watch "classic" movies.

Corequisite: ENGL101

ARCH205 THEORY OF ARCHITECTURE **3.0: 3 cr. E**

Theories in architecture through past centuries are the best examples for learning the methodological approaches and the steps of refinement.

ARCH 205 is a theoretical course embracing multidisciplinary traits that recalls universal metatheories. The teaching focuses on the mainspring of different sciences through thematic approaches.

It is considered a fundamental thinking and cultural reasoning before starting any creative process or inventive action in manipulating shapes, colors, materials and organized elements of structure "struktur".

Is it a holistic vision of the mind – a symbolic evocation of absent realities – a cultural achievement of civilization?

Prerequisite: ENGL102

ARCH 206 ARCHITECTURE & CONSTRUCTION I **1.0: 1 cr. E**

An introduction of terms and language to the fundamental concepts of structures is the crux of the course.

The structure analysis is the Design basis of construction and architecture. Scientific, mathematical and technical aspects are the spotted case studies.

Subjects are explained and illustrated through simple analogies and placed in relevant understandable contexts. Structural elements with Description of load static diagrams are examined to comply with equilibrium

requirements.
Corequisite: ENGL101

ARCH207 ARCHITECTURE & CONSTRUCTION II **1.0: 1 cr. E**

Typological building archetypes are the fulcrum of this course.
Variation from simple to elaborated structural arrangement are Described and illustrated through noticeable examples on international existing monuments and architectural constructions.
An emphasis on the close relation of structure to architecture is detailed with its technical terminology to contribute better on the profession's understanding from tradition to present day practice.
The scope is to enrich and raise the novice architect's perception in Designing architectural concepts based on integrity and perfect symbiosis.
Prerequisite: ARCH206

ARCH208 ELEMENTS OF ARCHITECTURE-I **1.0: 1 cr. E**

Knowledge and new ideas are the starting point to any design process.
Design methodologies and techniques are grasped from a broad range of sources. Arguments mainly related to architects, psychologists, sociologists, philosophers, cognitive scientists, linguists and essentially designers constitute the fertile ground to state new way of ideas in architectural studies.
Artistic styles, way of practicing, standards and movements in architecture is the interface, the course explains and illustrates coalescing in an accretion way.
Corequisite: ENGL101

ARCH209 ELEMENTS OF ARCHITECTURE-II **1.0: 1 cr. E**

Achievements in architecture through past centuries are the best examples for learning the theoretical assumptions and acquainting the methodological steps of refinement.
Form making through planar, sectional configurations and three dimensional organizations are elements a good architecture considers to answer responsively to any architectural problem.
The course syntax fosters the creativity in Design process and enables students to assimilate the visual elements of buildings identity.
Prerequisite: ARCH208

ARCH210 INITIATION TO LANDSCAPE **1.0: 1 cr. E**

The Initiation to Landscape course is at a time an overview of the determinants factors of Landscape, generated either by religious, intellectual or political contexts and motivations or by artistic trends throughout history. It is as well as Descriptive and an analytical outline of major components forming the means of creation and projection during the landscape Design process.
It is a study of different impulses of men towards Nature and consequently an articulation with the way cultures and societies appropriate their close landscapes and vast territories.
Prerequisite: ARCH243

ARCH231 MATERIALS AND METHODS OF CONSTRUCTION I **2.0: 2 cr. E**

Materials and Technology education is an essential component of the curriculum. In a world where encounters with a wide range of technologies are part of the daily life experience of all people at work or at leisure, students should be equipped to face these encounters with the confidence which comes from learning about, through and or with a range of technologies.

ARCH232 MATERIALS AND METHODS OF CONSTRUCTION II **2.0: 2 cr. E**

Building projects require the selection of the best possible building systems that are then produced and built in the most productive way achievable. This does not happen by accident, but only by the integrated Design and management of the project's product, organization, and process. This course will teach how to set up and use model-based project and production management methods to manage the scope, schedule, cost of projects and focuses on the processes and tasks required for management of construction projects. Students will learn various tasks associated with construction project administration including, developing construction budgets, record keeping and documentation, and other duties necessary for efficient project operation and successful completion.

