

デザインを学ぶ  
公立の大学  
長岡造形大学

Study design, and think.  
It will turn into the power to  
open up your future.

What does the word “design” evoke?

Some people will associate it with something beautiful,  
something special and something valuable...

Others may consider design as the act of making things  
look beautiful, adding them a value or originality.

However, the design that NID aims at is not intended to  
limit itself in this kind of frame.

In design, there is the power to find problems, resolve them,  
and create new values.

Through 4 years of their practical study of design,  
students will naturally acquire lots of powers.

They will allow them to totally develop the human quality  
required after graduation.

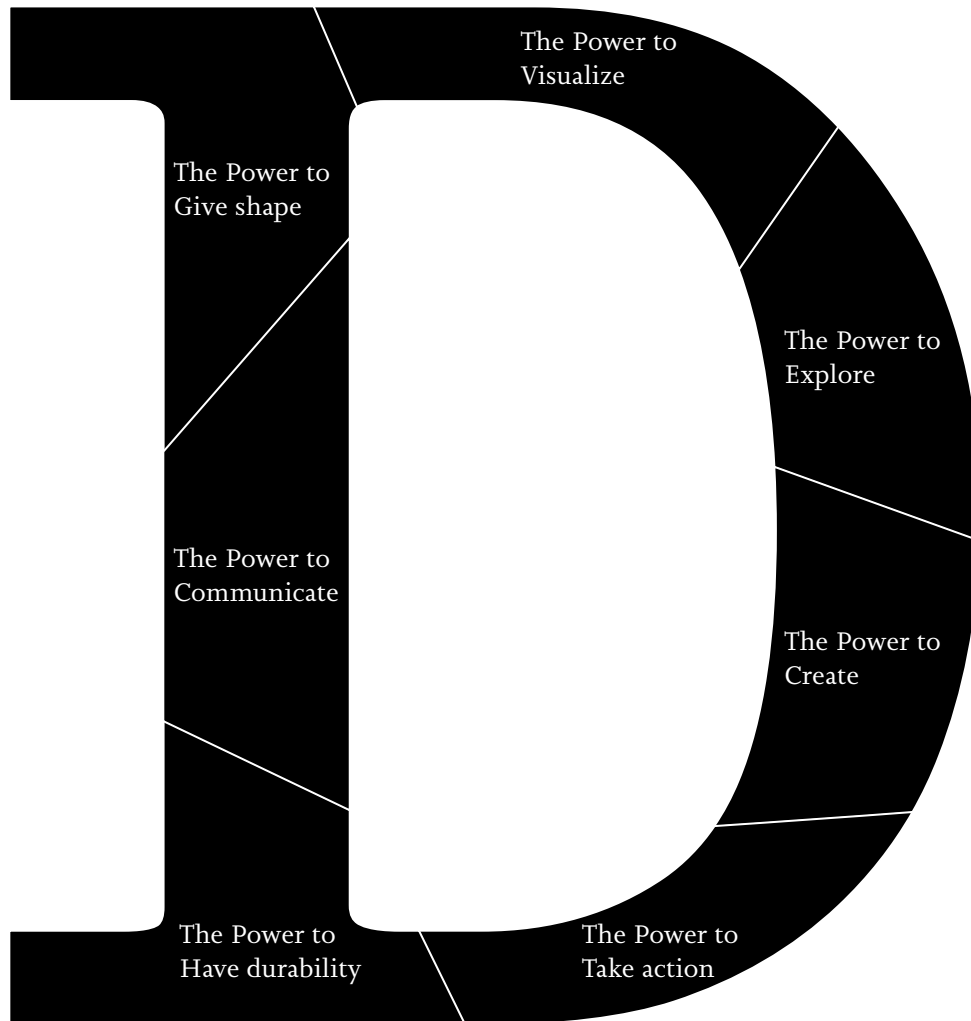
Do you know the “design thinking”?

It is a method to conceive by placing people at the center,  
generate innovation, and provide new values to society.

Now, people have become aware of the potential of design, and this  
thinking is starting to get required everywhere, in local communities  
and corporations, regardless of jobs or fields of study.

# The Potential Power of Design

There are potential powers in design.  
By practically studying the design process,  
various kinds powers are brought out.



At the “NID specially devoted to design”,  
you can comprehensively study design,  
and acquire creativity (the power to create new values)  
to make human society happy.

To know regional issues, tackle them together,  
solve them through the practice of design,  
and keep on growing up over and over again

Students will participate in various projects, and continue to practice design while creating ties with local communities and people. On site, it does not go as planned sometimes.

However, the experience of failure and appraisal from local people, good or bad, is a learning which is difficult to obtain. After overcoming difficulties, and realizing that “it is possible to improve society with design”, you will find yourself to be much more grown.



#### Young Art Nagaoka

We presented the works of students, such as sculptures, paintings, photographs, illustrations, movies and others, along the Otedori shopping street. It was held with the purpose of developing regional culture and activating the city center of Nagaoka in cooperation with Nagaoka Yukyu Lions Club and the Association of the Otedori Shopping District.



#### むムム (Mumumu)

(Production of a tourist guide book for Murakami City, Niigata Prefecture)

With “We have arranged the very ordinary everyday life of Murakami” as the main idea, the Murakami City Tourist Association and NID launched the Murakami Regional Tourism Branding Design Research Association. As part of its activities, we created a tourist guide book for sale. With the pressure of knowing that the product must sell well, students were stimulated by on-site interviews with people from various age groups, a design work requiring scrupulous care, the communication with printing companies, tourism organizations and other parties while taking classes and working on graduation study as always, and were able to experience the difficulty and joy in creating something better.





#### Echigo Mishima Take Akari Kaido

We are taking part in the “Echigo Mishima Take Akari Kaido” held on the approximately 800m-long old main road of the old Mishima-machi Honcho-dori, with 2 temples and 1 shrine located along that road as main places of exhibition. The project aims at offering students the whole experience of the whole experience of design and production of bamboo lanterns, preparation of the venue, management of the event, and the final clearing up.



#### Message of Peace

In 2015, sister cities of Hawaii Honolulu City and Nagaoka City carried out the “Nagaoka-Honolulu Peace Exchange Commemorative Project”. Using this initiative as a chance, with the will of spreading a message for peace, the children of Nagaoka displayed the Nagaoka Fireworks with their “pictures” and “bodies”. Students offered cooperation with the production of paintings, taking pictures and management on that day.



#### Nagaoka Rattan Furniture Study Group

The Nagaoka Rattan Furniture Study Group was launched with the lead of YMK Nagaoka, the producer of rattan furniture in Nagaoka City, and NID. While sharing with students the charms of historic rattan furniture and the stimulating characteristics of rattan as a material, we are exploring its possibilities.

# Everyone acquires the basics of design skills Getting a broad understanding by learning design in an interdisciplinary way

## Basic Design Workshop

The basic design workshop is a required course of the first year for all students.

Through the training of drawing and color composition, three-dimensional composition, photography and others, we develop the power of “watching”, “drawing” and “creating”, which are the basis of design.

Lessons are held every day, and at the start of the subject, before actually creating something, students are given lectures on objectives, idea creation, and the way to manage equipment and materials. They proceed to working on the tasks with this firm knowledge. It is not only the power to perform basic design but also the power to have durability that is acquired.

In addition, by a communication going beyond departments, learning from teachers of all departments and mingling with students from other departments, they can broaden their perspective and the range of interest.

### Main content of training

Depiction (still life, color, human body, etc)  
Color composition and planar composition  
Basics of drawing and photography  
Layout and three-dimensional composition  
Clay sculpture and modeling  
Lettering



The Basic Design Workshop is a class to learn the basics of design such as drawing and color composition. It is done at a pace of one subject per week.

Every week there is a detailed introductory lecture and a review session of all the finished works. Although I had never properly learned drawing in high school, thanks to this class I acquired the basic skills of a wide range of fields.

Since this class is common to all departments and carried out in the same atelier, it was also good in that I learned a lot by observing other people's way of working, or by interacting with students of other departments. That is what I cannot learn only by working alone.



Color composition

### Sawako Nagata

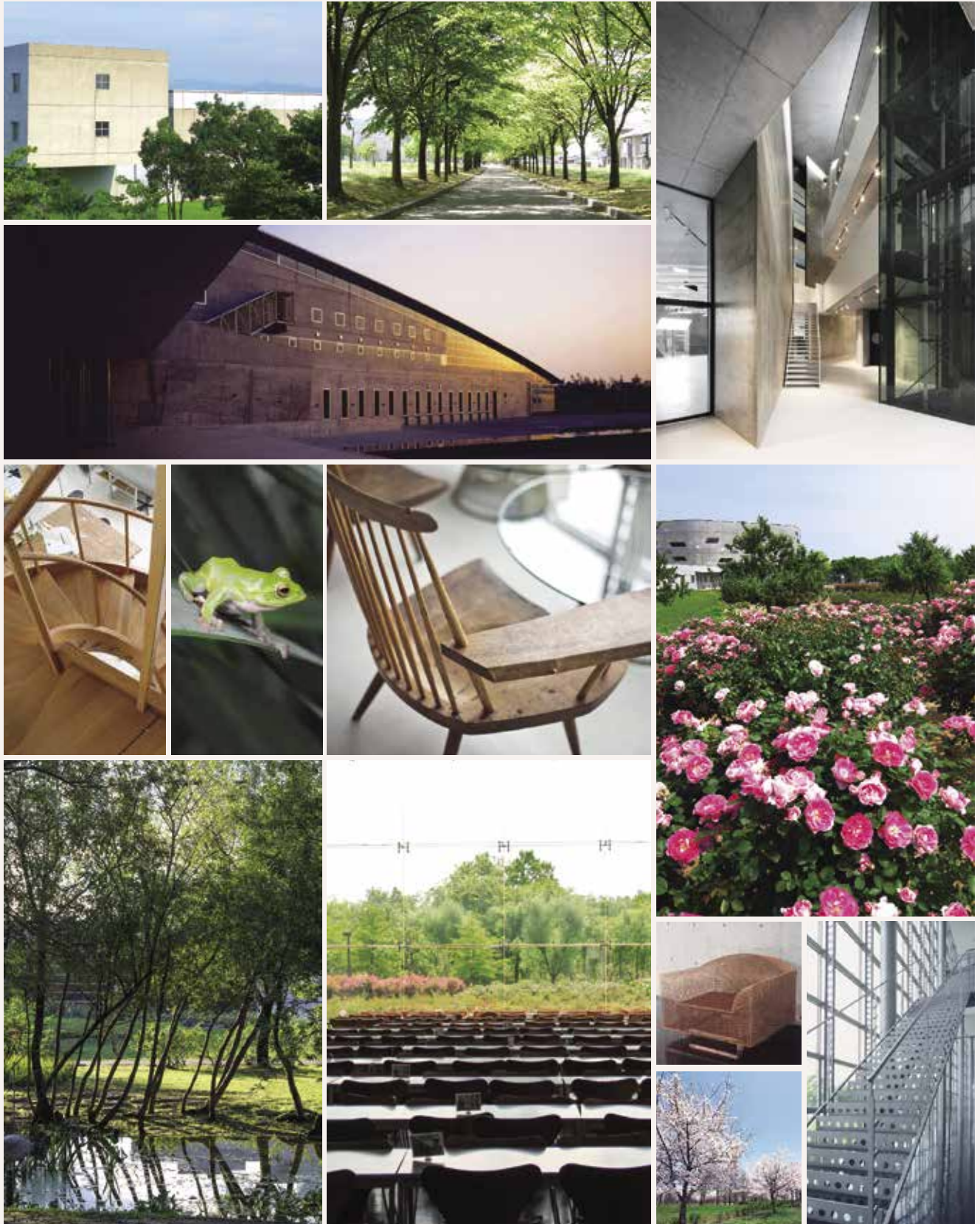
Department of Visual Communication Design  
3rd year  
Graduated from: Akita High School  
(Akita Prefecture)





# Things you can see and things you can touch All are teaching materials of design

From the moment you step foot on the campus, the world of design will stretch out in front of you.  
The entire campus was designed as a teaching tool. It always stimulates the creative desire within the students.



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## Department of Product Design

### Main fields covered

Consumer Electronics  
Information Devices  
Daily Necessities  
Automobiles

Textile  
Furniture  
Fashion

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## Department of Visual Communication Design

### Main fields covered

Photography and Movies  
Illustration  
Web and App

Advertising and Branding  
Editorial and DTP  
Information Design

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## Department of Art and Craft

### Main fields covered

Painting  
Hammering  
Copperplate Engraving  
Silk Screen

Metal Casting  
Sculpture  
Glass  
Metal Carving

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## Department of Architecture and Environmental Design

### Main fields covered

Architectural Design  
Urban Planning and Town Development  
Interior Design  
Display Design

Landscape Design  
Cultural Heritage and  
Building Preservation Design  
Environmental Design

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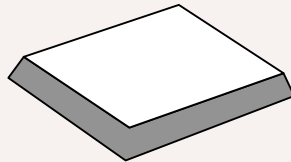


## 4-Year Program Flow

The curriculum of NID is a “castle-type” one. Although a tower-type curriculum specializing in a respective major field of study is common, at NID we first create the foundations that will become the basis of design, then build the “castle tower” which represents the major fields of study, and go further by building the “turrets” of specialized fields in the surroundings. What is required in a society that keeps on changing constantly, regardless of the specialty, is the power to solve issues that are right in front of our eyes while having ideas in a flexible way. You will keep on growing up strong while learning design in an interdisciplinary way.

1<sup>st</sup>  
Year

You acquire the basic design skills, and clarify your study plan.

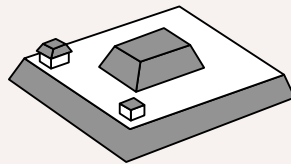


With the “Basic Design Workshop” required for all students, we develop the abilities of “watching”, “drawing” and “creating” which are necessary for design. Through the Computer Basic Practices required for all departments, you learn how to use basic software necessary for design work, and after that, learn the editing and presentation of your works, and organize information. In addition, through looking back what you used to be like, you create a “Future Resume” (Basic Seminar), to clarify what kind of person you want to be, thereby setting the goal and making plans for your study.



2<sup>nd</sup>  
Year

While learning your major field of study, you also learn the fields you have interest in.

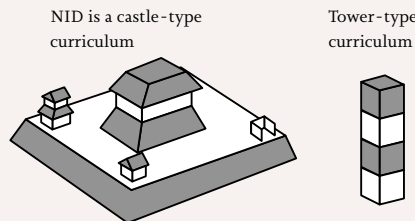


From 2nd year, you start to learn in your major field of study, but you can also continue your study in fields you have already learned in 1st year. For example, if a student in Visual Communication Design Department is interested in architecture, it is possible to attend the introductory and other classes of Department of Architecture and Environmental Design. In addition, classes common to all departments enhance the knowledge of design in various fields.



3<sup>rd</sup>  
Year

You clarify your career plan while increasing your expertise and techniques.

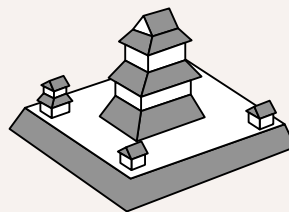


The 3rd year students are divided into courses in each department, further refining the knowledge and skills of specialized fields. On the other hand, the “Community Co-creation Practices” offering practical learning while creating ties with local communities and companies, as well as an on-site experience through internship and others, you can clarify the course and way of working after graduation.



