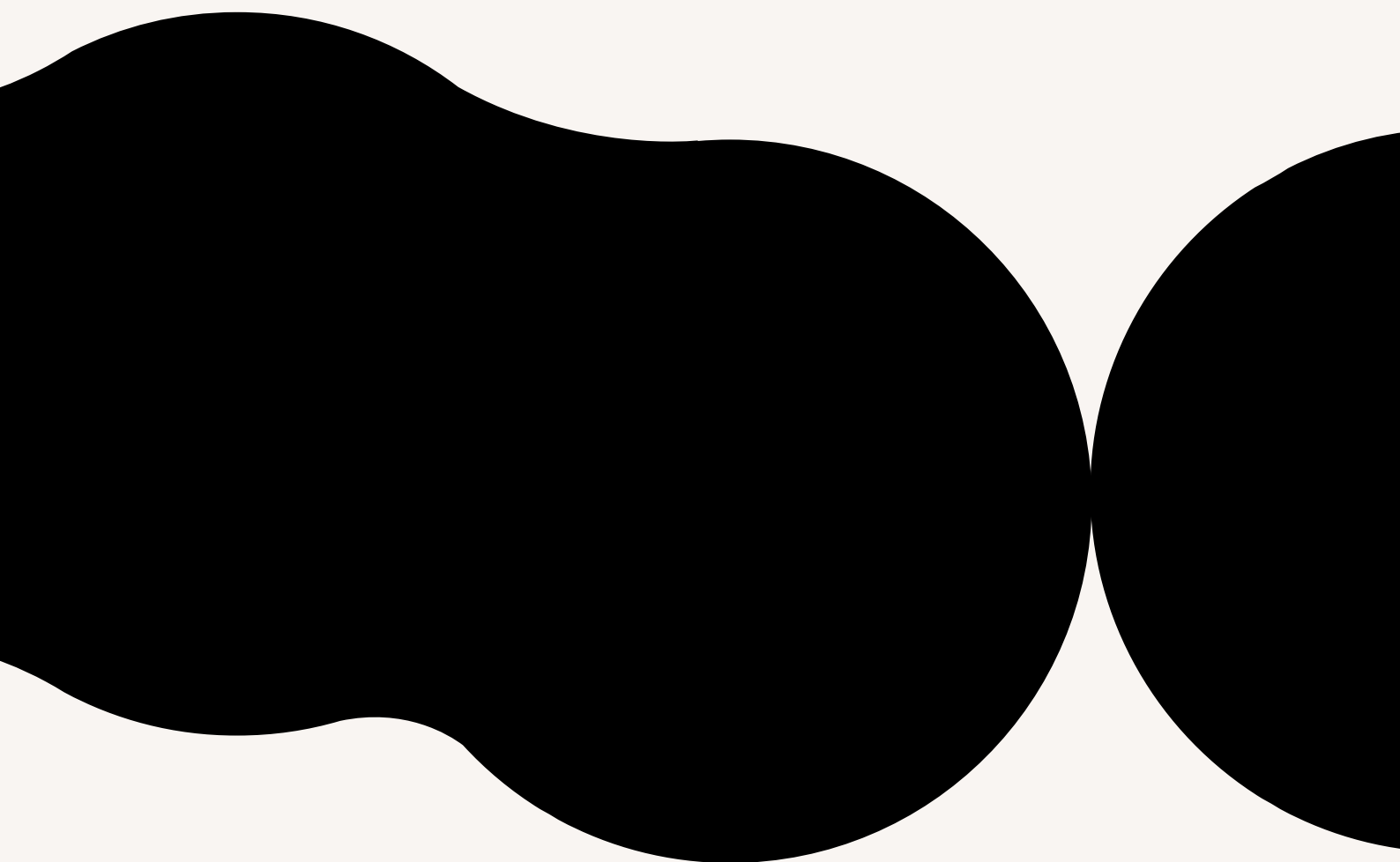
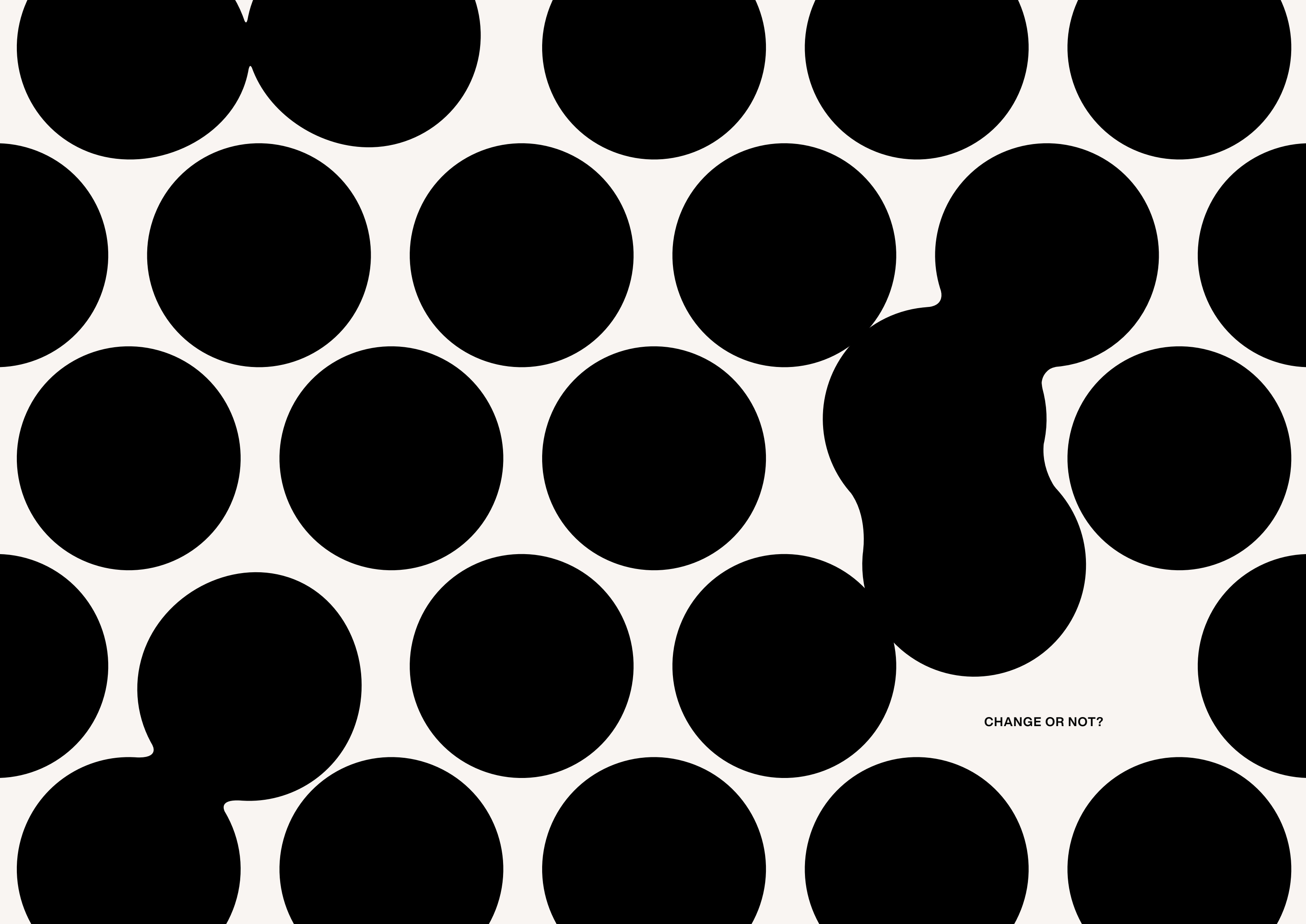


長岡造形大学


Nagaoka Institute of Design



2023



CHANGE OR NOT?



Evolution starts with change.
That's the view of Nagaoka Institute of Design.

You can't stay the same for ever.
That would be boring.

For people and for universities.

Design offers endless possibilities.

Join us to the ever-growing
Nagaoka Institute of Design.

Let's create a better world through design.

Message
from the
President

Founding Philosophy

To pursue true human enrichment through the arts and design and to nurture human beings with the creative power to be able to return the richness back to society.

A glance at the world shows that designers are active in ever widening spheres. Design ideas are starting to be used in business, administration, local activities and elsewhere. Design starts where a problem is discovered. To deal with it, do we need to make something? Build human relations? Or should we change the behavior of the people in the organization or community? A designer must be able to solve problems by considering a variety of different factors.