Prerequisite: ARCH231

ARCH233 MATERIALS AND METHODS OF CONSTRUCTION III **2.0: 2 cr. E**

The course aims to tackle the problem of enforcement techniques in architecture, with particular attention to the implications of construction, and structural Design. It seeks so to provide students with the tools to think about the project as the site of synthesis of a plurality of aspects involved in the Design and manufacture of architectural work. In this framework we investigate the results of some Design experience, in a scenario which shows a special sensitivity on the issue of technological innovation in architecture. This requires a careful analysis of the techniques and their feasibility, but at the same time it necessitates a critical attitude that allows to avoid errors, especially in key technological-constructive.

Prerequisite: ARCH232

ARCH241 ARCHITECTURE & THE CITY **2.0: 2 cr. E**

The course of Urban Public Spaces: Current concerns and Potentials, is proposed to provide undergraduate students in architecture the general required skills to have a critical understanding of the nature and current state of public spaces as seen from the planning perspective. The course is divided into three parts:

- Part I: Issues related to public spaces, their characteristics and uses.
- Part II: Public spaces and their urban context, with examples from various cities.
- Part III: Seminars discussing specific issues on public spaces.

Prerequisite: ARCH205

ARCH242 SPACE PERCEPTION **1.0: 1 cr. E**

This course will explore how human factors influence the Design, construction and occupancy of the spaces we create. More specifically, we will consider the relationships between architecture and our bodies and our senses. We will study how the spaces we occupy affect our perception of ourselves and others. We will examine how we respond to the provocations of form and spaces with our behavior and our social relationships. We will also explore how these relationships have influenced the formation of architectural theory.

This course presents concepts in increasing scales - from the body to the urban setting. The coursework will sensitize you to issues, expand your understanding of the topics, and develop skills that you can implement in your projects. Most importantly, it is hoped that the themes of this course will influence the direction and decisions of your future practice.

Prerequisite: ARCH205

ARCH243 SOCIOLOGY OF THE HABITAT **1.0: 1 cr. E**

This course deals with issues of development and transformation of urban and rural communities with reference with migration pattern, modernization pattern, differentiation of functions, ecological pattern and land use, social control and social behavior. The objectives of the course are to sensibilize students with urban

communities' problems and appreciate how individuals interact with their communities on one side and their territories and their living spaces from the other side.
Prerequisite: ARCH241, ARCH242

ARCH244 URBAN PLANNING I **3.0: 3 cr. E**
Introduce architecture students to the dramatic situation of modern cities and the consequences of «Plan Masse» urban planning.
Introduce Urban Morphology as very important aspect of an architect intervention in the city.
Understand the components of urban forms through the analysis of the morphology which is at the basis of «Urban Project».
Analyze the urban morphology transformation of urban lots from the industrial revolution till the modern city.
Acquire the method of morphological analysis that defines the relationships between road tracing and lotting, between ground and building.
Prerequisite: ARCH241

ARCH245 URBAN PLANNING II **2.0: 2 cr. E**
Architecture students should be able to understand the importance of the Master Plan in controlling the growth, the land use, the urban morphology of a city and environmental concerns.
To introduce the concepts of: Sustainable development, New Urbanism, Urban planning conservation and preservation.
This course is presented mainly by short lectures on different topics followed by discussions on specific topics taken from a master plan of Lebanese city.
Prerequisite: ARCH244

ARTH221 HISTORY OF ARCHITECTURE FOR ARCHITECTS I **3.0: 3 cr. E**
The course of History of Architecture I, is proposed to undergraduate students in architecture, and covers the period from Prehistory to XIVth Century. Architecture is presented, of course, as a cultural product, but mainly as a modern and contemporary architectural work for each studied period.

Prerequisite: ENGL102

ARTH222 HISTORY OF ARCHITECTURE FOR ARCHITECTS II **3.0: 3 cr. E**
The course of History of Architecture II is proposed to undergraduate students in architecture, and covers the period from XVth Century to present time. Architecture is presented, of course, as a cultural product, but mainly as a modern and contemporary architectural work for each studied period.