4<sup>th</sup>  
Year

Based on further refining of expertise and techniques, you will work on the graduation work as the summing-up of your study.



On top of the foundation called basic design skills, stand the castle tower (major field of study) and the turrets (specialized fields). Taking a look around from your own major field of study (castle tower) will lead you to new proposals and ideas, and in 4th year, as the compilation of what you have achieved so far, you will work on a graduation research.



Employment

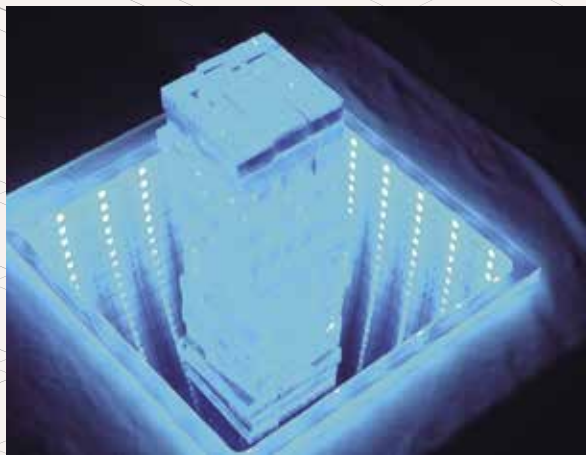
Graduate School

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# Department of Product Design



# Learning the design of “things” around us





## Fields you can learn

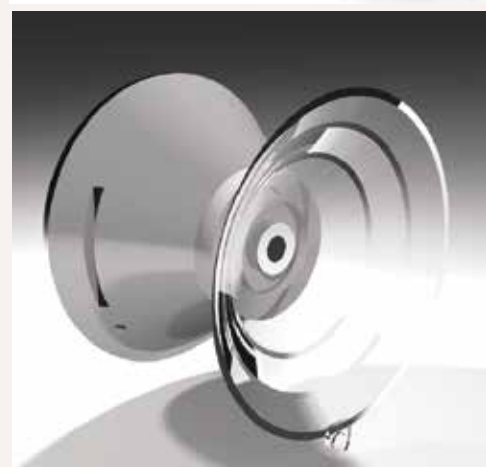
### Product Design

We will cultivate the power (sketch and drawing, CG, knowledge of materials and ingredients etc.) required to design products such as consumer electronics and information devices, automobiles, furniture and daily necessities. For example, in practice class, the subject of 1st year second semester is “give shape to an image”. For abstract themes such as the form that looks speedy, or the form that looks gentle, you will experience a process of drawing a sketch, making its model in 3D, having them polished-up while receiving guidance from teachers, and create forms with a high level of perfection which allows an accurate representation of the final image.

Furthermore, in 2nd year first semester, you will work on more specific themes by presenting new tools using “materials (LED, etc.) with functions”, and in the second semester, by proposing tools related to “food” after examining the existing products.

Then in 3rd year, design practices called “To design products based on themes actually existing in society” are implemented keeping in mind the cooperation between industry and university.

Starting from a simple phase, while gradually raising the level of difficulty, you will think, have ideas, give a shape to them, and evaluate them, thereby getting the expertise necessary for a professional designer.



A long, narrow piece of fabric with a yellow and red plaid pattern, displayed vertically against a white background. The fabric is folded at the bottom, showing the patterned surface. The pattern consists of horizontal and vertical stripes in yellow, red, and green, creating a plaid effect. The fabric is held up by a wooden rod at the top.

In 2nd year 1st semester you have a workshop class where you make a product of your own design with synthetic cloth. You can make your original product by dyeing and applying appropriate processes. In 2nd year 2nd semester, you learn the whole process of weaving with a large weaving machine: idea making, dyeing of yarn, weaving and finishing. For dyeing, you learn the basic skills of the arrangement of repeated patterns through dye-resist technique and printing. For fashion design, you create your original T-shirt by modifying the design pattern assigned to you. You can acquire the highest skills through the experience of understanding the characteristics of the material and making products with your own hands. The flexibility in your thinking and design acquired through the sharpening of your senses is the power that you can apply to all fields of product design, not alone the area of fashion design in the traditional sense.





## Course Content

### Characteristics of the Curriculum

In department of Product Design, you will learn the design of products in a wide range, from industrial products such as automobiles, home appliances and household goods, up to handmade products. A great feature of this course is that it includes also the textile and fashion fields. After cultivating the basic design skills in “Basic Design Workshop” during 1st year, you will learn the basics of product design in 2nd year. During the first semester, without division between courses, all the students will deal with product-related and textile/fashion-related issues.

From the second semester, you will continue to acquire a more specialized knowledge after choosing between “Product Design Course” and “Textile and Fashion Design Course”. However, you can change your course until 3rd year, and also to give your presentations jointly by all members of the department even after the course division, thus you can learn with a wide perspective.

Classes are mainly training and practices and taught one-on-one.

While stepping on stages such as “giving shape to an image,” “getting ideas from functions” and “solving social issues”, you will continue to acquire the practical abilities to be active as a designer.



### Product Design Practices

In a class with the purpose of mastering design skills that are useful in society and a designer-style thinking, you can professionally learn mainly the design related to mobility. From market research and methods to obtain ideas, concept planning, design sketch to model production, you can gradually learn the flow that leads to commercialization.

Since lessons are held with a smaller number of people during a longer period of time than the class of 2nd year, it is a good environment for you in that you can directly get the feedbacks from teachers.

Since we can learn deeply the whole process from concept proposal to the

final model we were able to proceed according to a plan without hurry even in the short-term issues that were carried out during industrial internship.

If you diligently work on something that has some possibility in it, I think you will naturally acquire knowledge in each field, and that it is the class able to cultivate a strength that can be used in a wide range of occupations in the future. For this, it is important to learn actively and take advantage of many pieces of advice from the teaching staff in each specialized field.

### Shigetaka Shimizu

Department of Product Design

Graduation in 2017

Graduated from: Tagawa High School  
(Nagano Prefecture)



Subject theme: The mobility that I want in 2020  
Styling with the image of the Olympic rings





## Specialized Education Flow

Department of Product Design	1st Year		2nd Year		3rd Year		4th Year
	First Semester	Second Semester	First Semester	Second Semester	First Semester	Second Semester	First Semester Second Semester
Disciplines	Sports Intermediate English I Upper-intermediate English I Oral Communication in English I Oral Communication in English III Oral Communication in English V Oral Communication in English VII Logic Statistics	Health and Physical Education Intermediate English II Upper-intermediate English II Oral Communication in English II Oral Communication in English IV Oral Communication in English VI Oral Communication in English VIII Information Literacy Basic Seminar I	Social Psychology Japanese Culture Advanced English I Oral Communication in English IX Social Issues Entrepreneurship Basic Seminar II	Fine Arts Cultural Anthropology Environment and Society Law (Japanese Constitution) Local Cultures in Japan Philosophy of Science and Technology Advanced English II Oral Communication in English X Career Planning Workshop I	Career Planning Workshop II	Philosophy	
Specialized Education Discipline Name (Common to all departments)	Basic Design Workshop I (Drawing) Basic Design Workshop I (Sculpture) Basic Design Workshop I (Crafts) Basic Design Workshop I (Design) Basic Design Workshop I (Integral) Introduction to Design	Science of Color	Field Trip Workshop	Field Trip Workshop			
Inter-disciplinary Workshop			Product A Visual A Arts and Crafts A Architecture and Environmental Design A	Product B Visual B Arts and Crafts B Architecture and Environmental Design B			
Department-type	History of Japanese Art Introduction to Product Design Introduction to Visual Communication Design	History of Western Art Shape Design Introduction to Arts and Crafts Human Engineering Introduction to Architecture and Environmental Design	Contemporary Art Drawing Workshop Introduction to Multimedia Product Design Special Lectures Visual Communication Design Special Lectures Urban Studies Interior Design Urban Safety Planning Introduction to Study of Cultural Properties Open Space Planning	Anatomy for Art Arts and Crafts Special Lectures Semiotics of Products User Interface Design Marketing Advertising Urban Design Human Dwellings History of Architecture Architecture and Environmental Design Special Lectures	Design and Sensitivity Science Sign Design Package Design Practices Introduction to Museum Management	Design Management Intellectual Property Elementary Mechanic Engineering Planning in Snowy Regions	
Regional/Social Cooperation-type			Community Co-creation Practices A Internship A Volunteering A	Community Co-creation Practices B Internship B Volunteering B	Community Co-creation Practices C	Community Co-creation Practices D	
Department of Product Design Disciplines	Computer Basic Practices (Product)	Basic Design Workshop II (Drawing) Basic Design Workshop II (Sculpture) Basic Design Workshop II (Crafts) Basic Design Workshop II (Design) Computer Practices (Product) Product Design Sketch Workshop I	Product Design Basic Workshop I Textile Materials Product Design Sketch Workshop II 3-D Computer Graphics Practices I (Product)	Product Design Basic Workshop II(A) Product Design Basic Workshop II(B) Manufacturing Techniques Product Design CAD Practices 3-D Computer Graphics Practices II (Product) Fashion Design Drawing Workshop Textile and Fashion CAD Practices	Product Design Practices I Textile and Fashion Practices I Seminar I	Product Design Practices II Textile and Fashion Practices II Seminar II	Graduation Work I Graduation Work II

## Product Design Basic Workshop

For an assigned task, we check the sketches and models with teachers, and receive advice. After repeated trials, we create works, and make a presentation in the end. From development of the idea, model production and up to presentation, this is a class where you can learn the process to make design.

In this class I was able to know the difficulty of actually giving shape to the design idea. By working on production with a commitment, I was confronted to myself, and felt that I was able to grow.



**Haruka Mantani**

Department of Product Design 4th Year  
Graduated from: Poole Gakuin High School  
(Osaka Prefecture)



I did tie-dye on non-woven fabric, and made a bag going together with the cloth. Finally, I did pleating taking advantage of the feature that non-woven fabric maintains its shape even under the effect of heat.

# Graduation Work Creations



Tasuku Suzuki

“Cart for outdoor use” — Create new situations in which the cart is used, and explore new possibilities —



Ryotaro Sato

“The form of a new chair supporting a posture facing the desk”  
—Research on a chair suitable for a posture facing the desk—



Kota Nakamori

“EM-MC (electric monster motorcycle concept) ”  
—Proposing the motorcycle of 2020—



Marumi Sakai

“anello” —Living goods where family can get together and have happy communication—



Kentaro Makino

“liberation”



Saki Yoshitani  
"Kyubi"



Ayame Yamaga  
"Proposal of sake cups for women"



Shunpei Nishimura  
"Tree Tent Air tent in the trees"  
—Research on products making you feel closer to nature—



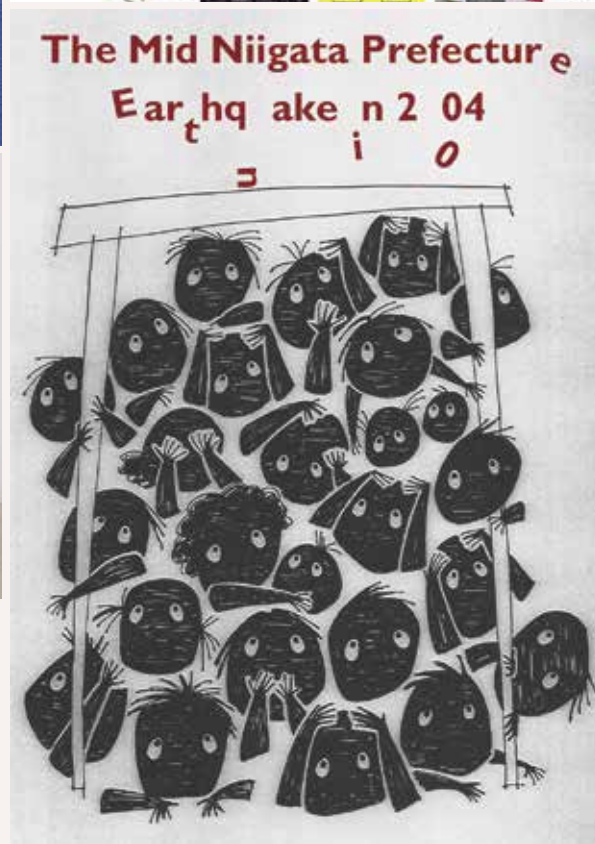
Rina Takeishi  
"Sensen" —Representation of water by —using multiple techniques in textile design



Natsumi Sunaga  
"Spring Field, Summer Sun" —Seasons represented in yellow—



# Department of Visual Communication Design



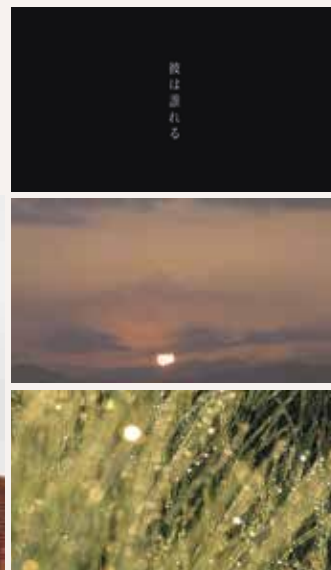
Learning the design of  
all the “things seen by the eye”



## Fields you can learn

### Photography and Movies

You will learn the knowledge and technology of both photography and movies. In photography, you will learn the way to use a digital single lens reflex camera and experience taking pictures of objects and portraits at a studio. Taking advantage of the basic design skills acquired during 1st year, you will also produce posters from the pictures taken. In movies, you will acquire methods to shoot with a camera and edit, and furthermore learn how to take videos with a single-lens reflex camera. In addition, there are also practical opportunities of learning with the production of works for the AC Japan Student Commercial Award, on-site assistance for shootings of director Nobuhiko Obayashi, our Guest Professor, and others.



### Web and App

In 1st year classes you will acquire the basic skills to operate a computer and learn how to use a variety of graphic software. These will become techniques that actually produce ideas and visuals. In recent years, the field of visual communication design has expanded, and the world centered on the Web is showing dramatic changes. In order to meet the various needs from society, we are carrying out a teaching that includes also new elements. For example, in our classes we are implementing efforts to support also Web pages and apps that can be seen on smartphones and actually producing them.



### Editorial and DTP

The editorial represents editing techniques to organize materials such as text, photos, illustration and charts according to the purpose. The editorial design is the technique to visually and yet effectively layout the edited material on paper.

This field is not limited to paper and extends itself to the digital environment. It takes advantage of the typography and Web knowledge/technology learned during the 1st and 2nd year to further develop them in later years. In DTP the objective is to acquire the minimum of professional operation techniques required by places of employment. During the 4th year graduation work, you will perform an even more creative editing and design research.





## Illustration

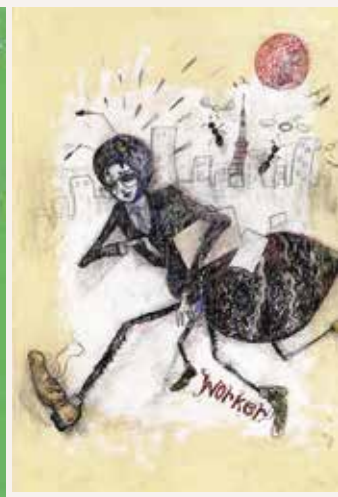


Illustration is one of the means to communicate visually. In order to achieve better communication, a message from the author and an appealing representation are required. Therefore, the following two points are given emphasis in the class. (1) Examine/understand the subject, and make proposals of your own. (2) Acquire a unique way to make representations regardless of analog or digital content. Using the drawing skill acquired during 1st and 2nd year as foundation, we will grope for individual expression.