Nagaoka Institute of Design, or NID, is an unusual university in that all departments come under the general framework of design. Here you learn how to think about design. Since this involves finding problems out there in the world and arriving at solutions that take in the surroundings, it has great potential for creating a more affluent and happy society.

2023 marks a new, fresh start for Nagaoka Institute of Design - toward an emblematic future direction for design. The objective of our new curriculum is to develop people who can use design to open up a changing society. Graduates will acquire the following five strengths*:

- to see through the essence of things in order to create
- to construct by turning thought into form
- to listen and communicate in order to share ideas and work with others
- to integrate in a specialized way the knowledge and skills for dealing with change and variety
- to understand the wide-ranging universal culture that sustains people, society, nature and ethical values.

I want to build this society. I want to be useful to people. If this is how you think then this is the gateway to design. Opportunities and ideas are everywhere.

Accept the challenge of NID where you will come into contact with many different people and give shape to your ambitions.

* Five strengths shown in graduation qualification diploma policy based on NID's founding philosophy



President, Nagaoka Institute of Design
Shogo Baba

Born in 1957 in Omiya City (now Omiya Ward, Saitama City), Saitama Prefecture. Completed Master's course at Graduate School of Fine Arts, Tokyo University of the Arts Graduate School. Took up his post in 1994 when NID opened. Specialized field - metalworking, hammering.

Nurtures the ability to produce beautiful, charming,
original things through deep sensitivity, powerful imagination
and sound modeling skills.

Also nurtures the ability to see and transform ideas and
images and give shape to solutions.

Creation

**NID's two pillars of
design education**

Nurtures the ability to produce
new value through the process of
discovery and definition of problems,
proposals for solutions, trial runs, experimentation,
verification and realization.

Also develops the ability to plan, adjust and propel
the problem-solving process in a creative way.

Thought





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Four - Year Flow

#Special Features of Faculty of Design

You start by thoroughly learning the basics.
Then as you acquire a wide range of knowledge and techniques in specialized fields, you discover the specialty which will become your main

focus and increase your competence in this field through practice and implementation.
Over the four years, you will acquire abundant creative ability by moving back and forth between creation and thought.

Step 1

Faculty - wide study of design basics

- In Year 1 Semester 1, you will come face to face with creation and thought throughout the faculty.
- You will receive the broad cultural education required for character building and design.
- You will define learning goals and plans.

Step 2

Acquiring a wide range of knowledge and techniques in specialized fields and discovering the specialty which will become your main focus

- From Year 1 Semester 2, you will acquire a wide range of knowledge and techniques in specialized fields and discover the specialty which will become your main focus.
- From Year 2, you will be challenged with projects aimed at solving problems in cooperation with the region and the community.

Step 3

Increasing your expertise and tackling your own themes in a practical way thanks to hands - on classes

- From Year 2 Semester 2, you will further raise your game in your own specialty through active learning based on your chosen focus.
- From Year 3, you will tackle a variety of themes in a practical way.
- You will define a career plan.

Step 4

Consolidating the specialties you have studied so far and turning these into a grand compilation for graduation work

- In Year 4, as graduation work, you will consolidate the knowledge and techniques you have studied so far and delve more deeply and widely into your specialized area.

Towards each student's future path

Faculty of Design has 3 departments

#Faculty of Design

Faculty of Design

about
new NID



<https://www.nagaoka-id.ac.jp/newnid/>

Department of Design

By letting students select and study a field in the broad sphere of product design, technology x design and visual design, the goal is to train designers who can adapt flexibly on the basis of advanced specialized skills to our ever-changing and more diversified society.

Sphere
Product Design
Technology x Design
Visual Design

Department of Art and Craft

Composed of the two spheres (and seven fields) of arts and crafts design which underpin the fundamental “beauty” underlying all design. Here the goal is to train innovative creators who use their various specialties as a focal point, think on their feet and possess the capacity of empathy essential to future society.

Sphere
Arts
Crafts Design

Department of Architecture and Environmental Design

Objective is to educate designers with the sort of open, flexible mind that will be needed in the next generation, by enabling them to consider design from the twin perspectives of people/society and nature/environment and to acquire sound technical ability.

Students who obtain the prescribed credits are entitled to sit the examination to become a Registered Architect, First and Second Class.

Sphere
Architecture and Environmental Design

Graduate School of Design Department of Design

Going beyond the question of what to make and how to make it, students study the source and origin of design and expression from both a theoretical and a practical point of view. In this way, they acquire the ability to create new value by breaking through preconceived frameworks and taking a step forward into the future.

Master's Course
Doctor's Course

Making and Thinking

NID is full of interest right from the basics

#Basic Design Practices #Creative Thinking

NID's
Special
Features



Acquiring basic competence in design activities

Through practical exercises including sketching, color and 3D composition, you will learn the fundamental design activities of seeing, drawing and making. "Basic Design Practices" is held in the morning during Year 1 Semester 1. Here you will master the basic etiquette and meticulous work involved in learning to design by finding out how to see, ponder and understand things. Bringing all five senses into play, you will use trial and error so that by acquiring a sound grasp of design basics, you will be able to maximize your subsequent specialized skills. In Semester 2, you will study the core knowledge and techniques needed in each department through basic practices where you will discover your focus based on the spheres in each department.

Acquiring computer-based expressive techniques

In "Computer Basics", implemented across all departments in Year 1, you will spend Semester 1 learning everything from basic computer operations to basic graphic software technology such as Illustrator and Photoshop. In Semester 2, you will learn graphic software, CAD and other techniques that take into account your own specialty in line with each department's particular features.

Mastering the ability to connect ideas with solutions

As you learn to think creatively by freely producing and conceptualizing ideas, you will come to give more thought to the meaning and role of "designing". In the course of the year, you will become proficient in problem and requirement sampling methods and ways of linking these to solutions through communication with others.

Broadening your knowledge to increase your capacity for discovery

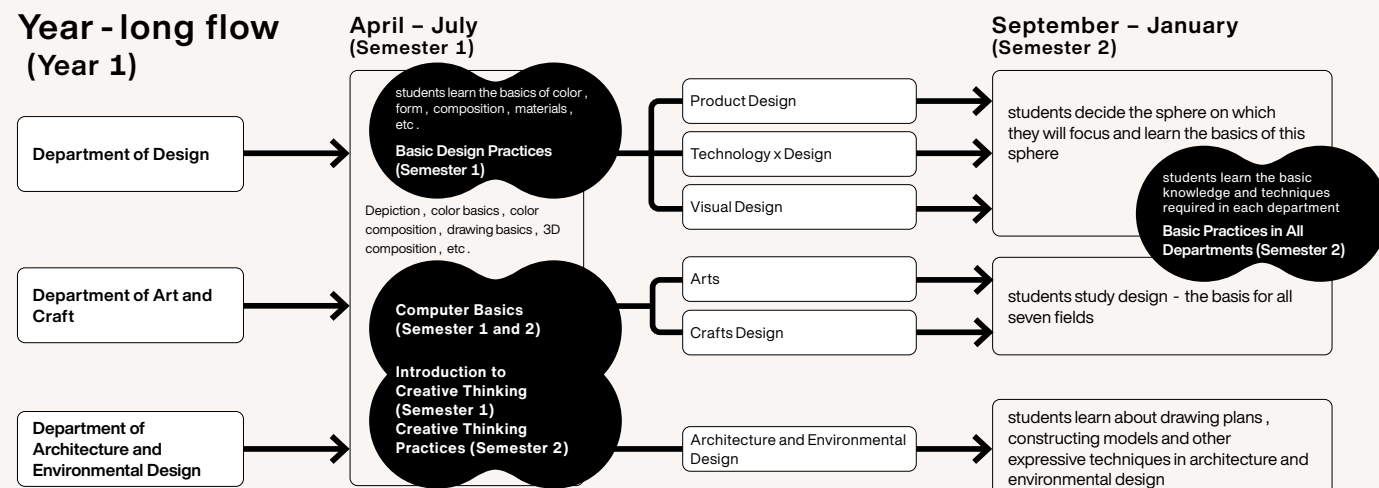
From Year 1 Semester 1, through a range of classes including general culture, you will acquire a broad-based understanding, essential to design, of people, society, nature and ethics as you study many different subjects.



Day - to - day flow (Year 1)

| | Semester 1 | Semester 2 |
|-----------|--|---|
| Morning | Basic Design Practices | Basic Practices in All Departments |
| Afternoon | Computer Basics I, Specialized Education Subjects, Introduction to Creative Thinking, General Culture Subjects, etc. | Computer Basics II, Specialized Education Subjects, Creative Thinking Practices, General Culture Subjects, etc. |

Year - long flow (Year 1)



Department of Design



In the Department of Design, students select independently from a wide range of fields: product design, textile design, fashion design, movie, photography, graphic design, illustration, UI/UX design, Web Apps, media art and more.