Prerequisite: ARTH221

FNAT225 SKETCHING V **1.0:1cr. E**

Prerequisite: FNAT224

FNAT226 SKETCHING VI **1.0: 1 cr. E**
This course teaches the students how to draw with few lines a sketch whether representing persons, buildings or landscape following 4 basic rules: proportions, volume, movement and perspective, using different kind of medium.

Prerequisite: FNAT225

FNAT227 SKETCHING VII **1.0: 1 cr. E**

Mastering the drawing of an object in perspective view, while focusing on a unique rendering technique.

Prerequisite: FNAT226

FNAT228 SKETCHING VIII **1.0: 1 cr. E**

Mastering quick drawing of built environment using the least amount of lines. Light and shadow are used to enhance the perspective.

Prerequisite: FNAT227

INAR201 DESCRIPTIVE GEOMETRY I **1.0: 1 cr. E**

Introduction to means of expressing space thru delineation methods and technical media. Understanding of scale, relation between plans, elevations, sections, measurements and 3D representations thru drawings (axonometric and isometric projections) and models (unfolding of volumes).

INAR202 DESCRIPTIVE GEOMETRY II **1.0: 1 cr. E**

The main task of Descriptive Geometry is to train three dimensional thinking. Topics and tasks used are naturally related to architecture. This course will follow various didactic and methodical principles which optimize a thorough learning of MONGE projection: the segmentation of a complex problem into abstract tasks: locate the position of points, lines and planes in three-dimensional space; find true length of lines; true shape of flat surfaces. Determine bearings, slopes, grades of lines, visibility; dihedral angles, develop complex volumes and intersect them. Understand and execute the shadow casting phenomena.

Prerequisite: INAR201

INAR203 PERSPECTIVE FOR ARCHITECTS **1.0: 1 cr. E**

A 2D representation of a 3D reality. This course covers architectural shapes, exteriors and interiors, including various lighting and shading techniques as well as 1 and 2 point perspectives. The student will learn the basics of perspective thru projection method and the use of measuring points.

Prerequisite: INAR202

TSAR201 STRENGTH OF MATERIALS I **1.0: 1 cr. E**

TSAR202 STRENGTH OF MATERIALS II **1.0: 1 cr. E**

Complete approach for the calculation and Design of structural members through theory and direct application.

Prerequisite: TSAR201

TSAR205 REINFORCED CONCRETE I **2.0: 2 cr. E**

Prerequisite: TSAR202

TSAR206 REINFORCED CONCRETE II **2.0: 2 cr. E**

This course gives an overview of the reinforced concrete theories and applications.

Prerequisite: TSAR205

TSAR211 SURVEYING **1.0: 1 cr. E**

This course teaches how to draw topographical plans and maps of a road or a site plan.

Prerequisite: INAR205

TSAR216 BUILDING LAWS **1.0: 1 cr. E**

This course presents the rules that manage building construction and their importance when it comes to construction conflicts.

Prerequisite: ARCH214

TSAR220 PROJECTS AND SITE MANAGEMENT **1.0: 1 cr. E**

This course gives an overview of the projects and site management theories and applications. This course aims to provide basic and useful guidance on the practice of project management in construction.

Prerequisite: TSAR216

TSAR226 STRUCTURES I **2.0: 2 cr. E**

Prerequisite: TSAR202

TSAR227 STRUCTURES II **2.0: 2 cr. E**

Structures cover the collection of information from Reinforced Concrete and Strength of Material in order to calculate all structural elements in a building.

Prerequisite: TSAR226

TSAR231 BUILDING SERVICES I **1.0: 1 cr. E**

Prerequisite: TSAR202, ARCH214

TSAR232 BUILDING SERVICES II **1.0: 1 cr. E**

The concept of comfort is no longer an option but a necessity. This course will teach students different heating systems, ventilation and air conditioning, and will show them the impact of these installations on the architectural project.

