HUMANITIES
AND SOCIAL SCIENCES

Interior and Landscape Design

Objectives
To prepare professionals capable of creating and organizing interior and exterior spaces that are fitting for certain lifestyles, so that these areas are pleasant and functional for those who use them. Additionally, to create professionals who will achieve a higher appreciation for the environment, while developing their creativity in order to propose useful changes for the full enrichment of areas both inside and outside homes and businesses.

Student Profile
The student in this program should:
• Be artistically sensitive;
• Be imaginative and creative;
• Be able to easily illustrate ideas;
• Be interested in learning about materials, finishes, and furniture;
• Be logical and orderly.

Areas for Potential Employment
Graduates of this program will be able to work in public or private sectors as commercial, hotel, and housing designers, among others; in construction companies and other establishments related to design, decoration, and gardening; in furniture companies; and in other areas such as teaching.

First Semester
-Anthropometry
-Drawing I
-Technical Drawing I
-Perspective I
-Basic Design I
-Mexican Art History I
-Design Theory
-Program Design

Second Semester
-Projects I
-Drawing II
-Technical Drawing II
-Perspective II
-Basic Design II
-Mexican Art History II
-Materials and Procedures I
-The Logic and Philosophy
   of Science

Third Semester
-Principles of Administration
-Projects II
-Landscaping I
-Materials and Procedures II
-Illustration Techniques I
-Installations, Acoustics, and
   Lighting
-Furniture Construction I

-Philosophical Anthropology

Fourth Semester
-Furniture Construction II
-Projects III
-Materials and Procedures III
-Illustration Techniques II
-Landscaping II
-Culture Seminar I
-Research Methodology

Fifth Semester
-Costs and Budgeting
-Projects IV
-Illustration Techniques III
-Landscaping III
-Introduction to Computers
-History of Furniture I
-Culture Seminar II

Sixth Semester
-Project Planning and
   Management
-Computing I
-Projects V
-History of Furniture II
-Graphic Design I

Seventh Semester
-Art Seminar I
-Computing II
-Projects VI
-Graphic Design II
-Photography

Eighth Semester
-Computing III
-Art Seminar II
-Projects VII
-Professional Ethics