The Department of Design consists of three spheres: product design, technology x design and visual design.

Product Design Sphere

By acquiring the skills to give shape to problem discovery, solutions and ideas, you will not only study the form and function of an object but reflect on and offer suggestions about what that object is and its relationship with people and society. You will also aim to use textiles as a stepping stone to create fashion and interior textile designs adapted to the needs of society.

Technology x Design Sphere

Design and technology are probably the two essential elements in modern society. You will study these as though they were the two wheels of a cart, reinforcing each other. By understanding the mechanisms for expressing design and design ideas, you will acquire the skills to give these shape. The goal is to be able to realize and propose new possibilities which have never been seen before.

Visual Design Sphere

You will learn to see through the essence of things to solve problems, and to control visual expression adapted to a variety of media. You will also endeavor to fuse the knowledge, techniques and sensitivity involved in graphic design and develop these to connect with society.



Fields of
Learning

Product Design
Sphere

Product Design

Industrial Machines

Daily Necessities

Textile Design

Mobility

Information Device

Media Art

Game Design

Character Design

Web Apps

Illustration

Photography

Graphic Design

Advertising

Information Design

Lifestyle Products

Fashion Design

Lighting Equipment

Furniture

Household Electric Appliances

Digital Fabrication

UI/UX Design

Package Design

Motion Graphics

Animation

3DCG

Branding Design

Movie

Visual Identity

Editorial Design

Commercial



Class Contents

Since design is required in ever wider and more varied spheres, the ability to cope with all sorts of situations is essential. By finding a focus in such a broad area and selecting and learning on this basis, you will acquire advanced specialized skills and the capacity to respond with flexibility.

During Year 1, in the course of Basic Design Practices, Computer Basics, and the Introduction to Creative Thinking, followed by Creative Thinking Practices, you will study the origins of “making” and “thinking” from the ground up. In this way, you will acquire an overall grasp of basic etiquette, meticulous work, and ways of seeing, thinking and understanding in the study of design. Furthermore, through an Introduction to Design and classes in Liberal Arts, you will come to understand the extent of the fields covered by design and prepare to select the subjects from different spheres which you will study from Year 1 Semester 2 in “Design Basic Practices I and II.”

“Studio Practices” for practical, hands-on learning in a studio set up in each specialized field begin from Year 2 Semester 2. Studio Practices continue till Year 3 Semester 2 and enable you to learn and progress by selecting subjects based on your personal focus. Studio themes are multifarious, including both specialized and composite fields, and over the years you will get to grips with the applied aspects of your own subject.

In Year 4, you will bring together the knowledge and skills you have acquired so far and work on a year-long Graduation Project, a large compilation representing the fruits of four years’ work.

Teachers with vast experience in many different fields assure classes and supervise study in the Department of Design. The unique feature of the Department of Design at NID is that it enables students to acquire varied and specialized skills as well as adaptability over the course of four years.

Specialized Education Flow

| Department of Design | Year 1 | | Year 2 | | Year 3 | | Year 4 |
|--|---|---|--|--|--|------------------------|---------------------------------------|
| | Semester 1 | Semester 2 | Semester 1 | Semester 2 | Semester 1 | Semester 2 | Semesters 1 and 2 |
| General Culture Subjects | · Sports · Logic · English I · Advanced English I · Nagaoka Regional Studies | · Health and Physical Education · English II · Advanced English II · Statistics · Information Literacy · Biology | · Social Psychology · Japanese Culture · Contemporary Social Issues · Entrepreneurship | · Fine Arts Theory · Cultural Anthropology · Design and Sustainability · Philosophy of Science and Technology · Ethics and Intellectual Property in Creation | · Professionalism | · Philosophy | |
| Specialized Education Subjects (faculty-wide) | · Basic Design Practices · Introduction to NID Design · Introduction to Creative Thinking | · Creative Thinking Practices · Science of Color | · Career Design | | | | |
| Section 1 | · History of Japanese Art | · History of Western Art · Shape Design · Introduction to Arts and Crafts | · Contemporary Art · Anatomy for Art | · Special Lectures on Arts and Crafts | · Fundamental Theory of Art | · Cognitive Science | |
| Section 2 | · Introduction to Design · Programming I | · Human Engineering · Programming II | · Introduction to Media Business | · Special Lectures on Design · Design Philosophy · User Interface Design · Marketing · Advertising | · Design and Sensitivity Science · Introduction to Sign Design | | |
| Section 3 | | · Introduction to Architecture and Environment Design | · Interior Design · Urban Safety Planning · Introduction to Study of Cultural Properties · Open Space Planning · History of Architecture I | · Human Dwellings · Special Lectures on Architecture and Environmental Design | · Introduction to Museum Management | | |
| Section 4 | | | · Community Co-creation Practices A · Community Co-creation Practices B · Community Co-creation Practices S (all year) · Internship A · Internship B · Volunteering A · Volunteering B | | · Community Co-creation Practices C | | |
| Specialized Education Subjects (department-wide) | · Introduction to Design · Computer Basics I | · Computer Basics II · Design Basic Practices I | · Skills of Design Elements · History of Design · Design Basic Practices II | · Special Lectures on Design · Studio Practices I | · Studio Practices II | · Studio Practices III | · Graduation Work I and II (all year) |
| Department of Design | · Programming I | · Programming II · 3D CAD Practices · Product Design Sketch Practices | · Physical Computing · 3D Computer Graphics Practices · Typography I · Photography Basics · Animation Basics · Depiction | · Manufacturing Techniques · Screen Media Design · Typography II · Fashion Product Basics · Sound Design | · Package Design Practices · Language Design · Portfolio · Textile and Fashion Computer Practices | | |

* Underlining indicates that subject is compulsory.

Product Design Basic Workshop II

From 2023, this content will be taught in “Basic Design Practices”

In this class, you select and study either a product stream or a textile and fashion stream and tackle themes in each. In textile and fashion classes, you can study new technologies and ideas about creation through themes in three fields: weaving, dyeing and fashion. The objects you make for each theme will involve not merely “making” but reflecting on concepts and uses. You will also give presentations.



Yui Aoki
Department of Product Design, Year 3
Graduated from Miyakonojo Izumigaoka High School (Miyazaki Prefecture)



Product Design Basic Workshop II

From 2023, this content will be taught in “Basic Design Practices”

In this class, you have the opportunity to study the fields which interest you in a more specialized way by creating three productions based on the notions of “ReDesign” in which you make something that’s fun and easy to use out of everyday necessities and household products which we normally use without thinking; “marking time,” in which you design a watch device; and “recording experience” in which you come up with an idea for UX (user experience) design.

In completing a theme, you will be asked to make two presentations. This class is of great benefit for the future since as well as making things, you also acquire the ability to observe them and present your views.



Ryuto Tsubokawa
Department of Product Design, Year 3
Graduated from Maruoka High School (Fukui Prefecture)



Expressive Design Practices

From 2023, this content will be taught in “Studio Practices”

Starting from an understanding of the basics of visual design, you will improve your expressive techniques and skills and learn to examine and express your individual sensitivity. Through presentations in each subject, you will become better and more assured at providing theoretical explanations of your creations. You will also confront your own ideas by reflecting on the relationship between graphic design and society. Since there are no constraints in terms of theme, it is important in this class to continually reflect on why we make things.



Kano Komori
Department of Visual Design, Year 4
Graduated from Izumi Tateyama High School (Miyagi Prefecture)



Expressive Design Practices

From 2023, this content will be taught in “Studio Practices”

Throughout these practices, you will create productions that bring out your individual sensitivity and distinctiveness in order to investigate the possibilities of visual design. You will start by studying how well-known artists and designers express themselves. At the end, as an overall theme, you will create a work which is your own way of approaching society. Different people express themselves in different ways and one of the attractive aspects of this course is to come across unique creations which have never been seen before.