The second part of this course is about plumbing installations, with a special chapter about solar water heating that introduces the students to green architecture.

Prerequisite: TSAR202, ARCH214

TSAR233 BUILDING SERVICES III **1.0: 1 cr. E**

This course introduces the students to 3 main concepts:

- Electricity with circuit distribution in a project, power and generator needed,
- Data network distribution in a project such as phone lines and PC network,
- Lighting: the choice of appropriate lights and lighting.

Prerequisite: TSAR232

TSAR235 BUILDING WITH STEEL **1.30: 1C**

This is an introductory course to basic design in steel in the architectural world. It emphasizes differences between steel and reinforced concrete so as students would know what material to choose in their academic or professional projects. Finally, students will learn about steel ready-made sections that increase speed in

construction and change the method of construction, with a special care for steel connections
Prerequisite: TSAR226

TSAR236 3D STUDIO MAX FOR ARCHITECTS 1.0: 1 cr. E
Students gain an understanding of the steps required to produce visualization using the computer. Still and animated rendering. texture, lighting, and casting shadows.
Prerequisite: TSID214

TSAR241 MODEL-MAKING FOR ARCHITECTS 1.0: 1 cr. E
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.
Prerequisite: TSID212

TSID232: Rendering with Colors: *(From IAD Department) 2.0: 1 cr.
Instruction to the presentation of Interior Architectural Designs. Input from Graphic Design broadens the base of understanding depiction layout. Other interdisciplinary approaches are used.
Prerequisite: TSID213

E.2. ARCHITECTURAL PROJECTS:

INAR204 INITIATION TO ARCHITECTURE I 6.0: 3 cr. E
Corequisite: ARCH206, ARCH207

INAR205 INITIATION TO ARCHITECTURE II 6.0: 3 cr. E
Initiation Projects are the first approach to the Environmental Design with its architectural aspect. Through these projects students will be aware of the following concepts:
- The natural and built space and its components,
- Architectonic elements in relation with the human scale,
- Ability to perceiving and representing the architectural space,
- Relation between Form and Function,
- Ability to analyzing architecture and built environment,
- Designing architectural concepts using different methodological approach.

ARCH204 ELEMENTARY PROJECTS OF ARCHITECTURE - EPA 6.0: 4 cr. E
This type of projects teaches the students how to handle essential elementary programs through main architecture factors. These fundamental concepts are related to:
- Functionality,
- Space composition.

These projects prepare students to better deal with more complex issues in higher classes.
Prerequisite: INAR205

ARCH214 ELEMENTARY DEVELOPED PROJECT 6.0:3 cr.E
This class is divided into two projects that are based on one theme: The first one analyzes all factors that

surround this theme, whether exact sciences or human sciences, i.e. physics, mathematics, statics, mechanics of materials, economics, statistics, history, geography…
The second one is a conceptual project, similar to the EPA (ARCH204), and it is done based on the findings and analysis done on the first one.

ARCH215 -A: 2nd Class Projects of Architecture - A **6.0: 3cr.E**
Prerequisite: ARCH214

ARCH215 -B: 2nd Class Projects of Architecture - B **6.0: 3cr.E**
Through these projects the student learns how to take into consideration all the parameters that define an architectural project. He becomes more familiar with the complexity of the architectural design process and therefore is more responsible for his choices.
Prerequisite: ARCH215-A

ARCH236 INTERIOR ARCHITECTURE AND DESIGN - IAD **3.0: 1 cr. E**

The goal of this project relies on enabling the student to understand interior spaces generated by one of his 2nd Class project. More specifically he learns how users cope with the interior space, and how to organize furniture and allocate lighting and HVAC components.

Prerequisite: ARCH215-B

ARCH247 LONG PROJECT 2ND CLASS - LP2 **6.0:2 cr.E**
This long project is the development of a 2nd Class project. The student learns, in addition to what he has already worked on in the LPE, how to deal with plumbing and sanitary problems and studies more complicated architectural details.