## Advertising and Branding

You will learn methods of branding and promotion, such as the production of posters, flyers and business cards supposing that you are making them for a store actually existing. Exploring the nature of brands and goods in question, we will set tone and manner after defining the foundation, express it as a form, and experience it to the point of making a presentation. In addition, you can produce advertising and product packages, or propose new products for local companies, taking advantage of the connection with the local community, which is a characteristic of NID.

## Information Design

Information Design aims at the visualization of information. For example, you will learn methods to visualize data graph in order to make it easy to understand or to create designs for signs necessary for evacuation and guidance that can be transmitted at one glance. We also perform practical lessons such as the creation of the design for bus timetable. In times where information technologies are progressing, information design is required in many kinds of scenes. It is a learning that you can use in a variety of fields, including advertising and graphics.



## Course Content

### Characteristics of the Curriculum

Visual Communication Design is a department where you will learn visual design in general, including advertising, Web, photography, movies, illustration, etc.

In 1st year, you will acquire the skill to master the basis of modeling in the “Basic Design Workshop” common to all departments, and to use computer as a tool in the “Computer Basic Practices (Visual)”.

In 2nd year, you will acquire creativity and flexibility by thinking about one hundred proposals on a given subject and other activities during the “Visual Design Basic Practices”. In addition, you will choose between typography, photo, illustration, Web and DTP, and extend the individual capacities required.

Having as foundations the basis of modeling and creative skills, in 3rd year you will choose between “Visual Communication Design Course” centered on advertising and graphic, and “Visual Creation Design Course”, visually communicating by using individual expression. You will also learn professional knowledge from teachers of the seminar selected.

In 4th year, you will set individual themes, and use the way of thinking and expression cultivated so far in a production that will become the summing-up of your past studies.

This way, you will accumulate skills each academic year, and develop a power that can solve various problems in visual design.



### Community Co-creation Practices

We did the planning and management of a regional reconstruction event staged in Nagaoka City Oguni-machi. The name of the event is “Oguni Contact with the Unknown”. It is a SF kimo-dameshi (test of courage) held based on a set-up in which aliens have landed in Oguni. Preparation work from the production of publicity materials to staging of space was done shared between seminar classmates. In this class we learned the commitment to work putting your feelings into

it. Since your name will be on the credit as an event member, I think that it is important to have a spirit telling “this is my own production”. By putting together the feelings of each and everyone, we were able to create a great event. I think that once you’re out in society, most of the work you do is co-production, so I also learned about this mental attitude.



### Kaname Ukihasu

Department of Visual Communication Design

Graduation in 2016

Graduated from: Maki High School (Niigata Prefecture)



## Specialized Education Flow

Department of Visual Communication Design	1st Year		2nd Year		3rd Year		4th Year
	First Semester	Second Semester	First Semester	Second Semester	First Semester	Second Semester	First Semester Second Semester
Disciplines	Sports Intermediate English I Upper-intermediate English I Oral Communication in English I Oral Communication in English III Oral Communication in English V Oral Communication in English VII Logic Statistics	Health and Physical Education Intermediate English II Upper-intermediate English II Oral Communication in English II Oral Communication in English IV Oral Communication in English VI Oral Communication in English VIII Information Literacy Basic Seminar I	Social Psychology Japanese Culture Advanced English I Oral Communication in English IX Social Issues Entrepreneurship Basic Seminar II	Fine Arts Cultural Anthropology Environment and Society Law (Japanese Constitution) Local Cultures in Japan Philosophy of Science and Technology Advanced English II Oral Communication in English X Career Planning Workshop I	Career Planning Workshop II	Philosophy	
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Regional/Social Cooperation-type			Community Co-creation Practices A Internship A Volunteering A	Community Co-creation Practices B Internship B Volunteering B	Community Co-creation Practices C	Community Co-creation Practices D	
Department of Visual Communication Design Disciplines	Computer Basic Practices (Visual)	Basic Design Workshop II (Drawing) Basic Design Workshop II (Sculpture) Basic Design Workshop II (Crafts) Basic Design Workshop II (Design) Visual Design Computer I	Visual Design Basic Practices I Visual Design Computer II Basic Photography and Movies Basic Depiction Techniques Basic Typography	Visual Design Basic Practices II Web Design Desk top Publishing Typography Photography and Movies Depiction Techniques	Visual Communication Design Practices I Visual Creation Design Practices I Seminar I Portfolio Animation and Motion Graphics Visual Identity	Visual Communication Design Practices II Visual Creation Design Practices II Seminar II Portfolio Information Design Web and Editorial Design Commercial Practices	Graduation Work I Graduation Work II

## Visual Design Basic Practices

These practices are classes where you will find your own answers based on a theme and express them. The answer is not unique, and being able to hear various ways of thinking from students at the time of review is one of the best parts of this lesson.

When working on assigned tasks, since the “idea” is particularly important, you will be required to try to change a little from your usual way of thinking and the view you have about things. The output methods are not limited, and for it is possible to work freely on your own field of expertise, these practices feature also learning about a variety of expression methods such as plane compositions like paintings and illustrations, three-dimensional works using various materials, photography and movies, etc.

I think that regardless of the fields, if you implement efforts keeping in mind what you are aiming at or what you are interested in, you will naturally acquire knowledge in each field, and that it is a class able to cultivate a strength that can be utilized in a wide range of occupations in the future.



Conceive a rice brand package with the objective of selling “Kira Rice”

## Nagisa Wakui

Department of  
Visual Communication Design 4th Year  
Graduated from : Takada High School  
(Niigata Prefecture)





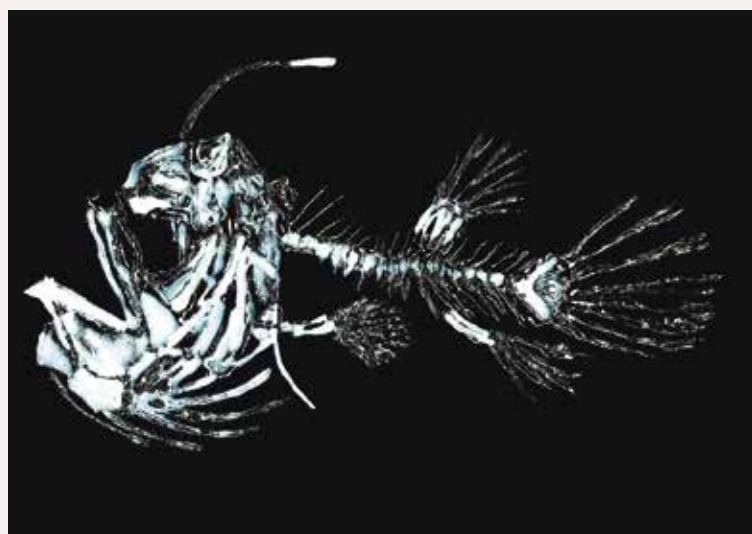
# Graduation Work Creations



Minako Matsui  
"TERARI" —Promotion of monk's marriage-hunting—



Haruna Kamimura  
"Marumaru Daruma" —Research on the design of the "Daruma"—



Yoshiya Honda  
"Face of the bone" —Research on new depiction techniques using adhesive agents—



Funi Koizumi  
"Shinpi Sansui" —Representing with pictures the magical and mysterious world of water—



Manami Aida  
"Kitsch Party" —Reorganization and spatial representation of an illustration—



Akari Matsuda  
"Newly Translated Manyoshu" —Representing a new interpretation of the Manyoshu using typography—





Megumi Murakami

“Le colis” —Research on a wrapping cloth pattern design that young women would feel like using—



Naho Kobayashi

“Kichi” —Research on the design and brand of new decorative gift envelopes—



Hiroto Kanbayashi

“escort.” —Production of a game app having for theme the protection of a monster—



Natsumi Yanagisawa

“Shinshu Mountain Range” —Research on visual expression by observing the line of Shinshu mountains—

# Department of Art and Craft





Learn to draw and create with your hands



## Fields you can learn



### Painting

You can learn a wide variety of subjects depending on each of your interest, including drawing, oil painting, collage, illustrations, manga, etc. During the accumulation of works production, you will work hard to discover originality and clarify the purpose and way of thinking behind making things. On the other hand, it will also shift your attention on how you will relate to society after graduation. You will consider how to live as an artist while having a good involvement and being required in society, for example, opening the atelier, which is the place of production, to the people of the region as an art space, etc.

### Copperplate Engraving and Silk Screen

It will be apprehended as one of the fields of painting and not as engraving alone. Although you can choose the way to polish engraving techniques, many students take it as one of the representation methods to draw paintings. Also, through work production, you will put importance on facing yourself, and going deep into a representation made with your own style. In implementing mixed media (contemporary art technique to produce works from the combination of multiple materials having different nature and types), the acquisition of engraving knowledge and techniques will become a strength.



### Sculpture

It is often thought, that sculpture is limited to figurative works, but in fact, this field covers a much wider range. It includes many different representation methods, and there are also works striding across the fields of painting and crafts. In this department, without being bound by the word “sculpture”, everyone will find the method they want to use for representation, acquire the required techniques and give shape to it, and cultivate communication skills. For this reason, basic skills (technique, expressiveness, planning ability) are indispensable. While receiving individual guidance, you will be facing yourself, and continue to grow step by step.





### Metal Carving

Metal carving is a technique using a steel chisel to put carving on metal or to perform fine molding, and it is used in the decoration of vessels and buildings, jewelry, craft, etc. For it is a meticulous work, it is necessary to be particular about the tools, and to prepare the environment of production. Although techniques are cultivated through practices, it is also important to deepen the knowledge. To know about the history of metal carving which dates back to the Yayoi period and the production techniques of predecessors will become the foundation for work production and help you to have ideas. In a work production where a broad perspective is required like in jewelry, the interdisciplinary learning at NID is actively used.

### Hammering

In hammering, you will learn a casting and tie-dyeing technique for the acquisition of metal craft skills. This is the technique of “hand-hammered copper ware” passed down from generation to generation in Tsubame and Sanjo area neighboring Nagaoka. It consists in hammering out thinly one piece of copper plate and turning it into a container, and has also been designated as a traditional craft. Taking advantage of the unique merits of these localities, production site tours will also be arranged. In this field, you will discover these techniques and knowledge, and apart from copper you will use various metals such as iron, brass, aluminum and others, developing the power to perform a variety of work produced from your own ideas.



### Metal Casting

Metal casting is the technique to create works made of metal solidified after being melted and poured into a mold.

In carving and hammering the shape is given by touching the metal, but in metal casting the shaping process of melting and solidifying is undergone without touching it. In this process there is a chance factor that you cannot control, which creates characteristic aspects reflected on the work.

We could say that it is the charm of metal casting. Also, while selecting metal casting as a specialized field, by voluntarily learning about the other fields as well, you will continue to expand the width of your ideas and expression.



### Glass

From vessels decorating everyday life up to arts, you will learn about a wide range of representations using glass. In the course of experiencing techniques such as glassblowing, glass cutting, glass casting and others, you will face yourself, find what you want to express, and at the same time develop your point of view regarding other persons. It is precisely because glass is delicate, ephemeral and fragile that it gives importance to the thinking about how to be kind to people and how to enrich our living. In addition, the production of works using recycled glass, which has been watched with interest from an ecological point of view, will also be performed.





## Course Content

### Characteristics of the Curriculum

You will learn “Art Creation (Painting, Engraving, Sculpture) and “Craft Design (Metal Carving, Hammering, Metal Casting, Glass)”. Not only exploring specialized fields, you will also cultivate in a global and interdisciplinary way the knowledge and techniques based on “making things with your hands” (modeling). In 1st year you will develop basic abilities in the “Basic Design Workshop” common to all departments. Then in the 2nd year first semester, during the “Arts and Crafts Basic Workshop” you will produce collages with painting and photography, shaped objects made from a combination of terra-cotta and metal, light fixtures using glass and metal, etc. In your experience of producing things in a wide range, you will know the nature of materials, and cultivate the power of combining and modeling.

After entering the 2nd year second semester, you will determine your expertise, and heading toward 3rd year, consider which course (Art Creation Course, Craft Design Course) to take. In 3rd year you will take part in the practices and seminars of the course you choose, and further enhance the knowledge and skills of your specialization. However, the advantage of this department is that there is no boundary with the other fields: have ideas freely without being bound to your subject of study, pick out the means and materials according to what you want to express, and work hard in work production.



### Arts and Crafts Basic Practices

In this class which is the most important for the department, you learn about each technique and field while creating works using art and craft techniques. Each of the works is produced over a period of about one month. While producing plane works such as paintings and three-dimensional works, you will keep on pursuing your own way to express things. During the works review meeting, you will also be required to do a solid presentation about your own work. Creation is done using different work tools while discovering different materials. The class of Art and Craft is centered on facing “things”. I think that what is good about this class is the fact that it does not make you work only considering your own specialty but allows you to have many experiences using your own hands beyond your specialty.



### Kento Kawahashi

Department of Art and Craft 4th Year  
Graduated from: Miyagino High School  
(Miyagi Prefecture)



## Specialized Education Flow

Department of Art and Craft	1st Year		2nd Year		3rd Year		4th Year
	First Semester	Second Semester	First Semester	Second Semester	First Semester	Second Semester	First Semester Second Semester
Disciplines	Sports Intermediate English I Upper-intermediate English I Oral Communication in English I Oral Communication in English III Oral Communication in English V Oral Communication in English VII Logic Statistics	Health and Physical Education Intermediate English II Upper-intermediate English II Oral Communication in English II Oral Communication in English IV Oral Communication in English VI Oral Communication in English VIII Information Literacy Basic Seminar I	Social Psychology Japanese Culture Advanced English I Oral Communication in English IX Social Issues Entrepreneurship Basic Seminar II	Fine Arts Cultural Anthropology Environment and Society Law (Japanese Constitution) Local Cultures in Japan Philosophy of Science and Technology Advanced English II Oral Communication in English X Career Planning Workshop I	Career Planning Workshop II	Philosophy	
Specialized Education Discipline Name (Common to all departments)	Basic Design Workshop I (Drawing) Basic Design Workshop I (Sculpture) Basic Design Workshop I (Crafts) Basic Design Workshop I (Design) Basic Design Workshop I (Integral) Introduction to Design	Science of Color	Field Trip Workshop	Field Trip Workshop			
Inter-disciplinary Workshop			Product A Visual A Arts and Crafts A Architecture and Environmental Design A	Product B Visual B Arts and Crafts B Architecture and Environmental Design B			
Department-type	History of Japanese Art Introduction to Product Design Introduction to Visual Communication Design	History of Western Art Shape Design Introduction to Arts and Crafts Human Engineering Introduction to Architecture and Environmental Design	Contemporary Art Drawing Workshop Introduction to Multimedia Product Design Special Lectures Visual Communication Design Special Lectures Urban Studies Interior Design Urban Safety Planning Introduction to Study of Cultural Properties Open Space Planning	Anatomy for Art Arts and Crafts Special Lectures Semiotics of Products User Interface Design Marketing Advertising Urban Design Human Dwellings History of Architecture Architecture and Environmental Design Special Lectures	Design and Sensitivity Science Sign Design Package Design Practices Introduction to Museum Management	Design Management Intellectual Property Elementary Mechanic Engineering Planning in Snowy Regions	
Regional/Social Cooperation-type			Community Co-creation Practices A Internship A Volunteering A	Community Co-creation Practices B Internship B Volunteering B	Community Co-creation Practices C	Community Co-creation Practices D	
Department of Art and Craft Disciplines	Computer Basic Practices (Arts and Crafts)	Basic Design Workshop II (Drawing) Basic Design Workshop II (Sculpture) Basic Design Workshop II (Crafts) Basic Design Workshop II (Design) Arts and Crafts Computer Practices Product Design Sketch Workshop I	Arts and Crafts Basic Practices I (A) Arts and Crafts Basic Practices I (B) Arts and Crafts Basic Practices I (C) Technical Drawing Product Design Sketch Workshop II 3-D Computer Graphics Practices I (Product)	Arts and Crafts Basic Workshop II Arts and Crafts Materials Ancient Arts and Crafts 3-D Computer Graphics Practices II (Product) Product Design CAD Practices	Art Creation Practices I Craft Design Practices I Seminar I History of Arts and Crafts Arts, Crafts & Design Analysis	Art Creation Practices II Craft Design Practices II Seminar II	Graduation Work I Graduation Work II

### Art Creation Practices

Third-year students are doing creation activities centered on drawing. In the class, a lecture from the teacher concerning the produced works is given, and a review is done. In the second semester, we also learn representation methods such as silk screen, tempera and others. During one year, it was a class that made me deeply think and carefully face myself. When I got stuck, I received advice and guidance, allowing me to broaden my own new ideas and field of view. It was a very instructive class. It also contained guidance for the graduation project.