Yuta Owa
Department of Visual Design, Year 4
Graduated from Matsumoto Agatagaoka High School (Nagano Prefecture)





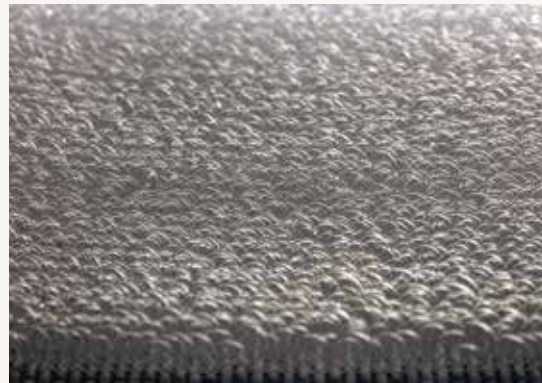
Hinako Tanaka
"Tsuzuri (spelling)"
Study of growing bookshelves



Nobuteru Maeda
"RICETORY"
Study of play and learning



Shinya Matsunaga and Noa Miyata
"Citizens of the 21st Century"
Proposal for creating a brand based on selling real clothes by expressing the charm concealed in rusticity through different characters alive today



Kana Hoshino
"wearRaing"
Study of rain dress to cheer up on a rainy day



Nami Makiuchi
"Lifestyle Dilation Series"
Proposal for utensils to add a playful spirit to everyday life



Nobuteru Oshige
"Piyotto"
Study of low-speed mobility for family fun



Manami Ishihara
"Omoteot!"
Study of color spotting and color mixing techniques, without using a mold, on the theme of the dual nature of fear and beauty



Takumi Shimada
"Paper Craft Lotus Elan S2"
Study, using paper, of 3D expression and the feeling of materials, and application to a modeling creation



Noan Kudo
"Expansion x Vision Test"
Moving picture based on the theme of "expansion" in which the spectator participates



Keigo Hirayama
"MIX in BOX"
Experience as gateway to interest in musical creation



Otowa Suzuki
"Flatte"
Study of communication plan to help in understanding and decision-making about illness



Details about graduation research projects will be found on our website.
<https://sotsuten.nagaoka-id.ac.jp/>

Nanae Shiobara
"GUNMER"
Study of graphic expression in which
new value is discovered by restructuring
traditional Jomo cards



Kazuki Miyasaka
"Always fine Shinshu Ueda"
VI (Visual Identification) design study for local planting



Kaina Tatsuzawa
"Silver Barley Field"
Study showing manga through various media



Maya Maeda
"FINEST HOUR"
Photographic expression of the probability
of the existence of life and our existing world



Misato Iwasawa
"Otsukai Delivery / First Errand"
Relationship between 3DCG
animation and stop motion



Rin Hanaoka
"Cheery Signboard Display"
Study of warm and friendly typography expression in signboards



Yuka Nakada and Sachiko Hida
"Between sleep and waking"
Study of depiction of mental images through animation



Tsukino Yamahata
"Toyama Tulip Mooi"
Suggestion of a shop selling Toyama original tulip



Atsuko Miyamura
"The Edoiter"
Work of illustration to enjoy the 12 months of Edo
through changing seasons and events



Rin Mizubuchi
"JAPAN MELT DOWN"
Japanese illustration expression seen by people in a drunken stupor



Mina Ojima
"How do you do, Mr. Constipation"
Study showing the closeness of
communication between doctors
and carers

Department of Art and Craft

Fields of Learning

In the Department of Art and Craft, you will engage in a broad study of painting, printmaking and crafts, using an exploration of your specialized field as a springboard.

You will master the special features and modes of expression in the materials in each field and cultivate a versatile range of expressions showing empathy for our multi-faceted society.



Painting

Students grapple freely as individuals with painting as the most primordial means of expressing the images which abound in today's society. You have the option of choosing among contemporary painting styles and digital and classical painting techniques as you discover your own method of replying to the question "What is a painting?" This is a practical field, allowing you to search out and discover your future direction.



Printmaking

The value of printmaking does not only lie in the fact that multiple prints can be made. Since you can transfer images onto many different materials, it is possible to create works that bring out the special features of the support. Another of the charms of printmaking is that by going through plates made of copper or silk, the picture which appears is slightly different from the one you had in mind.



Metal Engraving

Metal engraving is a field which inherits meticulous methods of expression that use a chisel such as engraving, embossing and inlaying. These days, with the addition of further artistic expressions using advanced technologies and new materials, the possibilities of metal engraving have developed to include jewelry, crafts and art objects as well as traditional items.



Sculpture

Here you will of course study the history of sculpture and practice modeling techniques and modes of expression. In addition, on the basis of your own ideas, you will also try out which expressions amid a bewildering range of ingredients, materials and methods enable you best to communicate with the world outside. Focusing on sculpture, you will see things in a different way and constantly ask questions, always searching as you continue to create.



Hammering

The goal of hammering is mainly to learn techniques such as embossing, raising and forging. The hand-hammered copperware technique from the cities of Tsubame and Sanjo right next to Nagaoka City has even been designated as a traditional handicraft. Since this field brings you up close to this sort of craftsmanship and knowledge, you will be able to develop your ability to create products based on your own ideas using various metal materials and techniques.



Casting

Casting or molding involves making a mold based on a prototype or model, pouring molten metal into this mold and letting the metal cool and harden to produce a finished metal object. In this field you focus on the lost wax technique where you make a wax prototype in order to create objects through various expressions using non-ferrous metals such as bronze, brass and aluminum.



Glass

Students study many glass-based artistic expressions ranging from objects to brighten up daily life to art. By experimenting with methods such as blown glass, faceted glass, glass molding and other techniques, you will both look into yourself to discover what you wish to express and develop your perspective on other people. Because glass is fragile, ephemeral and easily broken, it is particularly important to come up with people-friendly and lifestyle-enhancing ways of working with glass. You will also make objects using eco-friendly recycled glass.

Here students study "fine art" (painting, printmaking, sculpture) and "craft design" (metal engraving, hammering, casting, glasswork).



Class Contents

Not only do you pursue your specialist field, but you build up knowledge and techniques based on “making things with your hands,” or modeling.

In Year 1 Semester 1, you acquire basic skills thanks to classes in “Basic Design Practices” held throughout the department. In Semester 2, in the course of “Arts and Crafts Basic Practices”, you acquire basic modeling skills in flat and solid creations related to a good grounding in every sphere.

Following on from this, in “Arts and Crafts Basic Workshop I” in Year 2 Semester 1, you acquire modeling and expressive capacity in all fields by working on real materials and techniques. As you gain experience in making a wide range of different things, you learn about the peculiarities of raw materials, while as you become more skilled in combining and modeling these materials, you gain a clearer view of your own special talents. In this way, from Year 2 Semester 2, you will be ready to start specialized courses in the various fields through “Arts and Crafts Basic Workshop II.”

From Year 3, through themed creations proposed in “Arts and Crafts Workshop I” and “Arts and Crafts Workshop II”, you further enhance your knowledge and skills in the various specialized fields and go deeper into your research. The advantage of this department is the possibility of cross-sectionality with other spheres. You have the freedom to think creatively without restricting yourself to your specialty, to select methods and materials to suit what you wish to express and to work on your productions.

The whole of Year 4 is spent on graduation work using your acquired capacities for thinking, creating and modeling as a springboard.