Prerequisite: ARCH215-A

E. 3. PLAN OF STUDY: BS – ARCHITECTURAL STUDIES

	Course Code	Course Name	Passing	Credits
University / Faculty Reqirements	ARTH201	History of Arts and Cultures I	60	3
	ARTH202	History of Arts and Cultures II	60	3
	ENGL203	English Communication Skills III	60	3
	ENGL204	English Communication Skills IV	60	3
	LISP200	Library Use and Research Methods	60	4
FIRST YEAR	AEDU222	Music Appreciation For Architects	60	1
	AEDU223	Cinema Appreciation For Architects	60	1
	ARCH206	Architecture & Construction I	70	1
	ARCH207	Architecture & Construction II	70	1
	ARCH208	Elements of Architecture I	70	1
	ARCH209	Elements of Architecture II	70	1
	FNAT201	Drawing I	60	3
	FNAT202	Drawing II	60	3
	FNAT221	Sketching I	60	2
	FNAT222	Sketching II	60	2
	FNAT241	Clay Modeling I	60	2
	FNAT242	Clay Modeling II	60	2
	GRDN201	Visual Language I	70	3
	GRDN211	Theory of Color I	70	1
	INAR201	Descriptive Geometry I	60	1
	INAR202	Descriptive Geometry II	60	1
	INAR204	Initiation to Architecture -I	70	3
	INAR205	Initiation to Architecture -II	70	3
	TSAR241	Model Making Workshop for Architects	60	1
	TSGD251	Intr. To Photography	60	1
	TSID212	Computer I	60	1

	Course Code	Course Name	Passing	Credits
SECOND YEAR	ARCH205	Theory of Architecture For Architects	60	3
	ARCH231	Materials & Methods of Construction I	70	2
	FNAT203	Drawing III	60	3
	FNAT223	Sketching III	60	2
	FNAT224	Sketching IV	60	2
	INAR203	Perspective for Architects	60	1
	TSAR201	Strength of Materials I	60	1
	TSAR202	Strength of Materials II	60	1
	TSAR211	Surveying	60	1
	TSID213	Computer II	60	2
	TSID214	Computer III	60	2
	TSID231	Rendering Techniques	60	1
	TSID232	Rendering with Colors	60	1
	TSID233	Advanced Rendering	60	1
	ARCH204	Elementary Projects Of Architecture	72	4
	ARCH214	Elementary Developed Project	72	3
THIRD YEAR	ARCH232	Materials & Methods of Construction II	70	2
	ARCH241	Architecture & the City	70	2
	ARCH242	Space Perception	60	1
	ARCH243	Sociology of the Habitat	60	1
	ARTH221	History of Architecture for Architects I	70	3
	ARTH222	History of Architecture for Architects II	70	3
	FNAT225	Sketching V	60	1
	FNAT226	Sketching VI	60	1
	TSAR205	Reinforced Concrete I	60	2
	TSAR206	Reinforced Concrete II	60	2
	TSAR226	Structures I	60	2
	TSAR227	Structures II	60	2
	TSAR231	Building Services I	60	1
	TSAR232	Building Services II	60	1
	TSAR235	Building with steel	60	1
	TSAR236	3D Studio Max for Architects	60	1
	ARCH215-A	2nd Class Projects Of Architecture - A	72	3
	ARCH215-B	2nd Class Projects Of Architecture - B	72	3
	ARCH247	Long Project II	72	2
	ARCH236	Interior Architecture Design (module)	72	1

	Course Code	Course Name	Passing	Credits
FOURTH YEAR	AEDU220	Architectural Heritage	60	1
	AEDU221	Religious Heritage	60	1
	ARCH210	Initiation to Landscape	70	1
	ARCH233	Materials & Methods of Construction III	70	2
	ARCH244	Urban Planning I	70	3
	ARCH245	Urban Planning II	70	2
	FNAT227	Sketching VII	60	1
	FNAT228	Sketching VIII	60	1
	TSAR216	Building Laws	60	1
	TSAR220	Projects & Site Management	60	1
	TSAR233	Building Services III	60	1
	TOTAL NUMBER OF CREDITS			128