Nozomi Wada

Department of Art and Craft  
Graduation in 2017  
Graduated from: Koide High School  
(Niigata Prefecture)



## Graduation Work Creations

Akio Saito (Metal Casting)  
Bronze-Combined Container “Tatazumu”  
—Exploration of form modeling  
by a container creation  
using casting techniques—  
(completed work)



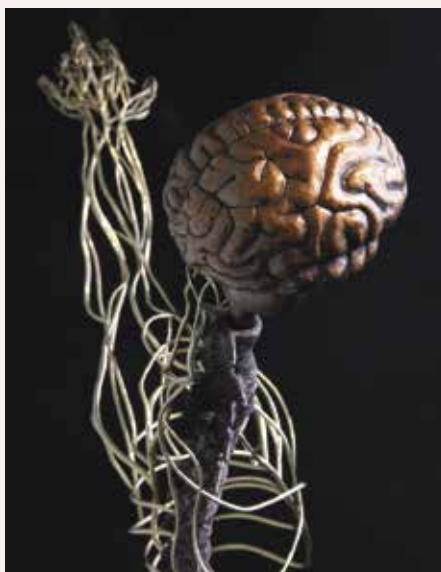
Tsunahiko Nishiyama (Metal Carving)  
“Reflection” —Deployment of a jewelry obtained by  
the multifaceted structure of a silver plate—



Ayako Ibaraki (Hammering)  
“Inochi no Aya” Creation of an object using metallic material weaves



Mayu Horikawa (Glass)  
“Little story” —Three-dimensional representation  
of glass tile by the use of relief—



Ryunosuke Tsubaki (Hammering)  
“Transmission” —Representation of the human body by  
using hammering techniques—



Takeru Shoji (Metal Carving)  
“Yuei” —Production of an ornament using  
high relief repoussé technique— (completed work)





Kyohei Ishiyama (Metal Carving)  
 "Scroll Works" —Foliage scrolls patterns represented by metal carving techniques—



Mai Higuchi (Glass)  
 "Nest of the Joro Spider" —Research on the possibilities offered by borosilicate glass using a linear representation—



Eri Saito (Sculpture)  
 "To the Future" —A three-dimensional representation using fiber material—

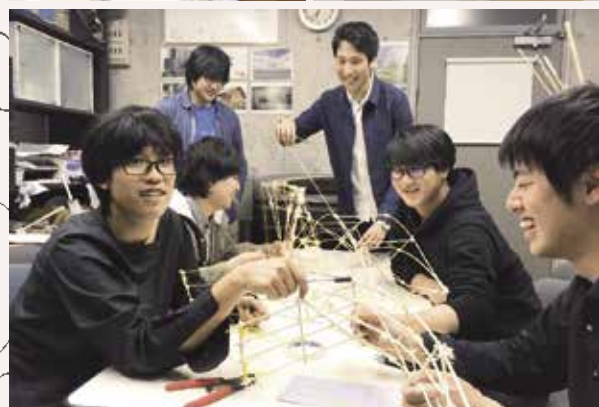
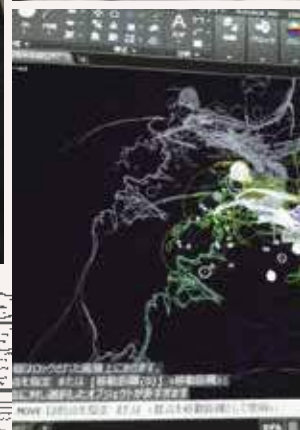


Miko Sugahara (Glass)  
 "Kahobana" —The world of tea ceremony that can be seen from glass—



Hazuki Watanabe (Hammering)  
 "type" —Research on a representation using vessel forms obtained by hammering techniques— (completed work)







We are now in an era of biodiversity

A rich natural environment is going ahead of a metropolis





## Fields you can learn

### Architecture Design

You will learn about the designs, patterns, architectural planning and structural planning of various buildings such as houses, public facilities, stores and large-scale commercial complexes. Taking advantage of the characteristic of this department that you can learn about both architecture and environment design, you will not consider a building alone but assess the environment surrounding it as well, and think of an “environmental building” that includes landscape design. During the graduation work, you will develop design skills to fuse together the architecture, town development, interior design, landscape design, and the preservation of cultural properties (buildings) from a social point of view.



All the 1st year students work on the production of a chair, and last year, this “paper” (Yuka Takahashi) won the Toyoguchi Award.

The hall for exhibition and examination is located at the Nagoaka City Hall Aore.

Juntaro Tsuru (extreme left), Chairman of the Board of Trustees of the Nagoaka Institute of Design, has also graduated from The University of Tokyo, Department of Architecture, and before arriving at his post, he worked hard in the Ministry of Land, Infrastructure, Transport and Tourism on the revision of the Building Standards Law. He often takes part in student's presentation sessions. The picture was taken when Mr. Ernst Beneder (extreme right), an architect from Vienna, visited Japan and gave a lecture at the NID. In the center, Hideyuki Yamashita, Chairman of Department of the Architecture and Environmental Design, and a friend of Mr. Beneder.

Former Mayor of Nagoaka, Tamio Mori (center) is a structural design 1st class architect who has graduated from The University of Tokyo, Department of Architecture. On the picture background, you can see the Nagoaka City Hall Aore, which is a famous building that was planned by Mayor Mori and designed by Kengo Kuma, serving as Nagoaka Institute of Design visiting professor (and Tokyo University Professor), who won the design competition.

Kyo Toyoguchi, Professor Emeritus at the Nagoaka Institute of Design (extreme left), is a product designer, and the creator of the Good Design Award. Former Professor Yuji Ueno (second person from the right) is a landscape designer, and he worked hard on the event called “Echigo Mishima Take Akari” that is depicted on the next page top picture.

### Urban Planning and Town Development



By improving the existing cities and towns, or attracting people to towns where hollowing out is progressing, you will learn how to bring back prosperity. For example in the “Community Co-creation Practices”, after doing a research and analysis of the target area from various angles, you will plan an event and put into practice design, production, construction, management and dismantlement (“Settaya Kohebi Corps”, etc.). On the other hand, it has for theme the prevention of urban disaster, which is important for Japan since it is an “earthquake country”. You will deepen the study of both soft and hard aspects by approaches such as using the disaster prevention parks which are evacuation places for regional revitalization.

## Interior Design, Display Design

You will learn a wide range of interior design covering from private interior like in houses and offices, up to public interior like in commercial and cultural facilities. On the other hand, the purpose of display is “how to convey information”. You will learn about effective placement and illumination methods when you place objects in show windows, museums and others. Although the idea is important in interior and display, it is also true that it will realize only if you have convinced the client. You will practically develop power to put your idea into a concept, and to give a presentation.



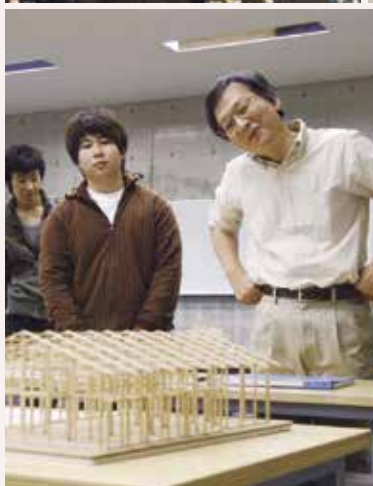
The NID being a municipal institution, it takes part in events organized at the Nagoaka City Hall Aore. The picture is “Echigo Mishima Take Akari in the Nagoaka City Hall Aore”, and it was carried out with Professor Yuji Ueno leading its design. It is a wonderful environment space created also with the help of students.

## Landscape Design

You will learn to design while thinking about the relationship between building and site. What will become your foundation is the understanding of trees and grass, stones, birds and insects, ecosystems, and all the other things forming nature. The overflowing rich nature available close to you is used as teaching material, including the 18th-century British “natural landscape garden”, a biotope located in the campus, the Shinano River, nearby mountain villages, etc. You will create the concept while deciphering the characteristics of the land. The learning of landscape is used to design sceneries, and intended to expand the width and depth of the architectural design.



The lovely landscape of the NID was designed by the instructor Mikiko Ishikawa (Chuo University Professor, Professor Emeritus at The University of Tokyo). The above picture is showing the instructor giving an explanation about this design to students while walking during the 2nd year second semester “Architecture and Environmental Design Special Lectures”. In the Institute courtyard, the weeping cherry (left picture) refers to the “point”, the “line” is a straight stage made of black granite, and the “surface” is a circular lawn. She has also had many collaborations with the architect Mr. Toyoo Ito (designer of the Nagoaka Lyric Hall), who has built a great relationship between architecture and landscape.



You will learn about the preservation and utilization of historic buildings. Performing an examination of buildings in town, you will learn to determine their values and lead them to be designated as cultural properties. This applies also to private houses, townhouses and mansions around you for which 50 years have passed since construction. While touring the repair site of historic buildings, you will examine the actual building, and consider a renovation plan. The field covered is wide, including old houses restoration, renovation, preservation and utilization of historic streets, and you can also have a way of learning in conjunction with other fields such as town development, interior design, etc.

## Preservation of Cultural Properties (Buildings)



## Course Content

### Characteristics of the Curriculum

The reason why students are blessed with a variety of awards is because they have first of all put a great importance on the design. Thanks to exciting practices, you will learn about beautiful design, innovative design and traditional design in architecture and environment. Using the “Basic Design Workshop” common to all departments as foundation, you will learn hand-drawn drafting and CAD drafting, and apply them in design practices. By the time the first year is over, you will have acquired techniques for design representation that would surprise even professionals. From 1st year second semester to 2nd year second semester, everyone will experience specific design subjects in architecture, interior, urban planning, landscape, and cultural heritage buildings. As a result, you will be able to think by yourself about a variety of environmental spaces, get better in presentation, and have more self-confidence. From 3rd year, it will be divided between “Architecture and Interior Course” and “Environmental Planning and Conservation Course” to acquire leveled-up analytical skills, design skills and discussion skills. Whichever the course you will go through, if you take a predetermined credit, you can acquire the eligibility required for first-class architect examination.



Keima Sato

Graduate School Master's Program 2nd Year  
Graduated from: Kamo High School (Niigata Prefecture)

5 years ago, I took interest in interior design and enrolled in the university. I advanced to the Architecture Course and finished the graduation design on the left. Then, at the “National Graduate Awards” 2015 organized by The Japan Institute of Architects, I won the Jury Special Prize (Mutsuo Sasaki Award, one of the seven national top works). In this work, the curriculum characteristics are reflected very well. All the elements have been fused together: “Architecture × Town Development × Landscape × Interior × Old Buildings Preservation”. Currently, I am aiming at studying abroad and doing language studies in London. My dream is to get the first-class architect qualification, and one day, open my own design office. For this dream, I am working hard every day.

### Anna Yamaguchi

Department of Architecture and  
Environmental Design 3rd Year  
Graduated from: Mitsuke High School  
(Niigata Prefecture)

This “house” is what I designed in 1st year Architecture and Environmental Design Practices I. At the North Kanto Koshinetsu “Students Design Contest” 2016 organized by The Japan Institute of Architects, I won the silver medal (second place).

Since participating works from other universities were produced by second and third-year students, the fact to award the work of a first-year was really a milestone.



### Hitomi Endo

Department of Architecture and  
Environmental Design 3rd Year  
Graduated from: Science and Technology  
High School (Shizuoka Prefecture)

This “house” also is what I designed in 1st year Architecture and Environmental Design Practices I. At the above-mentioned contest, in addition to the bronze medal (third place) following Anna Yamaguchi, I was awarded with the Jury President Koh Kitayama Prize. Mr. Koh Kitayama (on the left) is a professor at Yokohama National University, and a prominent architect. Days later, it seems like our department Professor Noriyasu Ejiri (Structural Design) was told in Tokyo about the remarkable feat the two of us were able to achieve.