Specialized Education Flow

| Department of Art and Craft | Year 1 | | Year 2 | | Year 3 | | Year 4 |
|--|--|---|--|--|---|---|---|
| | Semester 1 | Semester 2 | Semester 1 | Semester 2 | Semester 1 | Semester 2 | Semesters 1 and 2 |
| General Culture Subjects | <ul style="list-style-type: none"> · Sports · Logic · English I · Advanced English I · Nagaoka Regional Studies | <ul style="list-style-type: none"> · Health and Physical Education · English II · Advanced English II · Statistics · Information Literacy · Biology | <ul style="list-style-type: none"> · Social Psychology · Japanese Culture · Contemporary Social Issues · Entrepreneurship | <ul style="list-style-type: none"> · Fine Arts Theory · Cultural Anthropology · Design and Sustainability · Philosophy of Science and Technology · Ethics and Intellectual Property in Creation | <ul style="list-style-type: none"> · Professionalism | <ul style="list-style-type: none"> · Philosophy | |
| Specialized Education Subjects (faculty-wide) | <ul style="list-style-type: none"> · Basic Design Practices · Introduction to NID Design · Introduction to Creative Thinking | <ul style="list-style-type: none"> · Creative Thinking Practices · Science of Color | <ul style="list-style-type: none"> · Career Design | | | | |
| Section 1 | <ul style="list-style-type: none"> · History of Japanese Art | <ul style="list-style-type: none"> · History of Western Art · Shape Design · Introduction to Arts and Crafts | <ul style="list-style-type: none"> · Contemporary Art · Anatomy for Art | <ul style="list-style-type: none"> · Special Lectures on Arts and Crafts | <ul style="list-style-type: none"> · Fundamental Theory of Art | <ul style="list-style-type: none"> · Cognitive Science | |
| Section 2 | <ul style="list-style-type: none"> · Introduction to Design · Programming I | <ul style="list-style-type: none"> · Human Engineering · Programming II | <ul style="list-style-type: none"> · Introduction to Media Business | <ul style="list-style-type: none"> · Special Lectures on Design · Design Philosophy · User Interface Design · Marketing · Advertising | <ul style="list-style-type: none"> · Design and Sensitivity Science · Introduction to Sign Design | | |
| Section 3 | | <ul style="list-style-type: none"> · Introduction to Architecture and Environment Design | <ul style="list-style-type: none"> · Interior Design · Urban Safety Planning · Introduction to Study of Cultural Properties · Open Space Planning · History of Architecture I | <ul style="list-style-type: none"> · Human Dwellings · Special Lectures on Architecture and Environmental Design | <ul style="list-style-type: none"> · Introduction to Museum Management | | |
| Section 4 | | | <ul style="list-style-type: none"> · Community Co-creation Practices A · Community Co-creation Practices B · Community Co-creation Practices S (all year) · Internship A · Internship B · Volunteering A · Volunteering B | | <ul style="list-style-type: none"> · Community Co-creation Practices C | | |
| Specialized Education Subjects (department wide) Department of Art and Craft | <ul style="list-style-type: none"> · Computer Basics I | <ul style="list-style-type: none"> · Introduction to Arts and Crafts · Computer Basics II · Arts and Crafts Basic Practices | <ul style="list-style-type: none"> · Arts and Crafts Materials · Arts and Crafts Basic Workshop I | <ul style="list-style-type: none"> · Special Lectures on Arts and Crafts · Arts and Crafts Basic Workshop II | <ul style="list-style-type: none"> · Arts and Crafts Workshop I | <ul style="list-style-type: none"> · Arts and Crafts Workshop II | <ul style="list-style-type: none"> · Graduation Work I and II (all year) |
| | | <ul style="list-style-type: none"> · Product Design Sketch Practices · Arts and Crafts Drawing Practices | <ul style="list-style-type: none"> · Technical Drawing Practices | <ul style="list-style-type: none"> · 3D CAD Practices · Ancient Arts and Crafts · Analysis of Social Practice | <ul style="list-style-type: none"> · History of Arts and Crafts · Package Design Practices | | |

* Underlining indicates that subject is compulsory.

Artistic Expression Practices

From 2023, this content will be taught in "Arts and Crafts Practices"

Years 1 and 2 were all about making things. In Year 3, classes will take the form of artistic expression practices where you research and present classical techniques and the social activities carried out by artists. You also hold group exhibitions.

Through this class, you will acquire a keen awareness of the fact that society exists before your eyes. Everything that has happened up till now is interconnected and it is brought home to you that you have been living amid an accumulation of what has gone before. Thanks to this experience, you can gain a deeper understanding of your own works and discover where it is that you stand. This class is an opportunity to take one step closer really to seeing and “getting a feeling” for the outside world.



Group Exhibition, showing how some of the exhibits look



Group Exhibition, placing flyers



Wakana Hirota
Department of Art and Craft, Year 4
Graduated from Maki High School (Niigata Prefecture)

Arts and Crafts Basic Practices

From 2023, this content will be taught in "Arts and Crafts Basic Workshop"

In Semester 1, all students will study one by one the fields of painting, sculpture and crafts. Painting and printmaking use a wide array of materials including clay, metal and glass and you will learn about the diverse characteristics of each material by touching them yourself. In Semester 2, the above fields are divided into two streams, crafts and artistic expression, and you will further develop your knowledge and techniques through separate courses.

In the course of the year, we experienced many different fields and I felt that the works I produced through daily communication with friends and teachers got better and better. I became familiar with many fields which initially might not have seemed relevant to me. This was a useful time which will also have a positive influence on my future creations.



Tumbler using embossing technique (hammering)



Coordinated table setting



Metal inlay (metal engraving)



Rin Matsubara
Department of Art and Craft, Year 3
Graduated from Takaoka Kogei High School (Toyama Prefecture)



Details about graduation research projects will be found on our website.
<https://sotsuten.nagaoka-id.ac.jp/>



Shujiro Oshima (painting)
"untitled" and other works
Study on relationship between paintings and people



Tomomi Sakai (painting) (final work in Master's course)
"mezzo 1" "mezzo 2" "mezzo 3" and other works
Why do I make paintings?
Investigation of painting practice and its linguistic expression



Rie Maruoka (metal engraving)
"Shangri La"
What is meant by one's own beauty?



Yuki Chiku (glass) (final work in Master's course)
"Yakult Vase" and other works
Expression in glass of the loveliness and pathos of living



Shino Ichikawa (glass)
"Me, glass and bread"
Study of foam glass in the form of me, glass and bread



Ayaka Iwamoto (printmaking) (final work in Master's course)
"Meigetsu" and other works
Study of function of printmaking as a medium
Print creation by one's ephemeral self



Kano Watanabe (painting)
"Playing Together" and other works
Painting study expressing the way one goes on living with oneself as unconsciousness transforms into consciousness



Mizuki Takahashi (hammering)
"Hagukumi (nurture)"
Suggestions and creative work using the hammering technique for a life that promotes the development of handicrafts



Natsumi Ota (hammering)
"Kotoba ga nakattara (if words did not exist)"
Animals and plants using casting technique



Midori Ogasawara (sculpture)
"parlando"
Study in ceramic modeling using motif of animals - inquiry into means of communication where animals try to approach each other through dialog



Hinata Takanashi
"Basho (place)"
Study on a place with works of art

Department of Architecture and Environmental Design



The Department of Architecture and Environmental Design is where students learn about architecture, urban planning, community design, interiors, landscapes, and the conservation and utilization of cultural properties.

Fields of Learning



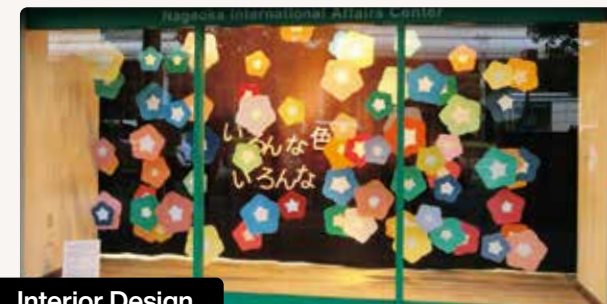
Architecture

You will learn about the design, composition, and architectural planning and structural planning of buildings such as houses, communal facilities, shops and large commercial centers. Making the most of the dual nature of the department, which covers both architecture and environment, you will also go beyond the idea of buildings as stand-alone entities to consider "environmental architecture" by examining the surrounding environment including landscape design.



Urban Planning and Community Design

Here you learn ways to improve existing cities and towns and attract people to towns which are being "hollowed out" by restoring bustle and prosperity. At the same time, in a country like Japan where earthquakes are frequent, urban disaster prevention is also a theme. You will go in depth into both "hard" and "soft" aspects, for example by using a park that can serve as an emergency relief center to bring new life to the area.



Interior Design

You will study widely by looking at both private interiors like homes and offices and public interiors like commercial and cultural facilities. Through practice, you will develop the ability to conceptualize ideas and make presentations.



Landscape Architecture

Taking the concept of "ecological landscape" where the latent potential of a region is used to preserve and create an environment unique to that region, you will learn to read and interpret natural landscapes, study topographical changes and rainwater utilization methods to reduce the impact on the local environment and find out how to design spaces with an accurate sense of scale. In line with the principle that "man makes one half and leaves nature to make the other," you will learn the value of reconciling the twin pillars of conservation and development in natural environments.



Conservation and Utilization of Cultural Properties

Here you learn about the conservation and utilization of historical buildings. This involves examining a building or other structure that stands in the town, determining its value and guiding it towards the designation of cultural property. The structure in question may be a familiar 50-year-old Japanese-style house, town house or Western building. As well as visiting building sites where restoration of a historical structure is being carried out, you will survey actual buildings and propose plans for improvements. You also have the opportunity to link your studies with other fields since this is a wide sphere that includes restoration and renovation of traditional old Japanese houses, preservation and use of historic townscapes, and community and interior design.



Class Contents

Our students are rewarded with many prizes because they start by placing absolute emphasis on design. In this exciting class, you will study beautiful designs, ground-breaking designs and traditional designs in architecture and the environmental design.

Using “Basic Design Practices” common to the whole department as a springboard, you will learn about drawing plans by hand as well as CAD and CG and apply these skills in Architecture and Environmental Design Practices. By about the end of Year 1, you should be proficient in the expressive abilities which form the basis for design relating to architecture and the environmental design.

Via the themes of Architecture and Environmental Design Practices held between Year 1 Semester 2 and Year 2 Semester 2, you will experience basic design ideas in all the fields in this department. As a result, you and the other students will learn to think about various environmental spaces, become better at making presentations and gain confidence.

From Year 3, each student will select the architecture and environmental design practices in the field on which he or she wishes to concentrate and hone their analytical power, design skills and essay-writing ability.

Furthermore, by obtaining the prescribed credits for the department's specialized subjects, all students will be entitled to sit the examination to become a registered architect of the first class.

Environmental Planning and Conservation Practices I

From 2023, this content will be taught in “Architecture and Environmental Design Practices IV and V”

Semester 1 of this class is divided into an urban planning course and a cultural property conservation course. The urban planning course involves planning community design for the regeneration of the Settaya District. In the cultural property conservation course, you construct models and compile surveyed maps. As you proceed by careful observation right down to the details, you naturally acquire the ability to think about the meaning and role of each of the components that makes up a building.

In Semester 2, you go beyond the confines of the course to grapple with themes in combination. From the double perspective of urban planning and cultural property conservation, you propose ideas for increasing the value of a town and its architecture. While there is no one correct answer, this class enables you to look for your own answer by using historical traces as a guide.



Exploitation plan for former Nakajima Water Purification Plant and surrounding area: Presentation Board



Making a model: Mumeisha (Yoshida Family Residence), inner parlor and inner garden



Tamami Yanagi

Department of Architecture and Environmental Design, Year 4
Passing the Certificate for Students Achieving the Proficiency Level of Upper Secondary School Graduates (Niigata Prefecture)

Specialized Education Flow

| Department of Architecture and Environmental Design | Year 1 | | Year 2 | | Year 3 | | Year 4 |
|---|--|---|--|---|--|--|---|
| | Semester 1 | Semester 2 | Semester 1 | Semester 2 | Semester 1 | Semester 2 | Semesters 1 and 2 |
| General Culture Subjects | <ul style="list-style-type: none"> · Sports · Logic · English I · Advanced English I · Nagaoka Regional Studies | <ul style="list-style-type: none"> · Health and Physical Education · English II · Advanced English II · Statistics · Information Literacy · Biology | <ul style="list-style-type: none"> · Social Psychology · Japanese Culture · Contemporary Social Issues · Entrepreneurship | <ul style="list-style-type: none"> · Fine Arts Theory · Cultural Anthropology · Design and Sustainability · Philosophy of Science and Technology · Ethics and Intellectual Property in Creation | <ul style="list-style-type: none"> · Professionalism | <ul style="list-style-type: none"> · Philosophy | |
| Specialized Education Subjects (faculty-wide) | <ul style="list-style-type: none"> · Basic Design Practices · Introduction to NID Design · Introduction to Creative Thinking | <ul style="list-style-type: none"> · Creative Thinking Practices · Science of Color | <ul style="list-style-type: none"> · Career Design | | | | |
| Section 1 | <ul style="list-style-type: none"> · History of Japanese Art | <ul style="list-style-type: none"> · History of Western Art · Shape Design · Introduction to Arts and Crafts | <ul style="list-style-type: none"> · Contemporary Art · Anatomy for Art | <ul style="list-style-type: none"> · Special Lectures on Arts and Crafts | <ul style="list-style-type: none"> · Fundamental Theory of Art | <ul style="list-style-type: none"> · Cognitive Science | |
| Section 2 | <ul style="list-style-type: none"> · Introduction to Design · Programming I | <ul style="list-style-type: none"> · Human Engineering · Programming II | <ul style="list-style-type: none"> · Introduction to Media Business | <ul style="list-style-type: none"> · Special Lectures on Design · Design Philosophy · User Interface Design · Marketing · Advertising | <ul style="list-style-type: none"> · Design and Sensitivity Science · Introduction to Sign Design | | |
| Section 3 | | <ul style="list-style-type: none"> · Introduction to Architecture and Environment Design | <ul style="list-style-type: none"> · Interior Design · Urban Safety Planning · Introduction to Study of Cultural Properties · Open Space Planning · History of Architecture I | <ul style="list-style-type: none"> · Human Dwellings · Special Lectures on Architecture and Environmental Design | <ul style="list-style-type: none"> · Introduction to Museum Management | | |
| Section 4 | | | <ul style="list-style-type: none"> · Community Co-creation Practices A · Community Co-creation Practices B · Community Co-creation Practices S (all year) · Internship A · Internship B · Volunteering A · Volunteering B | | <ul style="list-style-type: none"> · Community Co-creation Practices C | | |
| Specialized Education Subjects (department wide) | <ul style="list-style-type: none"> · Drafting Workshop · Computer Basics | <ul style="list-style-type: none"> · Introduction to Architecture and Environmental Design · Building Construction · Computer Basics II · Presentation for Architecture and Environmental Design Architectural Design Practices I | <ul style="list-style-type: none"> · Architectural Planning I · Structural Engineering · Architecture and Environmental Design Lectures · Construction Materials Laboratory · History of Architecture I · Architecture and Environmental Design Practices II | <ul style="list-style-type: none"> · Architectural Environment Engineering · Special Lectures on Architecture and Environmental Design · Structural Mechanics I · Architecture and Environmental Design Practices III | <ul style="list-style-type: none"> · Building Regulations · Architecture and Environmental Design Practices IV | <ul style="list-style-type: none"> · Seminar · Architecture and Environmental Design Practices V | <ul style="list-style-type: none"> · Graduation Work I and II (all year) |
| Department of Architecture and Environmental Design | | | <ul style="list-style-type: none"> · Surveying · Computer Graphics Workshop I (Architecture and Environmental Design) · Urban Planning and Community Design | <ul style="list-style-type: none"> · Architectural Planning II · Computer Graphics Workshop II (Architecture and Environmental Design) · Open Space Design · Production in Architecture · History of Architecture II | <ul style="list-style-type: none"> · Structural Mechanics II · Architectural Equipment · Architectural Design · Ecological Planning · Renovation Design | <ul style="list-style-type: none"> · Community Design | |

* Underlining indicates that subject is compulsory.

Architecture and Interior Practices I

From 2023, this content will be taught in “Architecture and Environmental Design Practices IV and V”.

This class is divided into three courses: architecture, interiors and landscapes and practices are held to suit themes in each of these.

Since there is increased specialization compared to Years 1 and 2, some parts of this year may seem hard. However, it is an important period during which the fact that you will work in this field after graduation gradually becomes more real to you. The interior design course deals with three topics: university shop interior design, motor show booth design and home renovation.

As you design in a wide variety of fields, you will examine many different elements including the beauty of the design, its convenience for the user, and the meaning and necessity of design. By connecting these elements with individual suggestions, you will enhance your own knowledge and skills.



Motor show perspective



Residence renovation perspective

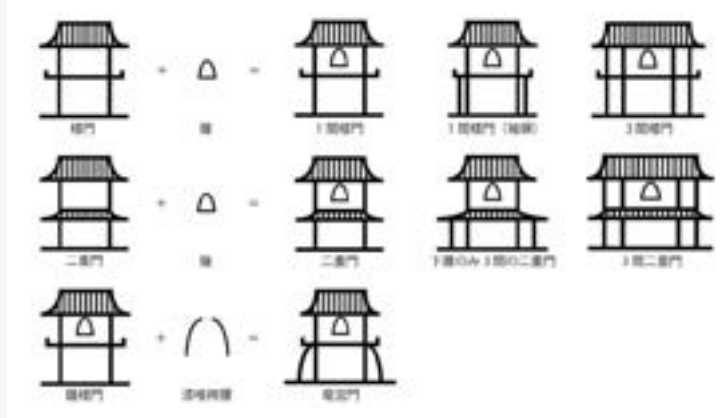


Yamato Kato

Department of Architecture and Environmental Design, Year 4
Graduated from Takikawa High School (Hokkaido)



Details about graduation research projects will be found on our website.
<https://sotsuten.nagaoka-id.ac.jp/>



Miku Takagaki
Study of Bell Tower Gates



Kazuho Tokairin
Otento-sama's Garden, Our Neighborhood
Keywords for refined atmosphere and layout patterns in Meiji District, Yamagata City, Yamagata Prefecture



Yumeto Kawakami
Mystery of a Road
Reconsideration of the crossroads bringing together Shikoku pilgrims and the cultural heritage of the town, with a focus on the historic Dogo Onsen hot spring



Sana Goto
Town made of people's ideas and memories
Focus on Naraha Town, Futaba-gun in Fukushima Prefecture

Facilities

Since the concept underlying the campus is that the whole place should be an educational material for design, furniture masterpieces have been brought together while the landscape, showing the changing face of the four seasons, stimulates students' creative urge.