## Specialized Education Flow

Department of Architecture and Environmental Design	1st Year		2nd Year		3rd Year		4th Year
	First Semester	Second Semester	First Semester	Second Semester	First Semester	Second Semester	First Semester Second Semester
Disciplines	Sports Intermediate English I Upper-intermediate English I Oral Communication in English I Oral Communication in English III Oral Communication in English V Oral Communication in English VII Logic Statistics	Health and Physical Education Intermediate English II Upper-intermediate English II Oral Communication in English II Oral Communication in English IV Oral Communication in English VI Oral Communication in English VIII Information Literacy Basic Seminar I	Social Psychology Japanese Culture Advanced English I Oral Communication in English IX Social Issues Entrepreneurship Basic Seminar II	Fine Arts Cultural Anthropology Environment and Society Law (Japanese Constitution) Local Cultures in Japan Philosophy of Science and Technology Advanced English II Oral Communication in English X Career Planning Workshop I	Career Planning Workshop II	Philosophy	
Specialized Education Discipline Name (Common to all departments)	Basic Design Workshop I (Drawing) Basic Design Workshop I (Sculpture) Basic Design Workshop I (Crafts) Basic Design Workshop I (Design) Basic Design Workshop I (Integral) Introduction to Design	Science of Color	Field Trip Workshop	Field Trip Workshop			
Inter-disciplinary Workshop			Product A Visual A Arts and Crafts A Architecture and Environmental Design A	Product B Visual B Arts and Crafts B Architecture and Environmental Design B			
Department-type	History of Japanese Art Introduction to Product Design Introduction to Visual Communication Design	History of Western Art Shape Design Introduction to Arts and Crafts Human Engineering Introduction to Architecture and Environmental Design	Contemporary Art Drawing Workshop Introduction to Multimedia Product Design Special Lectures Visual Communication Design Special Lectures Urban Studies Interior Design Urban Safety Planning Introduction to Study of Cultural Properties Open Space Planning	Anatomy for Art Arts and Crafts Special Lectures Semiotics of Products User Interface Design Marketing Advertising Urban Design Human Dwellings History of Architecture Architecture and Environmental Design Special Lectures	Design and Sensitivity Science Sign Design Package Design Practices Introduction to Museum Management	Design Management Intellectual Property Elementary Mechanic Engineering Planning in Snowy Regions	
Regional/Social Cooperation-type			Community Co-creation Practices A Internship A Volunteering A	Community Co-creation Practices B Internship B Volunteering B	Community Co-creation Practices C	Community Co-creation Practices D	
Department of Architecture and Environmental Design Disciplines	Basic Mathematics Drafting Workshop Computer Basic Practices (Architecture and Environmental Design)	Basic Design Workshop II (Drawing) Basic Design Workshop II (Sculpture) Basic Design Workshop II (Crafts) Basic Design Workshop II (Design) Architecture and Environmental Design Practices I Building Construction CAD Workshop (Architecture and Environmental Design)	Architecture and Environmental Design Practices II Construction Materials Laboratory Environmental Planning in Architecture Architectural Planning I Computer Graphics Workshop I (Architecture and Environmental Design) Urban Planning Surveying Workshop House Reform	Architecture and Environmental Design Practices III Structural Mechanics I Construction Materials Structural Engineering Architectural Planning II Open Space Design Computer Graphics Workshop II (Architecture and Environmental Design)	Structural Mechanics II Architectural Equipment Architectural Design Ecological Planning Building Regulations Architecture and Interior Design Practices I Environmental Planning and Conservation of Historic Structures Practices I Seminar I	Construction Management Community Design Architecture and Interior Design Practices II Environmental Planning and Conservation of Historic Structures Practices II Seminar II	Graduation Work I Graduation Work II

Daichi Ogawa  
Department of Architecture and Environmental Design  
Graduation in 2017  
Graduated from: Teikyo Nagaoka High School (Niigata Prefecture)



### Architecture and Environmental Design Practices I

During practices we design buildings on our own and draw blueprints, then we represent a space with models and CG productions. There is a total of 4 practice subjects, and you will naturally acquire a scale sense because the design space is gradually expanding, starting with small-scale items at the beginning, to finish with house design for families. Drawing the blueprint on my own, I've taken the habit of measuring things around me with a measure. I measure the dimensions of rooms, doors and windows, and even furniture such as desks and chairs. As expected, by measuring things by myself and grasping dimensions, it remains in my memory, and it is helpful because I can feel the exact size in a more realistic way. I think that it will be for sure very useful in the future.

### Drafting Workshop

While drawing fine lines and characters, straight lines and a beautiful blueprint with your own hands without using a PC, and the drafting or perspective views of wooden and RC buildings, you will learn about the structure of walls, floors and ceilings as well as basic building terms and an enjoyable way to perform model production and presentation. During practices, you have to make understand the proposal you have in your head to the others, and that is why a blueprint is indispensable. If you proceed without substantially drawing the blueprint, the maquette production will not go well. The blueprint is an extremely important element in architecture.



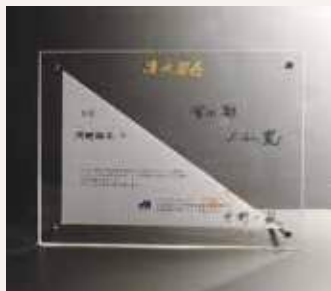
Yumi Kondo  
Department of Architecture and Environmental Design 4th Year  
Graduate from: Niigata Koyo High School (Niigata Prefecture)

# Graduation Work Creations

My supervisor, the Professor Hideyuki Yamashita, congratulated me saying that "the Q&A session was perfect". I am looking forward to the National Contest in June.



Model picture: A unique artificial ground composed of a linkage between 6 cup shapes that can withstand the destructive force of a tsunami.



Honorary Certificate in cool acrylic

## Yuta Kono Port of the sea god bringing good luck to the bay

—5 years since the Great East Japan Earthquake, a happy port town depicted on Fukushima Prefecture seashore "Matsukawa Bay".

I suggested a port town shining with a positive light on the sea-coast front line of Fukushima. In the front line of reconstruction, we have seen light in people who resisted against the disaster. I want to gather this light and let a small illumination shine on the seashore to show the destination. Bringing together architecture and civil engineering technology, this port city that can withstand the disaster of a tsunami, will invite researchers, activists and others from home and abroad, and have the role of a mooring point.

—Graduation Work Excellence Award (design section first place)

—Gold Prize (first place, and participation to National Tournament) in the Niigata Prefecture Universities Graduation Design Contest 2016 organized by The Japan Institute of Architects Niigata Region Council

—Takeshi Hashimoto Award in the Niigata Architecture Graduation Design Exhibition Session! 2016

Model picture: A complex ring-shaped building featuring a subtly shifting distortion on each floor.



## Haruna Hirokawa To the lives, that should be loved

On an old quarry site of the city of Sapporo in Hokkaido, let's build a paradise of coexistence between humans and animals based on human-animal bonds.

In recent years, 1 household on 3 in Japan has a pet, making of the country a pet kingdom. However, the truth is that as many as 300,000 dogs and cats are killed in health centers every year. This work, based on the fact that such animal slaughtering is a problem in Japan, has made a proposal on how animal shelters in future should be. We are aiming at a paradise of coexistence between people and animals. What is awaiting there is not a sad last moment but a new family.

—Graduation Work Excellence Award (design section second place)

—Silver medal (second place) in the Niigata Prefecture Universities Graduation Design Contest 2016 organized by The Japan Institute of Architects Niigata Region Council



Presentation during Contest Examination

It turned into a two-horse race on top with the same number of points as Yuta Kono from the same Yamashita laboratory, and although I got defeated in the final vote, every member of the jury praised the "design excellence".





Model picture: House space is incorporated in new buildings which have a complementary relationship with a traditional street.

## Hiroataka Kawai Aiming at a townscape that should be passed on from person to person

—Sustainable town preservation in the Yoshida area in Tsubame City through an industrial program taking advantage of local materials.

I used to like walking in old streets. Then I thought that I would like to do a study on what is supposed to be a townscape having durability in order to pass on traditional towns. This study was configured with the miso brewing facility which is the core of the city and the use and exploitation of vacant houses as one part of the miso business. By putting together the city tourism value and a program, I planned the preservation of a unique city that people would want to visit.

—Graduation Work Excellence Award (design section third place)

—Bronze Prize (third place) in the Niigata Prefecture Universities Graduation Design Contest

2016 organized by The Japan Institute of Architects Niigata Region Council

—Toru Shimizu Award in the Niigata Architecture Graduation Design Exhibition Session! 2016



Presentation during Contest Examination

Appealing to Mr. Jun Yanagisawa (Kanto Gakuin University Professor) who is a guest member of the jury. He reviewed it favorably, saying that "a proposal including the entire town is a good one".



A mysterious structure featuring a maquette in which tree bars are floating in the air.

## Shota Yokoyama

Basic research on tensegrity structures and their application in temporary buildings

Tensegrity allows to configure a space with a small number of components, and since it is possible to do a configuration only from linear compressed materials and tensile materials, I thought that its application for temporary building would be possible. In this study, I created a really simple tensegrity structure, and carried out the calculations and analysis from various fields, aiming at researching how to produce strong structures.

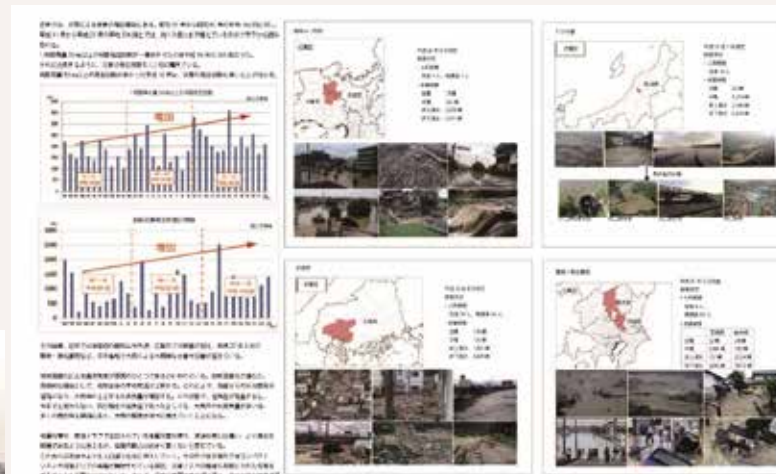
—Graduation Work Excellence Award (thesis section second place)



## Shizuka Kato Study on a land use with the flood risk dispersion plan and the measures for disaster reduction in a society with decreasing population

In recent years, due to the incidence of guerrilla rainstorms etc., enormous damages have been caused by floods all across the country. Excessive land development and placing residents into highly vulnerable locations is also a factor in making damages bigger. In Japan, which has entered in a period of population decline, by taking into account land structure, there is the possibility of re-building a living resistant against natural disasters. I revealed this fact through a field study and a calculation of economic effects of disaster reduction measures taking advantage of agricultural lands.

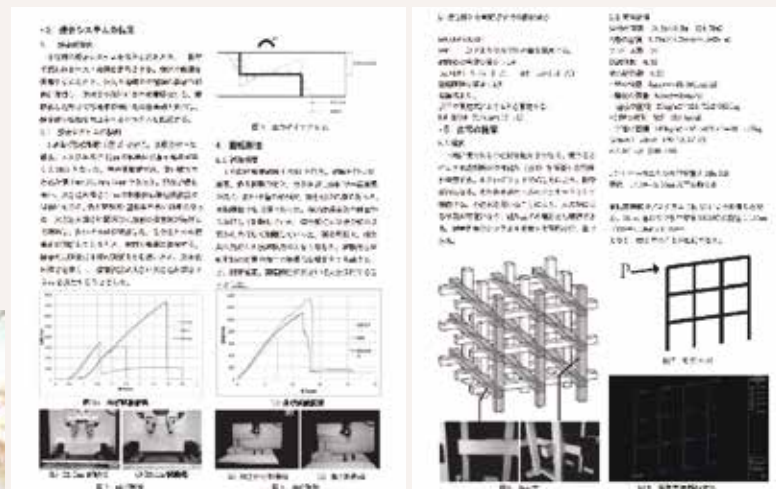
—Graduation Work Excellence Award (thesis section first place)



## Ryo Yokoyama Study of an adhesive materials fitting system

By using adhesive materials, it is possible to simplify complicated joint shapes, without using bolts or screws. I was able to use small diameter trees that were not used so far, so we can have good expectations also regarding the effects on the ecological side. Simplification of the assembling process also can be expected, and we have good hopes for its use on disaster sites where people are not able to access.

—2016 Japan Society for Finishings Technology, Student Research Encouragement Award





# Competition



The 55th Japan Craft Exhibition

The 55th Japan Craft Exhibition —CRAFT chosen by lifestyle—

A public exhibition aiming at finding excellent craftsmen while contributing to the progress of craft design of Japan and the development of the next generation of craftsmen.

Honorable Mention: Haruka Muroyama “Takosara” (3rd-year works) (glass) (above picture)

Takeru Shoji “Fresh Fruit Fish” (Graduate School Master’s Program 2nd-year) (engraving) (photo below)



### Niigata IDS Design Competition

The results of the projects from “Oguni Washi × Adachi Shigehisa Stores Collaboration” and “Nagaoka Rattan Furniture Study Group “ in which students took part were exhibited in Niigata IDS Design Competition. “Rattan sofa” created by the “Nagaoka Rattan Furniture Study Group” was awarded with the grand prize in the 2015 competition.



### Winning the “Excellence Award” at the 12th AC Japan Student Commercial Award

NID students, as representatives of the next generation, have produced a commercial for public service announcement regarding problems of modern society with the purpose of improving manners as well as the development of original way of representation. By utilizing a visual effect that a small cigarette butt is getting huge, it was appreciated by the juries for its new perspective to one of our everyday problems like littering cigarette butts. “This cigarette butt looks small only to your eyes.”

Theme: Cigarette littering

Author: Ryo Wakikawa (production representative), Ryohei Konno, Kentaro Oyama, Minori Tsukamoto

# Introduction to the Campus



01

## Drawing Room

Newly-enrolled students start learning from here. Mainly used for Basic Design Workshops. The room is spacious thanks to a high ceiling, and is also equipped with an exhibition rail along the wall.



05

## First-Year Students Atelier

An atelier dedicated to 1st-year students, which is mainly used for Basic Design Workshops. It is available even outside of class hours and also used as a forum where first-year students exchange information with each other.



02

## Restaurant

With its double-layered arcade, it is a self-service restaurant filled with a feeling of openness. The wall made entirely of glass showing the scenery of the Higashiyama from the garden as if it was a screen, brings out even more of the landscape beauty.



06

## Gallery

An exhibition space for class works and those created in club activities, etc. Ordinarily it is set with tables, chairs and a piano, and used as a rest space for students.



03

## Library

A collection of about 73,000 books centered on design and art. It is also equipped with AV booths.



07

## Students Entrance

The school building made of undressed concrete contains a message to the students saying, "We want you to discover something new on your own during this 4-year college life, and bring colors to the campus."



04

## Video Editing Room

Equipped with computers (Mac), animation stand and audio equipment, it is used in the production and editing of video works and for screening.



08

## Audio Studio

In the audio studio adjacent to the video editing room, it is possible to carry out recordings such as narration, and the production and editing of music.