Drawing Room

This is where new students start to learn. Mainly used for basic design practices, it is broad and spacious, with a high ceiling. Exhibition rails have been installed along the walls.



First-Year-Students' Atelier

An atelier exclusively for first year students, mainly used for basic design practices. It can also be used outside class time and acts as a meeting place where first year students can get to know one another.



NID Hall

The size of an entire basketball court, this hall can be used for club activities and various types of events.



Library

Contains some 79,000 volumes, mainly related to design and art. It is also equipped with individual booths so that students can work by themselves on a PC with a book in one hand.



Restaurant

Taking up two floors, the restaurant provides a sense of spaciousness. The glass walls are like a movie screen through which the scenery looks especially beautiful. The restaurant has even been used as a location for a Hollywood movie.



Gallery

Exhibitions are held here all year long. The gallery is also a space for art works made in class or in clubs. Since tables and chairs and a piano are normally set out, the gallery can also be used by students as a space for relaxation.



Sculpture Atelier

Contains a full range of equipment and tools principally for the specialized study of mold and wood carving. The space can be flexibly adapted to suit various modes of expression including large sculptures.



Print Studio

A studio dedicated to the process of dyeing a running pattern on a cloth with colored paste (paste to which dye has been added) using a stencil. The studio provides two print supports 1.3m wide x 9m long.



Product Design Atelier

This place is used mainly for the creations of students studying fashion: clothes, bags, hats and more.



Photography Studio

Providing a full range of professional equipment including backgrounds, skylight lifting batons and large lighting machinery. Anyone who takes the prescribed course can use the equipment.



Video Editing Room

Equipped with computers (Mac), animation stands and audio devices, this room can be used for creating, editing and screening. From 2024, it will move to a new building.



Metal Engraving Studio

Provides a work environment and a wide range of equipment and tools for metal engraving and jewelry creation. Also contains a gilding machine for traditional plating.



Glass Studio

Provides a full range of the equipment required for creating works of art in glass: handblown glass, kiln work, lamp work, cold work and more.



Hammering and Embossing Studio

Studio dedicated to "hammering," a technique in which metal is shaped by striking and stretching. Equipped with over eighty types of dolly blocks, gas burners for heat processing and other items.



Casting and Molding Studio

Studio specializing in "casting," the technique in which molten metal is poured into a stone mold and giving it form. Equipment includes a tilting-type melting furnace that can contain up to 100 kg, a gas kiln and a hoist crane.



Architecture and Environmental Design Atelier

Creation space for students in the Department of Architecture and Environmental Design. The wooden spiral staircase in the middle of the atelier, constructed without a supporting pillar, is a hidden attraction designed by a graduate of NID.

Student Associations Clubs and Circles



Details at <https://www.nagaoka-id.ac.jp/about/campus/circle/>



Student Association



NID Music Club (light music)



Volleyball Club



Heiseipoko Theater Club



Stray Children (movie)



Soccer and Indoor Football Club



Graduation Album Editorial Committee



Kanra Wind Instrument Music Club (wind instrument music)



Dream Screen (Digital Productions)



Cosmonaut (astronomy)



Kizara Kobo (ceramics)



Papermaking Club



Student Festival Committee



Merceria (handcrafts)



Baseball Club



Wandervogel



N.T.C. (Nagaoka Transportation Club)



Tennis Club



Basketball Club



"Wadaiko" Japanese Drumming Club



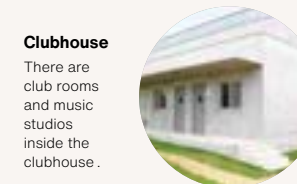
Badminton Club



Create Club (manga)



No Wall Digger (dance)



Clubhouse

There are club rooms and music studios inside the clubhouse.

* During these activities, great care is taken to prevent transmission of covid-19

Facilities near the Institute



Niigata Prefectural Museum of Modern Art
The museum is situated in the lush green Senshugahara Furusato no Mori Park. It houses numerous masterpieces including works that clearly show the flow of Japanese modern art and works from 19th century western art. In addition to showing the collections, the museum also puts on themed exhibitions in a wide variety of genres.



Nagaoka Lyric Hall
An artistic and cultural center that includes a concert hall, theater and ten practice studios. As a place with deep roots in the region, involved in both "creation" and "presentation" of cultural activities, it holds numerous events that showcase the special qualities of Nagaoka.



Riverside Senshu
An enormous shopping center consisting of Riverside Senshu, Apita Nagaoka, and over 120 specialized shops. There are also many facilities that are useful in daily life such as a service center for Nagaoka City Hall and a post office.

Course Fees and Payments

Faculty of Design

| | | | | | |
|---|---|---|---------------------------------|---|--------------|
| Enrollment fees (only on enrollment) | 282,000 JPY * Nagaoka City residents pay 141,000 JPY | | | | |
| | Semester 1 (paid in April) | | Semester 2 (paid in October) | | Annual Total |
| Tuition | 267,900 | + | 267,900 | = | 535,800 JPY |
| Practice | 25,000 | + | 25,000 | = | 50,000 JPY |
| Total | 585,800 JPY | | | | |

* In addition to the above, the university also acts as agent for collecting student association fees (4,000 JPY), parents' association fees (10,000 JPY) and alumni association fees (10,000 JPY) each year.
* A notebook computer is essential. We will provide all successful students with details about recommended models and special sales.

Graduate School Master's Course

| | | | | | |
|---|---|---|---------------------------------|---|--------------|
| Enrollment fees (only on enrollment) | 282,000 JPY (Students who have completed NID's Graduate School Master's Course are exempt.) *Residents of Nagaoka City pay 141,000JPY | | | | |
| | Semester 1 (paid in April) | | Semester 2 (paid in October) | | Annual Total |
| Tuition fees | 267,900 | + | 267,900 | = | 535,800 JPY |
| Total | 535,800 JPY | | | | |