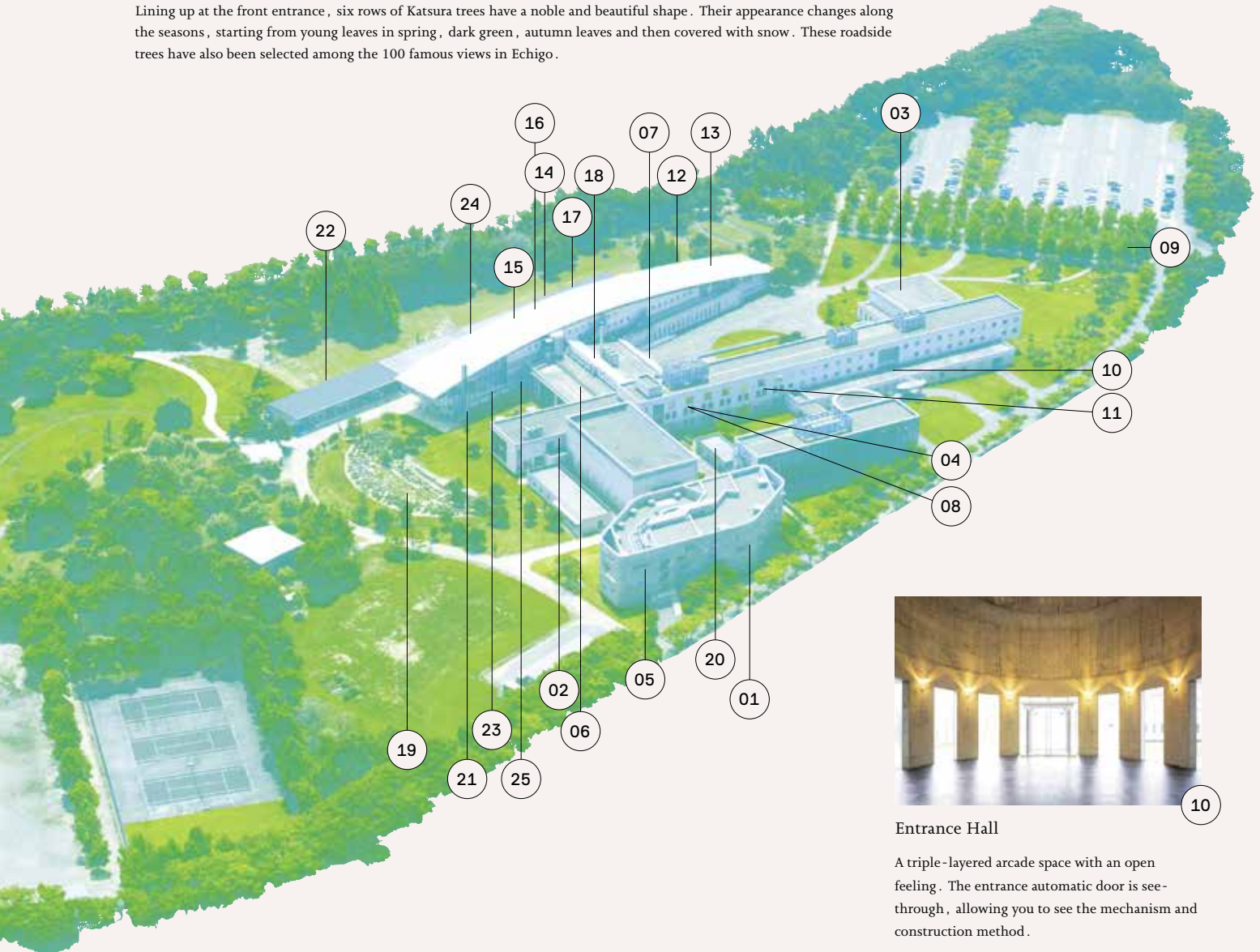




09

### Roadside Katsura Trees

Lining up at the front entrance, six rows of Katsura trees have a noble and beautiful shape. Their appearance changes along the seasons, starting from young leaves in spring, dark green, autumn leaves and then covered with snow. These roadside trees have also been selected among the 100 famous views in Echigo.



10

### Entrance Hall

A triple-layered arcade space with an open feeling. The entrance automatic door is see-through, allowing you to see the mechanism and construction method.



11

### Computer Practices Room 301 and 302

With around 80 computers (Windows) set up, it can be used freely outside of class hours.



12

### Printing Workshop

A studio exclusively used for the dyeing of continuous patterns on clothes with a mold and color paste (dye added to glue). Equipped with 2 printing machines of width 1.3m × length 9m.



13

### Architecture and Environmental Design Atelier

Production space for students of the Department of Architecture and Environmental Design. The wooden spiral staircase at the center of the atelier is a structure without supports, which was designed by a graduate of this university.





14

#### Video Studio A

A studio dedicated to photo and video shooting. It is fully equipped with background papers, lifting batons for Skylight, large-scale lighting equipment, computers (Mac), printers, digital single-lens, medium-format digital cameras, video cameras, etc.



16

#### Woodwork and Multi-Purpose Workshop

Fully equipped to perform the processing of wood, metal, plastic, etc. Used when models and maquettes related to product design or architecture and environmental design are produced.



15

#### Product Design Atelier 402

Wear, bags, hats, etc. . . It is mainly used as a place of production for students learning fields related to fashion.



17

#### Painting Workshop

Each of the students has their own space, and production is performed in a wide space while giving importance to the communication between students.



18

#### Connecting Corridor

A space with an impressive atmosphere obtained by the effect of indirect lighting and natural light entering from the round windows and the slit windows of the ceiling.







19

### Natural Landscape Garden

The garden surrounding the campus has been designed to be in harmony with the surrounding facilities while taking advantage of the beautiful scenery stretching out to the Shinano River. Based on the natural landscape garden techniques that started to develop in England during the 18th century, many materials and techniques have been incorporated to be utilized as teaching materials for environmental design.



20

### Copperplate Engraving Workshop

A workshop dedicated to copperplate engraving production. Set up with a corrosion chamber for the process of rusted copperplate engraving techniques and a multi-purpose print press LXC-2E type that can print up to extra large-format pieces.



22

### Sculpture Atelier

Filled with plenty of equipment and tools allowing to professionally learn mainly modeling and wood carving. Not only can it support the production of large-scale works, it also offers a space supporting various methods of expression in a flexible way.



24

### Glass Workshop

Fully equipped with materials for the glassblowing, kiln working, lampworking, cold working, and other processes required in glass crafts.



21

### Metal Casting and Molding Workshop

A workshop dedicated to "metal casting", which consists in creating forms by pouring melted metal in a plaster pattern. Fully equipped with a tilting furnace that can contain up to 100kg, and a gas kiln, a hoist crane, etc.



23

### Hammering and Embossing Workshop

A workshop dedicated to "hammering", which consists in molding metal by striking and extending it. Fully equipped with more than 80 types of dolly blocks, a gas burner for thermal processing, etc.



25

### Engraving Workshop

A work environment for engraving and jewelry production, fully equipped with a wide range of equipment and tools. It also provides a gilding machine to perform traditional plating.

# Introduction of Faculty Members



**Hiromu Wada**  
Professor  
President

Specialized Research Field: Transportation Design  
Current Research Subjects: Transportation design, Theory of Art and Design, Improvement of creative ability by esquisse.  
Education + Qualifications: Tokai University, Faculty of Liberal Arts, Department of Arts



**Tomoya Tsuchida**  
Professor

Department of  
Product Design

Specialized Research Field: Product Design  
Current Research Subject: Product design in general.  
Education + Qualifications: Graduate School of Chiba University, Master's Course in Engineering (Master of Engineering)



**Kayoko Kikuchi**  
Professor

Department of  
Product Design

Specialized Research Field: Textile Design (Weaving)  
Current Research Subjects: Works production using damask weaving machine, Research on restoration of Mariano Fortuny Delphos dress, Creation of the "Nagaoka Institute of Design Illustrated Reference Book on Vegetable Dyes".  
Education + Qualifications: Tama Art University, Department of Design, Major in Dyeing and Weaving Design, Specialization in Textile Weaving



**Yuzuru Masuda**  
Professor  
Vice Dean of Graduate School

Department of  
Product Design

Specialized Research Field: Product Design  
Current Research Subjects: Personal fabrication utilizing 3DCAD 3D printer, Research on a new 3D input device.  
Education + Qualifications: Tama Art University, Department of Design, Major in Three-Dimensional Design, Specialization in Product. Currently enrolled in Graduate School of Keio University, Doctor's Course in Media and Governance.



**Kazuhiko Saito**  
Professor  
Chairman of the Department of  
Product Design

Department of  
Product Design

Specialized Research Field: Industrial Design  
Current Research Subjects: Personal transportation and related modeling expression techniques, Research on local consumption type mobility.  
Education + Qualifications: Musashino Art University, College of Art and Design, Department of Industrial, Interior and Craft Design



**Takashi Ikenaga**  
Associate Professor

Department of  
Product Design

Specialized Research Field: Industrial Design  
Current Research Subjects: Product design of electronic devices and its management  
Education + Qualifications: The Design Course of Graduate School of Fine Arts, Tokyo University of the Arts, Master's course in Arts, Major in science of Arts. (Master of Arts)



**Hiroshi Sakaino**  
Professor

Department of  
Product Design

Specialized Research Field: Product Design  
Current Research Subject: Cognitive research on equipment operation.  
Education + Qualifications: Graduate School of Chiba University, Master's Course in Engineering (Master of Engineering)



**Takakazu Kanazawa**  
Associate Professor  
Head of the Community Co-creation Center

Department of  
Product Design

Specialized Research Field: Product Design (furniture and lifestyle accessories)  
Current Research Subject: The state of a design required by necessities, The organization of an optimal system in order to open a way out for small-scale traditional production areas.  
Education + Qualifications: Tokyo Zokei University, Faculty of Art and Design, Department of Design



**Kinji Suzuki**  
Professor

Department of  
Product Design

Specialized Research Field: Textile Design (pattern dyeing)  
Current Research Subject: Research on materials used in stencil printing and Others.  
Education + Qualifications: Tokyo Zokei University, Faculty of Art and Design, Department of Design



**Masaki Kanayama**  
Associate Professor

Department of  
Product Design

Specialized Research Field: Product Design, Interaction Design  
Current Research Subject: Design of information devices and robots in UX design  
Education + Qualifications: The Department of Industrial Design, Faculty of Engineering, Chiba University





**Yukari Kawagoe**  
Associate Professor

Department of  
Product Design

Specialized Research Field: Design and Manufacture of Fashion Garments and Accessories  
Current Research Subject: Fashion as a durable communication tool, Branding.  
Education + Qualifications: Bunka Fashion College, Fashion Creation Department, Garment Creation Course



**Andrew Van Goethem**  
Professor

Department of Visual  
Communication Design

Specialized Research Field: TESOL - Teaching English to Speakers of Other Languages  
Current Research Subjects: Fossilization: "Empty Categories" Assisting, Larry Selinker (England) Sociolinguistics and Language Teaching Observation and Discourse Analysis  
Education + Qualifications: Masters Degree: TESOL, Temple University, Tokyo, Japan 1998 B.S. Degree: University of Wisconsin Stevens Point, 1983



**Kenichiro Kikkawa**  
Associate Professor  
Head of Entrance Examination Division

Department of Visual  
Communication Design

Specialized Research Fields: Graphic Design  
Current Research Subjects: Exploration of functional beauty and shape beauty in communication design, Conceptualization and expression of visual ideas assessing intrinsic qualities, and Study of art and design regarding the production and materials of lanterns made of paper and coloring materials used in the traditional festivals of the region.  
Education + Qualifications: Tama Art University, Faculty of Fine Arts, Department of Design, Major in Graphic Design



**Mitsuo Abe**  
Professor

Department of Visual  
Communication Design

Specialized Research Field: Photography  
Current Research Subject: Image representation using photography.  
Education + Qualifications: Tokyo Professional School of Photography (currently known as Tokyo Visual Arts), Department of Commercial Photography



**Jörg Bühler**  
Professor

Department of Visual  
Communication Design

Specialized Research Fields: Video, Multimedia, Art Education  
Current Research Subjects: 1. Video, movie and computer-related art, 2. Visual expression to convey information, particularly semiotics for maps, science and everyday life.  
Education + Qualifications: Basel School of Design (Switzerland), Major in Art Education. Advanced Arts Teacher License



**Tatsuhiko Tokuhisa**  
Associate Professor

Department of Visual  
Communication Design

Specialized Research Field: Web Design  
Current Research Subjects: Visualization, UI, UX, VR, AR, Communication.  
Education + Qualifications: Graduate School of Digital Hollywood University, Digital Content Course, Major in Digital Content (Master of Digital Content Management)



**Makoto Amano**  
Professor

Department of Visual  
Communication Design

Specialized Research Field: Graphic Design (Editorial Design)  
Current Research Subject: Editorial Design.  
Education + Qualifications: Kuwasawa Design School, Department of Graphic Design



**Akihiko Matsumoto**  
Professor

Department of Visual  
Communication Design

Specialized Research Field: Photography  
Current Research Subject: Art expression using photography.  
Education + Qualifications: Musashino Art University, College of Art and Design, Department of Science of Design. Currently enrolled in Graduate School of Media Design, Keio University, Doctor's Course



**Tomo Makabe**  
Associate Professor  
Head of Career Design Center

Department of Visual  
Communication Design

Specialized Research Fields: Media Art, Digital Fabrication  
Current Research Subject: Processing of materials utilizing digital equipment and representations using those materials.  
Education + Qualifications: Graduate School of Tohoku Gakuin University, Master's Course in Engineering, Major in Applied Physics (Master of Engineering)



**Kimihiko Nagase**  
Professor  
Head of Educational Affairs Division, Head of Institute Library

Department of Visual  
Communication Design

Specialized Research Fields: Graphic Design, Illustration  
Current Research Subject: Exploration of the possibilities of visual representation.  
Education + Qualifications: Tokyo University of the Arts, Faculty of Fine Arts, Department of Design. School of VISUAL ARTS, Fine Arts (New York)



**Atsushi Yamamoto**  
Professor  
Chairman of the Department of Visual Communication Design

Department of Visual  
Communication Design

Specialized Research Fields: Graphic Design, Advertising in general, Branding  
Current Research Subject: Exploration of the possibilities of a branding design using local resources.  
Education + Qualifications: Kuwasawa Design School, Department of Graphic Design II



**Tetsuro Minorikawa**  
Associate Professor

Department of Visual  
Communication Design

Specialized Research Field: Illustration  
Current Research Subject: Visual communication by illustration.  
Education + Qualifications: Tama Art University, Faculty of Fine Arts, Department of Graphic Design



**Hiroki Hasegawa**  
Professor

Department of Visual  
Communication Design

Specialized Research Fields: Graphic Design, Advertising in general, Illustration  
Current Research Subject: Illustration.  
Education + Qualifications: Tokyo University of the Arts, Faculty of Fine Arts, Department of Design



**Mitsuhiro Ikeda**  
Associate Professor

Department of Visual  
Communication Design

Specialized Research Fields: Visual Art, Communication Design  
Current Research Subject: Art projects in public spaces.  
Education + Qualifications: Tokyo University of the Arts, Graduate School of Fine Arts, Major in Design (Master of Fine Arts)



**Hiroyuki Yamada**  
Associate Professor

Department of Visual  
Communication Design

Specialized Research Fields: Photography, Movies  
Current Research Subject: Exploration of movie representation using photographic approach.  
Education + Qualifications: Musashino Art University, Faculty of Art and Design, Department of Imaging Arts and Sciences



**Bongsu Kim**  
Assistant Professor

Department of Visual  
Communication Design

Specialized Research Fields: Graphic Design, Culture of Crests and Signs, Regional Development Plan based on the Endogenous Growth Theory  
Current Research Subjects: Exploration of regional endogenous growth based on traditional sign culture, Research and analysis regarding patterns on Tsubame region metal western tableware.  
Education + Qualifications: Graduate School of Chiba University, Doctor's Course in Engineering, Major in Design Science (PhD)



**Hiroshi Ishihara**  
Professor

Department of  
Art and Craft

Specialized Research Field: History of Western Art  
Current Research Subject: History of Western Medieval Art  
Education + Qualifications: Graduate School of Waseda University, Postgraduate Course in Letters, Arts and Science, Major in Arts, Doctor's Program completed without degree (Master of Arts)



**Ryotaro Endo**  
Professor  
Head of Research Promotion  
Division

Department of  
Art and Craft

Specialized Research Field: Painting  
Current Research Subjects: Contour line and touch of a pictorial space, The various conditions to acquire painting aspects, The role of fine arts, society and mankind, Painting theory.  
Education + Qualifications: Graduate School of Tokyo University of the Arts, Doctor's Course (latter period) in Arts, Major in Painting (oil painting), Doctor (Arts)



**Osamu Omori**  
Professor

Department of  
Art and Craft

Specialized Research Fields: Language Arts Education, Special Support Education  
Current Research Subjects: Guidance Techniques  
Education + Qualifications: Niigata University, Faculty of Education



**Yasushi Kanno**  
Professor

Department of  
Art and Craft

Specialized Research Field: Metal Crafts (engraving)  
Current Research Subject: To become friends with metal.  
Education + Qualifications: Graduate School of Tokyo University of the Arts, Master's Course in Arts, Major in Engraving (Master of Arts)



**Shogo Baba**  
Professor  
Dean

Department of  
Art and Craft

Specialized Research Field: Metal Crafts (hammering)  
Current Research Subjects: Materials and modeling by hammering and embossing techniques, Expansion and application of expressions.  
Education + Qualifications: Graduate School of Tokyo University of the Arts, Master's Course in Arts, Major in Hammering (Master of Arts)



**Kazuhiro Yuki**  
Professor

Department of  
Art and Craft

Specialized Research Fields: Art Education, Integrated Learning  
Current Research Subjects: "Typification of the guidance process regarding the idea, concept, expression and appreciation", "Viewpoint on development of teaching materials", "Appreciation methods deciphering children's painting"  
Education + Qualifications: Hirosaki University, Faculty of Education, Elementary School Teacher License, Junior High School Art Teacher License, High School Art Teacher License.



**Atsuwo Okanoya**  
Associate Professor  
Vice Dean of Graduate School

Department of  
Art and Craft

Specialized Research Field: Printmaking (copperplate, lithograph, woodcut)  
Current Research Subject: Exploration of the possibilities of contemporary prints.  
Education + Qualifications: Musashino Art University, College of Art and Design Department of Oil Painting, Printmaking Course, Major in Copperplate Engraving, Graduate School of Tokyo University of the Arts, Postgraduate Course in Arts, Major in Art Science and Art Education



**Hanako Kobayashi**  
Associate Professor

Department of  
Art and Craft

Specialized Research Field: Sculpture  
Current Research Subjects: Exploration of three-dimensional representation using wood-based materials, Exploration of the relation between arts and society and their possibilities.  
Education + Qualifications: Graduate School of Aichi University of the Arts, Postgraduate Course in Arts, Major in Sculpture completed.



**Goro Tezeni**  
Associate Professor

Department of  
Art and Craft

Specialized Research Field: Metal Crafts (hammering)  
Current Research Subjects: Exploration of modeling representation and study of techniques using hammering and spinning techniques in metal crafts.  
Education + Qualifications: Graduate School of Tokyo University of the Arts, Master's Course in Arts, Major in Crafts (hammering) completed.



**Kazuhiro Nakamura**  
Associate Professor  
Local Creation Promotion Project  
Team Leader

Department of  
Art and Craft

Specialized Research Field: Glass Crafts  
Current Research Subject: Exploration of development and possibilities of art and design using glass craft material in a sustainable society.  
Education + Qualifications: Kanazawa Utatsuyama Craft Workshop, Workshop Technical Trainee



**Katsuyoshi Hasegawa**  
Associate Professor  
Chairman of the Department of  
Art and Craft

Department of  
Art and Craft

Specialized Research Field: Metal Crafts (metal casting)  
Current Research Subjects: Exploration of vessel craft by metal casting techniques as well as a study on ancient casting techniques.  
Education + Qualifications: Graduate School of Tokyo University of the Arts, Master's Course in Arts, Major in Crafts (metal casting) (Master of Arts)



**Norihiro Ejiri**  
Professor

Department of Architecture  
and Environmental Design

Specialized Research Field: Architectural Structures  
Current Research Subjects: Application of new materials to architectural structures, Seismic control, etc.  
Education + Qualifications: Graduate School of Chiba University, Postgraduate Course in Engineering (Master of Engineering), First-Class Architect, Structural Design First-Class Architect, JSCA Structural Engineer



**Toshiko Kawaguchi**  
Professor

Department of Architecture  
and Environmental Design

Specialized Research Fields: Architecture, Interior, and Product Design  
Current Research Subjects: Architectural renovation, The way for architectures to be global and regional.  
Education + Qualifications: Graduate School of Nihon University, Master's Course in Sciences and Engineering, Major in Architecture, First-Class Architect, Managing Architect <http://arckacom.houzz.jp> <http://arcka.com>



**Tetsuo Goto**  
Professor

Department of Architecture  
and Environmental Design

Specialized Research Field: Architectural and Urban Design  
Current Research Subjects: Research and practice related to space layout methods in wooden structures, Study on space layout methods in Paris' urban constructions.  
Education + Qualifications: Graduate School of the University of Tokyo, Doctor's Course in Engineering completed, French Government Certified Architect (Architecte D.P.L.G.), First-Class Architect.





**Hiroshi Sugahara**  
Professor

Department of Architecture  
and Environmental Design

Specialized Research Fields: Culture and Representation, Comparative Culture, Foreign Language Teaching  
Current Research Subject: Exploration of "consciousness structure + world structure" using imagination as starting point.  
Education + Qualifications: the University of Tokyo, Graduate School of Arts and Sciences, Doctor's Course, Major in Comparative Literature and Comparative Culture (Master of Arts)



**Soichiro Ogawa**  
Associate Professor

Department of Architecture  
and Environmental Design

Specialized Research Fields: Ecological Landscape  
Current Research Subjects: Landscape architecture with local environment and scenery  
Education + Qualifications: The Department of Landscape Architecture and Regional Planning, Graduate School of Design, University of Pennsylvania, Professional Engineer, Japan in Environmental Assessment & Management for Construction, Registered Landscape Architect

Professor Emeritus	
Ryoko Ueyama	Makoto Kobayashi
Toyoshige Kamada	Kyo Toyoguchi
Teruyoshi Kawasaki	Kunihiko Hirai
Tsutomu Kimura	Mamoru Morita
Kyoko Kumai	Satoshi Miyazawa
Koh Ki	



**Ikuo Hirayama**  
Professor

Department of Architecture  
and Environmental Design

Specialized Research Fields: History of Architecture, History of Private Houses, Architecture of Shrines and Temples, History of Waterworks, Water Tower Preservation and Restoration of Cultural Properties  
Current Research Subject: How have architectural structures been built?  
Education + Qualifications: Graduate School of Waseda University, Doctor's Course in Science and Engineering, Major in Construction Engineering, Doctor (Engineering), Doctor (Art and Design)



**Yoko Shiratori**  
Associate Professor

Department of Architecture  
and Environmental Design

Specialized Research Fields: History of Architecture, Architectural Design  
Current Research Subjects: Architecture and cities, Renovation and restoration.  
Education + Qualifications: Graduate School of the University of Tokyo, Doctor's Course in Engineering completed (Doctor of Engineering), University of Paris 1 Panthéon-Sorbonne DEA Course, Ecole d'Architecture DPLG Course, Graduate School of Tokyo University of the Arts, Master's Course in Arts completed, French Government Certified Architect, First-Class Architect.

Visiting Professors	
Shigeru Ito	
Nobuhiko Obayashi	
Kengo Kuma	
Sadao Watanabe	



**Nozomu Mori**  
Professor

Department of Architecture  
and Environmental Design

Specialized Research Field: Display Design  
Current Research Subject: Study on the basic data of display design.  
Education + Qualifications: Tama Art University, Faculty of Fine Arts, Department of Architecture, First-Class Architect



**Yasunori Tsumura**  
Associate Professor

Department of Architecture  
and Environmental Design

Specialized Research Fields: Building Conservation and Renovation (examination, planning and layout)  
Current Research Subjects: Techniques of conservation, restoration and renovation, Methods, systems and philosophy of architectural conservation and inheritance, The modern era history of architectural production techniques, A town development taking advantage of the cultural heritage and historic buildings.  
Education + Qualifications: Graduate School of the University of Tokyo, Master's Course in Engineering, Major in Architecture.



**Hideyuki Yamashita**  
Professor  
Chairman of the Department of  
Architecture and Environmental  
Design

Department of Architecture  
and Environmental Design

Specialized Research Fields: Architectural Design and Architectural Layout  
Current Research Subject: To present an architectural vision relevant to natural global systems by using unique models.  
Education + Qualifications: Graduate School of Tokyo Institute of Technology, Postgraduate Course in Science and Engineering completed. First-Class Architect  
<http://www.ae-lab.com/>



**Seisuke Watanabe**  
Professor  
Dean of Graduate School

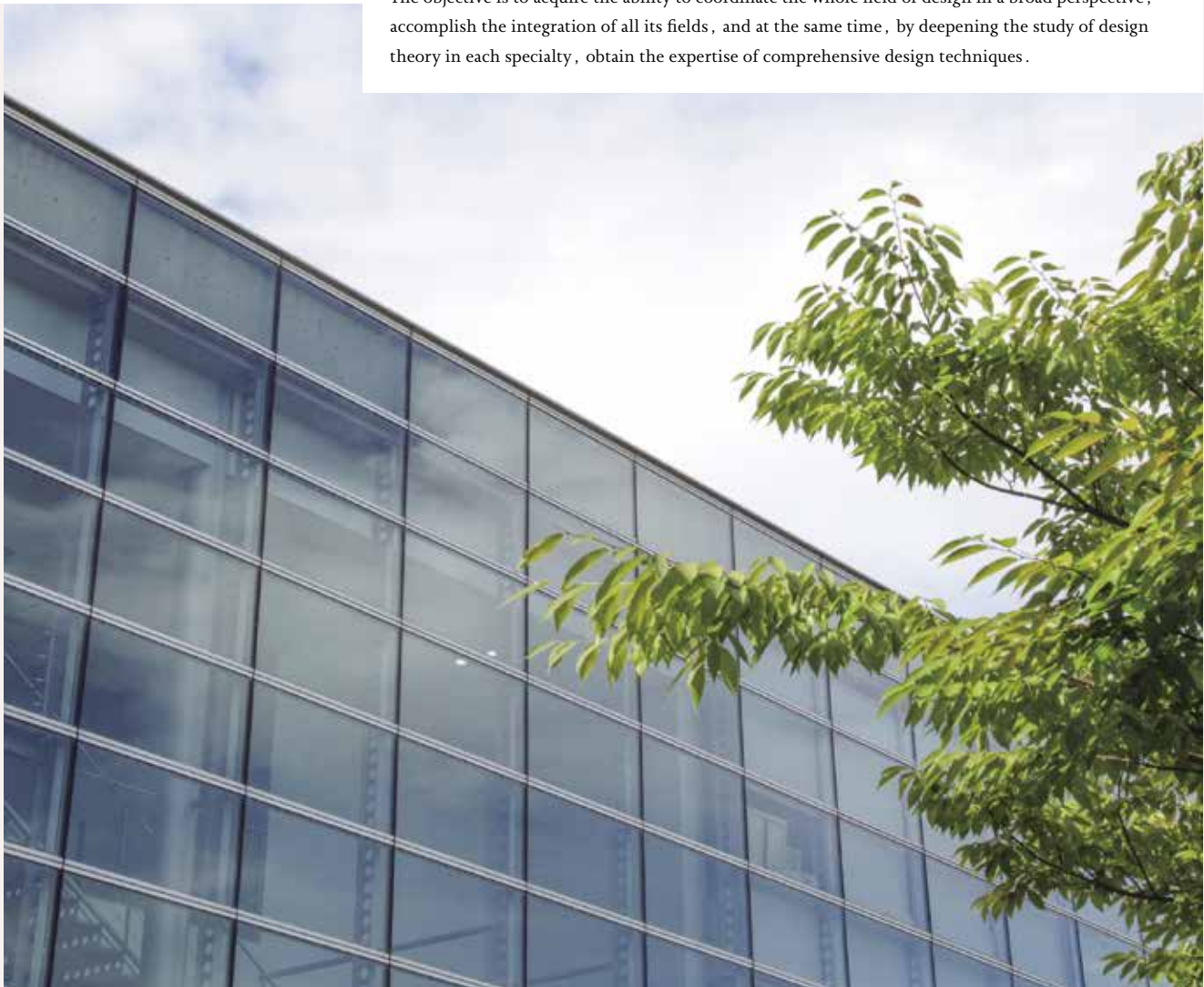
Department of Architecture  
and Environmental Design

Specialized Research Fields: Urban Planning, Development of Touristic Town  
Current Research Subjects: Town development of the Nagaoka Settaya district triggered by JR East Japan, Study on city-planned roads construction not yet started in a long period of time, Study on rural landscapes within controlled urbanization areas, Study on how to take advantage of vacant houses.  
Education + Qualifications: Graduate School of the University of Tokyo, Doctor's Course in Engineering, Major in Urban Engineering (Doctor of Engineering)

# Graduate School of Design

Design of Graduate School of the Nagaoka Institute of Design offers a Master's Program in 5 fields of study: Product Design, Visual Design, Art and Craft, Architecture and Environmental Design and Innovation Design, as well as 1 Doctoral Program in the field of Design Theory.

The objective is to acquire the ability to coordinate the whole field of design in a broad perspective, accomplish the integration of all its fields, and at the same time, by deepening the study of design theory in each specialty, obtain the expertise of comprehensive design techniques.



## Master's Program

### Product Design

Exploring the theoretical and practical methodologies for creating products in everyday use, taking into account the whole lifecycles of them right from the planning and development and till the final disposal.

### Visual Design

Exploring the essential qualities of visual communication in human society, while studying the techniques of visual transmission in a variety of information media.

### Art and Craft

Hands-on exploration of the possibilities of materials, modeling techniques and creative expression in the field of crafts in which main materials are metal, textiles, glass and others, and in the field of arts centered on painting and sculpture.

### Architecture and Environmental Design

Architecture and Environmental Design explores methodologies and their practical application with a broad perspective, including architectural planning, urban design, community development, disaster prevention, landscape architecture, and preservation of historic buildings.

### Innovation Design

Innovation Design explores practical ways to conceptualize and realize innovations on the basis of design-focused thinking.

## Doctoral Program

### Design Theory

Aiming at building a theory of design with human beings as central axis using the different perspective of each field including Environmental Cultural Properties, Architecture, Spatial Planning, Visual Design, Art and Craft, Industrial Design, and others.



## Master's Program Professors

Research Area:	Product Design	Visual Design	Art and Craft	Architecture and Environmental Design	Innovation Design
Professors *Research Supervisors <u>Faculty Members who</u> <u>multiple fields</u>	*Hiromu Wada <u>*Kazuhiko Saito</u> *Hiroshi Sakaino <u>*Tomoya Tsuchida</u> *Yuzuru Masuda <u>Takashi Ikenaga</u> *Takakazu Kanazawa <u>Masaki Kanayama</u> Yukari Kawagoe <u>*Tomo Makabe</u>	*Mitsuo Abe *Makoto Amano *Kimihiro Nagase *Hiroki Hasegawa *Jörg Bühler *Akihiko Matsumoto *Atsushi Yamamoto <u>*Mitsuhiro Ikeda</u> <u>*Kenichiro Kikkawa</u> Tatsuhiko Tokuhisa <u>*Tomo Makabe</u> *Tetsuro Minorikawa *Hiroyuki Yamada *Bongsu Kim	*Hiroshi Ishihara *Ryotaro Endo *Yasushi Kanno *Kayoko Kikuchi *Kinji Suzuki *Shogo Baba <u>*Atsuwo Okanoya</u> *Hanako Kobayashi *Goro Tezeni <u>*Kazuhiro Nakamura</u> *Katsuyoshi Hasegawa	*Norihiro Ejiri *Toshiko Kawaguchi *Hiroshi Sugahara *Ikuro Hirayama *Nozomu Mori *Hideyuki Yamashita <u>*Seisuke Watanabe</u> Soichiro Ogawa Yoko Shiratori <u>Yasunori Tsumura</u>	<u>*Kazuhiko Saito</u> <u>*Tomoya Tsuchida</u> <u>*Seisuke Watanabe</u> <u>*Mitsuhiro Ikeda</u> <u>Takashi Ikenaga</u> <u>*Atsuwo Okanoya</u> <u>Masaki Kanayama</u> <u>*Kenichiro Kikkawa</u> <u>Yasunori Tsumura</u> <u>*Kazuhiro Nakamura</u>

## Doctoral Program Professors

Research Area:	Design Theory
Supervised Research Areas:	Environmental Cultural Properties, Architecture, Spatial Planning, Visual Design, Art and Craft, Industrial Design
Professors *Research Supervisors	Makoto Amano, *Ryotaro Endo, Kinji Suzuki, Kimihiro Nagase, Hiroki Hasegawa, *Shogo Baba, *Ikuro Hirayama, Yuzuru Masuda, Akihiko Matsumoto, Hideyuki Yamashita, *Seisuke Watanabe, Katsuyoshi Hasegawa, Tomo Makabe

## Class Subjects Master's Program

### Foundation Subjects

Advanced Course in Design .....	1 credits
Aesthetics .....	1 credits
Form and Material .....	1 credits
Sustainable Environment .....	1 credits
Digital Technology .....	1 credits

### Specialized Subjects

Art in Social Context .....	2 credits
Safety in Architecture and Urban Design .....	2 credits
Landscape Architecture .....	2 credits
Creative Direction .....	2 credits
Field Analysis .....	2 credits

### Project Subjects

Advanced Seminar in PBL I .....	4 credits
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### Social Skill Subjects

Professional Internship .....	4 credits
Architects Internship A .....	4 credits

### Field of Study Subjects (FoS Subjects)

Research in Product Design .....	4 credits
Research in Arts and Crafts .....	4 credits
Research in Innovation Design .....	4 credits

### Internship Subjects (optional subjects)

Architects Internship C .....	4 credits
Architects Internship E .....	4 credits

Advanced Course in Innovation Design .....	1 credits
Design and Legal Affairs .....	1 credits
Methodology of Innovative Thinking .....	1 credits
Human Interface Design .....	1 credits
Design and Historical Architecture .....	1 credits

Craft Design in Cultural Context .....	2 credits
Practical Use of Historical Architecture .....	2 credits
Architectural Design .....	2 credits
Prototyping .....	2 credits
Project Management Workshop .....	2 credits

Advanced Seminar in PBL II .....	4 credits
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Business Startup Seminar .....	4 credits
Architects Internship B .....	6 credits

Research in Visual Communication Design .....	4 credits
Research in Architecture and Environmental Design .....	6 credits

Architects Internship D .....	4 credits
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## Doctoral Program

Applied Seminar in PBL .....	2 credits
Design Theories Research Instruction	

Design Theories .....	8 credits
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# Tuition Fees

## Faculty of Design

Admission fees (only at the time of admission):	282,000 yen	*Nagaoka City residents: 141,000 yen			
	For 1st semester (payment in April)		For 2nd semester (payment in October)		Annual amount
Tuition fees:	267,900 yen	+	267,900 yen	=	535,800 yen
Workshop Fees:	25,000 yen	+	25,000 yen	=	50,000 yen
Total:	585,800 yen				

\*In addition to the above fees, we will collect every year by proxy the student membership fees (4,000 yen),

Parents Association fees (10,000 yen) and Alumni Association fees (10,000 yen).

\*It is required to own a laptop (Mac) in the Department of Visual Communication Design. Further information such as recommended models and special sales will be announced to all successful candidates.

## Graduate School Master's Program

Admission fees (only at the time of admission):	282,000 yen	(exemption for NID Faculty of Design graduates) *Nagaoka City residents: 141,000 yen			
	For 1st semester (payment in April)		For 2nd semester (payment in October)		Annual amount
Tuition fees:	267,900 yen	+	267,900 yen	=	535,800 yen
Total:	535,800 yen				

## Graduate School Doctoral Program

Admission fees (only at the time of admission):	282,000 yen	(Exemption for NID Faculty of Design graduates) *Nagaoka City residents: 141,000 yen			
	For 1st semester (payment in April)		For 2nd semester (payment in October)		Annual amount
Tuition fees:	267,900 yen	+	267,900 yen	=	535,800 yen
Total:	535,800 yen				



# Spirit of Foundation

To explore true human richness through art and design, and develop human resources with creativity that can contribute back to society.

## About the entrance examination

\*For more information, please check the student application guidelines

### Admission Policy

We widely accept those who are willing to play a creative role in society, and have basic academic skills, expressive power as well as the motivation of learning and the desire of cultivating skills toward the realization of this will through the curriculum at the Nagaoka Institute of Design.

## Faculty of Design Entrance Examination for Foreign Students

Short essay + Interview (both performed in Japanese)

Number of students admitted: Department of Design a few

Application period: January 22 (Monday) to January 26, 2018 (Friday)

Examination day: February 17, 2018 (Saturday)

Selection process: Comprehensive evaluation by short essay, interview, and the application documents

Results announcement: March 2, 2018 (Friday)

Entrance examination fee: 17,000 yen

Venue: Nagaoka Institute of Design

## Graduate School Entrance Examination

Number of students admitted: Master's Program 15 people, Doctoral Program 3 people

Application period: First round: August 21 (Monday) to August 25, 2017 (Friday)

Second round: January 22 (Monday) to January 26, 2018 (Friday)

Examination day: First round: September 9, 2017 (Saturday)

Second round: February 17, 2018 (Saturday)

Results announcement: First round: September 15, 2017 (Friday)

Second round: March 2, 2018 (Friday)

Entrance examination fee: 30,000 yen

Venue: Nagaoka Institute of Design

## Facilities around NID



### The Niigata Prefectural Museum of Modern Art

A museum located in the Senshugahara Furusato Forest surrounded by rich greenery. It is a museum where you can spend a relaxing time appreciating art as well as nature from season to season.



### Nagaoka Lyric Hall

Nagaoka's creative hub of art and culture equipped with concert hall and theater, as well as 10 studio rooms for practice. As "place of creation" and "place of presentation" of cultural activities rooted in the region, various events taking advantage of Nagaoka's unique characteristics are held there.

## History

April 1994	Establishment of the Nagaoka Institute of Design (Department of Industrial Design / Department of Environmental Design)
April 1998	Opening of the Nagaoka Institute of Design Graduate School Master's Program
April 2001	Opening of the Nagaoka Institute of Design Graduate School Doctoral Program
April 2005	Reorganization of the Department of Industrial Design , and opening of the Department of Visual Communication Design . Transition to a 3-department system (Department of Industrial Design / Department of Visual Communication Design / Department of Environmental Design)
April 2006	Department of Industrial Design renamed into Department of Object Design (Department of Object Design / Department of Visual Communication Design / Department of Environmental Design)
April 2007	Department of Environmental Design renamed into Department of Architecture and Environmental Design (Department of Object Design / Department of Visual Communication Design / Department of Architecture and Environmental Design)
April 2009	Reorganization of the Department of Object Design , and opening of the Department of Product Design and Department of Art and Craft . Transition to a 4-department system . (Department of Product Design / Department of Visual Communication Design / Department of Art and Craft / Department of Architecture and Environmental Design)
April 2013	Opening of the Media Campus in Niigata City
April 2014	Transition to Public University Corporation



## To learn design, and become a person leading the times we are living in.

After 20 years since its establishment, a university to learn design, the Nagaoka Institute of Design (NID) has taken a new helm, going from private to public institution. This fact represents a change that brightly lights up design and young people, and also the future of the region and society.

The design we are working on extends itself over various branches such as graphic and product, space, architecture, and also arts. And the intrinsic value is not only alive on the surface layer, but firmly rooted in the process and mechanisms to create the design. It is useful for a wide range of fields such as living, industry and even social development.

We could also say that design has “art” as mother and “technology” as father, representing a presence which combines the genes of both. In design, the fusion of sensibility and theory certainly gives birth to possibilities of “problem-solving”, but also “problem-finding” as well. Furthermore, it allows to develop not only the power to find answers but also “the power to create answers by yourself”.

At the NID which made a new start as the only public university that specializes in the design, you will further explore the nature and evolution of design, and pursue new values along with cooperating parties such as local communities and businesses. Design studies will not take place only on your desk. By using local communities as a field, they will be a great asset connecting you to the future. To learn while feeling more deeply and more widely day after day the possibilities of design will lead you to discover new creative opportunities and broaden your own possibilities. No doubt that from there, you will start to see the ideal way for a new design.

By comprehensively learning about design which keeps on evolving day by day, and acquiring ideas of modern design as well as the ability to take action and communication skills, you should be able to get the power to realize your dreams not only in the specialized area covering the work called designer, but also in a variety of fields and occupations. Design is an important activity and way of thinking that lead people, objects and things in a better direction. It is this power that will be required in the coming years. Let's work on designs that will create the future at the NID.

Nagaoka Institute of Design  
President

### Hiromu Wada

Born in Gero City, Gifu Prefecture. After graduating from Tokai University, he was involved in design procedures at Isuzu Motors Limited for 21 years. In 1994, he took up a new post along with the establishment of Nagaoka Institute of Design. His Specialized Research field is transportation design. Main vehicles for which he was involved: Elf, Rodeo, Big Horn, Wizard, Mu, Dia Forte (for ski slope maintenance), Type 10 Snowcat. Present post since April 2012. His hobbies are Aikido, mini farming, riding a motorcycle, and playing with his beloved dog (pug).



# Access to NID



## Access to NID from JR Nagaoka Station

From Ote Exit bus stop No. 2, get on the “Koyo Loop Line” or the bus bound for “Koyo Danchi”, for an approx. 15-minute ride. Get off at “Nagaoka Zokei Daigaku Mae”, then walk approx. 1 minute.

## Access to NID from Nagaoka Interchange by car

Take National Route 8 to Nagaoka City (North) for an approx. 5-minute ride. Turn left at the Hasugata intersection, and turn right at the next traffic light.

## Access to Nagaoka Station

Approx. 20 minutes from Niigata Station by Joetsu Shinkansen  
Approx. 60 minutes from Niigata Airport by bus via Niigata Station and Joetsu Shinkansen  
(Cities with regular service from Niigata Airport: Sapporo, Nagoya, Osaka, Fukuoka, Naha)  
Approx. 90 minutes from Tokyo Station by Joetsu Shinkansen

## How to access from each region

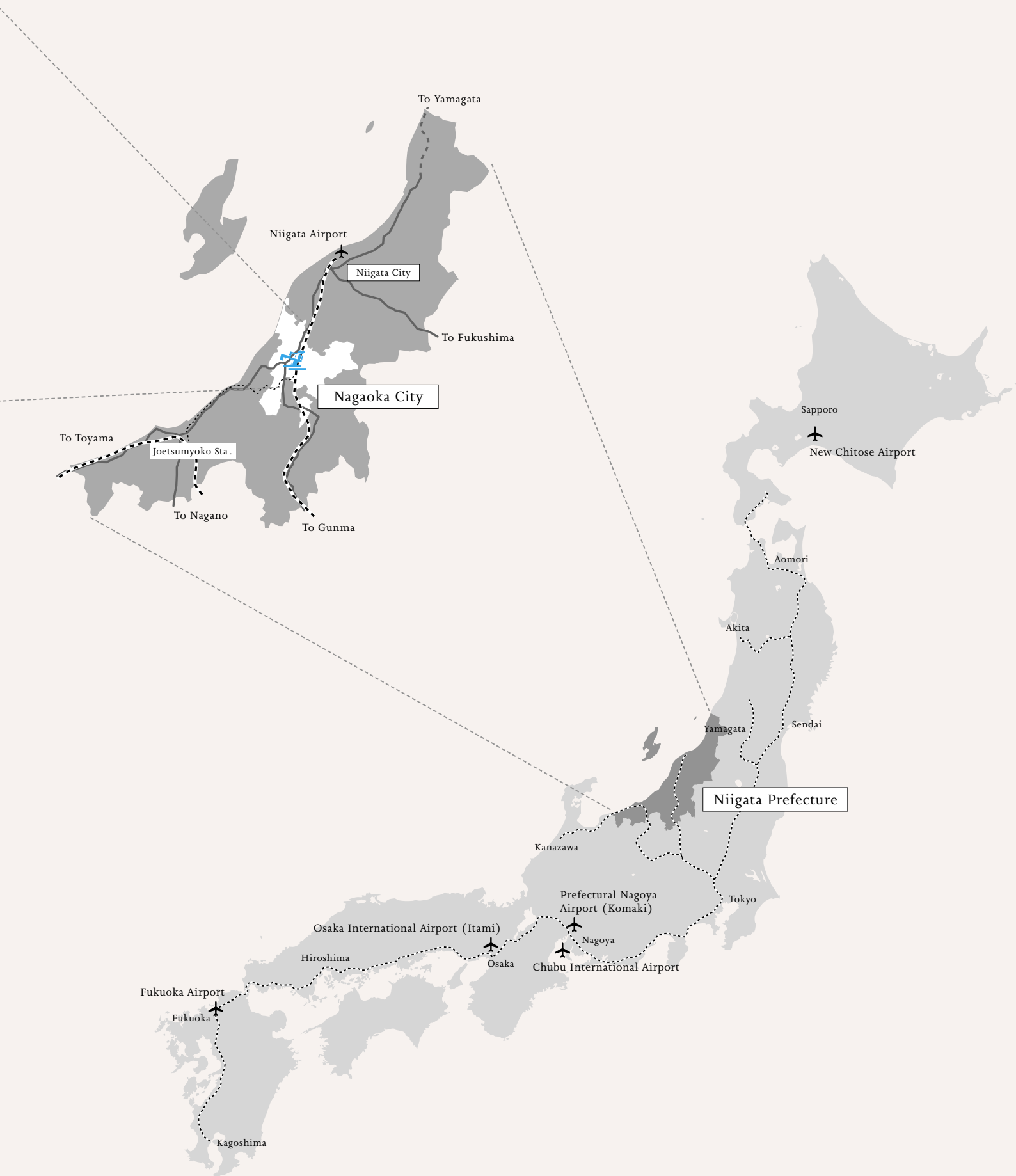
From Hokkaido region: By plane via Niigata Airport or via Haneda Airport  
From Tohoku region: Tohoku Shinkansen via Omiya Station  
From Hokuriku region: Hokuriku Shinkansen via Joetsumiyoko Station (approx. 60 minutes by limited express regular line from Joetsumiyoko Station to Nagaoka Station)  
From Nagoya region: Tokaido Shinkansen via Tokyo Station  
From Osaka region: Tokaido Shinkansen via Tokyo Station  
By plane via Niigata Airport or via Haneda Airport  
From Fukuoka region: By plane via Niigata Airport or via Haneda Airport

Nagaoka Institute of Design Entrance Examination Section  
4-197, Senshu, Nagaoka-shi, Niigata, 940-2088 Japan  
Tel: 0258-21-3331 Fax: 0258-21-3343

\*NID is the abbreviation of Nagaoka Institute of Design.  
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<http://www.nagaoka-id.ac.jp/>







Department of Product Design

Department of Visual Communication Design

Department of Art and Craft

Department of Architecture and Environmental Design

公立大学法人

長岡造形大学

Nagaoka Institute of Design