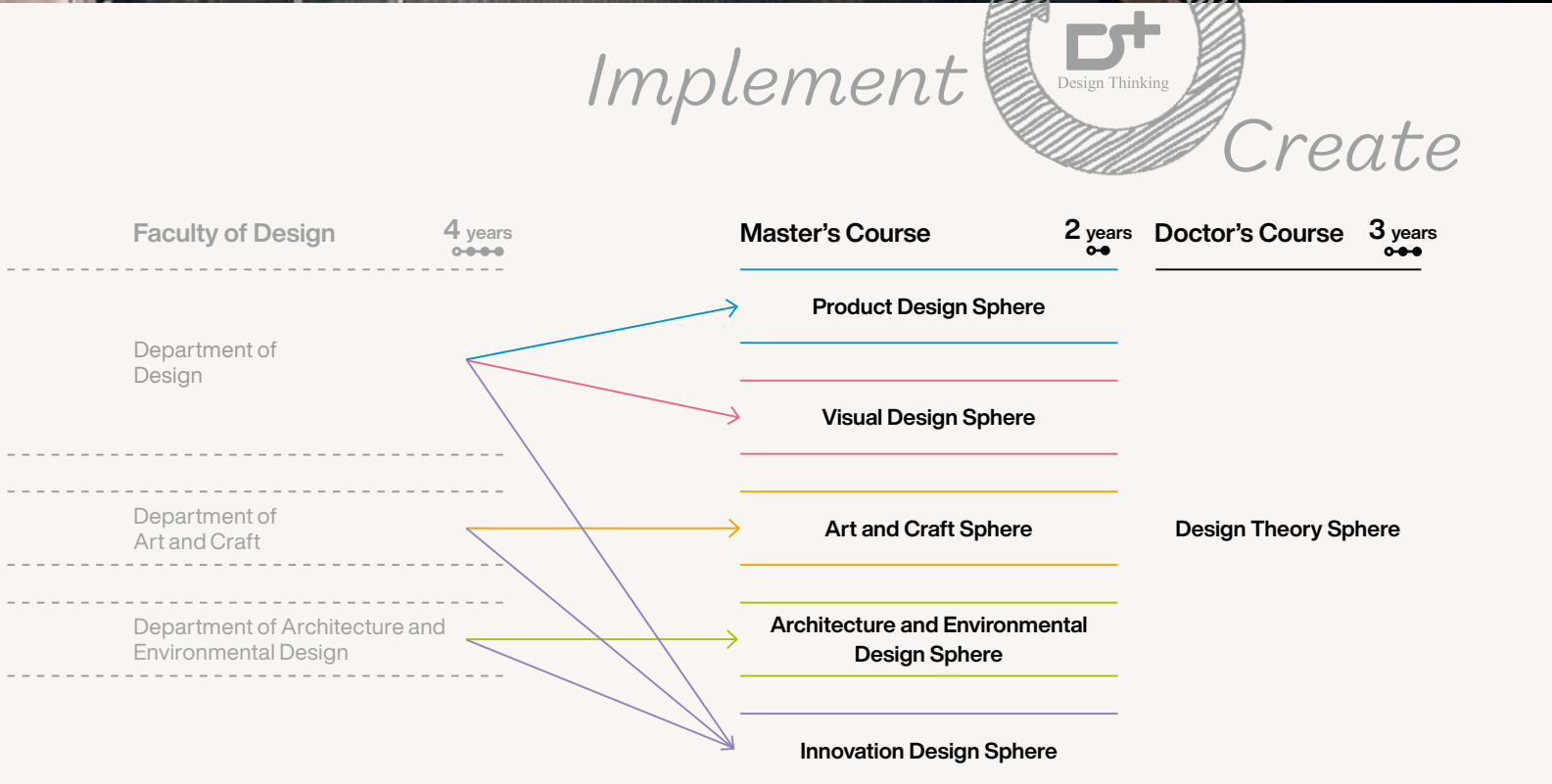
Graduate School Doctor's Course

| | | | | | |
|---|--|---|---------------------------------|---|--------------|
| Enrollment fees (only on enrollment) | 282,000 JPY (Graduates of NID's Faculty of Design are exempt.) *Residents of Nagaoka City pay 141,000JPY | | | | |
| | Semester 1 (paid in April) | | Semester 2 (paid in October) | | Annual Total |
| Tuition fees | 267,900 | + | 267,900 | = | 535,800 JPY |
| Total | 535,800 JPY | | | | |

Graduate School of Design



The Graduate School is a place where you can break down existing things, objects and concepts in order to create and implement new values.



In the Innovation Design Sphere, we implement "Innovators Development Program (Innopro)" utilizing the Local Vitalization Cooperator System. For details, please see <https://www.nagaoka-id.ac.jp/postgraduate/innopro/>. In Innopro, enrolled graduate students become the cooperators for the regeneration of the region around Nagaoka City and study for their Master's through activities contributing to regional problems and administrative missions in Nagaoka.



Study abroad



While enrolled at the Graduate School and without taking temporary leave from the school, it is possible to study abroad for between six months and a year. You can get to grips with the latest research activities under the guidance of teachers in the design field at specialized universities with which we have a collaborative relationship.

In order to realize a new idea, it is important to make a prototype and test it repeatedly. Graduate school students can preferentially use prototyping tools like 3D printers.



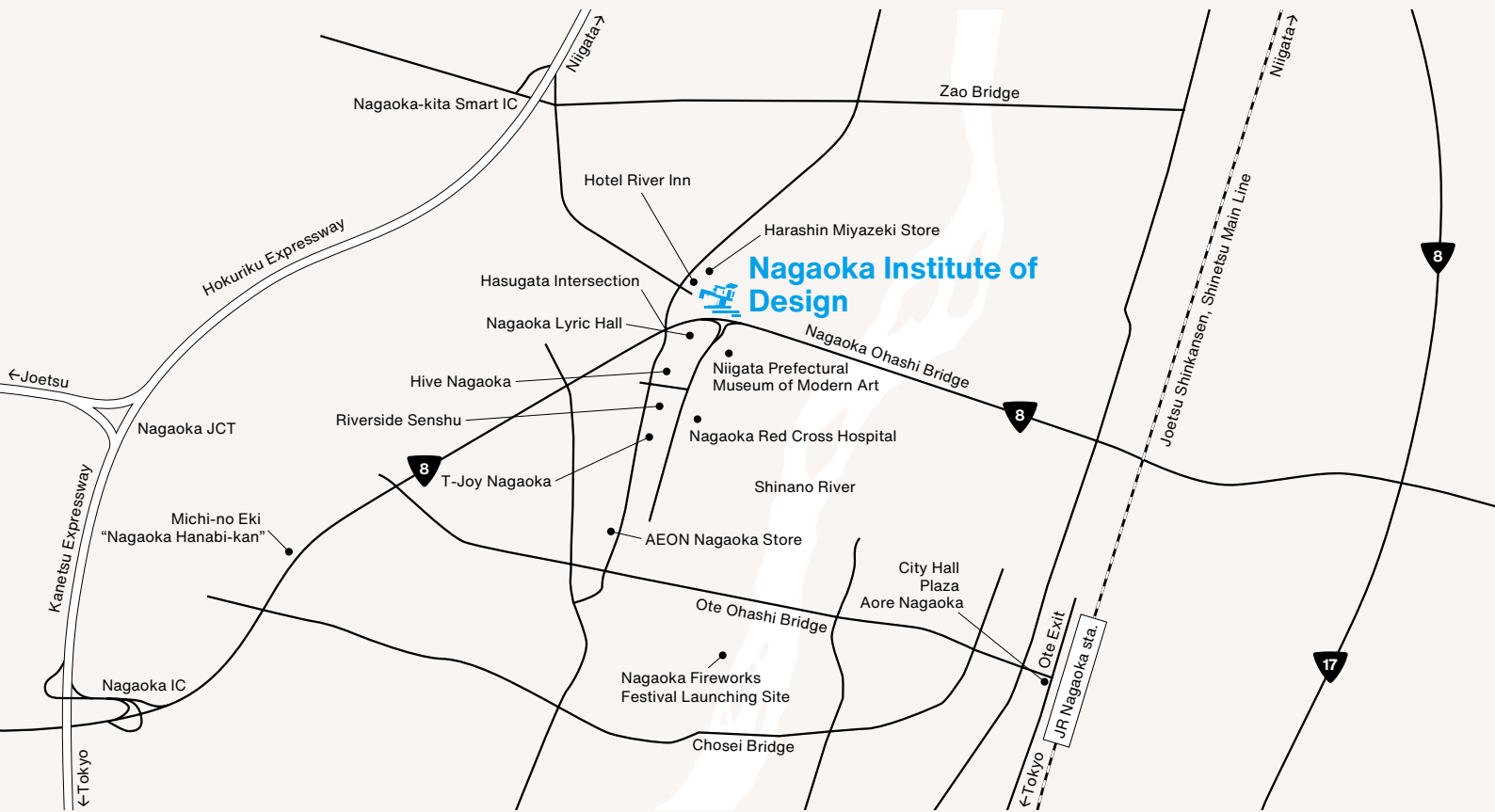
Prototyping



Special Local Project Workshop

The Graduate School of NID accepts students from a wide range of backgrounds including working adults and students from overseas. Please see our homepage for details about the entrance examination.

Access to NID



Car

Getting to NID from Nagaoka IC

Drive north towards Nagaoka City Center on National Route 8 . Approx . 5 minutes by car . Turn left at Hasugata Intersec - tion and right at next set of traffic lights .

Getting to NID from Nagaoka-kita Smart IC

From Tokyo direction : Exit Nagaoka - kita Smart IC and turn left at intersection . Proceed towards Zaobashi . Turn right at next set of traffic lights then left at following intersection .
From Niigata direction : Exit Nagaoka - kita Smart IC , drive straight across the road at first set of traffic lights and turn left at next intersection .

Public Transport

Getting to JR Nagaoka Station

From Niigata Station approx . 20 minutes by Joetsu Shinkansen
From Niigata Airport approx . 60 minutes by local bus via Niigata Station then Joetsu Shinkansen
(From Niigata Airport , there are regular flights to the following cities : Sapporo , Nagoya , Osaka , Fukuoka , Naha)
From Tokyo Station approx . 90 minutes by Joetsu Shinkansen

Getting to NID from JR Nagaoka Station

From Ote Exit bus stop No . 2 , take “Koyo Loop Line” or bus going to “Koyo Danchi .” Approx . 15 minutes .
Alight at “Nagaoka Zokei Daigaku Mae” then one minute walk .

Getting there from other regions

| | |
|---------------|---|
| From Hokkaido | by air via Niigata Airport or Haneda Airport |
| From Tohoku | Tohoku Shinkansen via Omiya Station |
| From Hokuriku | Hokuriku Shinkansen via Joetsu Myoko Station (approx . 60 minutes from Joetsu Myoko Station to Nagaoka Station by limited express local train) |
| From Nagoya | Tokaido Shinkansen via Tokyo Station |
| From Osaka | Tokaido Shinkansen via Tokyo Station |
| | by air via Niigata Airport or Haneda Airport |
| From Fukuoka | by air via Niigata Airport or Haneda Airport |

Latest NID news

E - mail magazine
“Nagamail”



for discussion groups ,
entrance exam
information , etc .

Twitter
@N_I_D

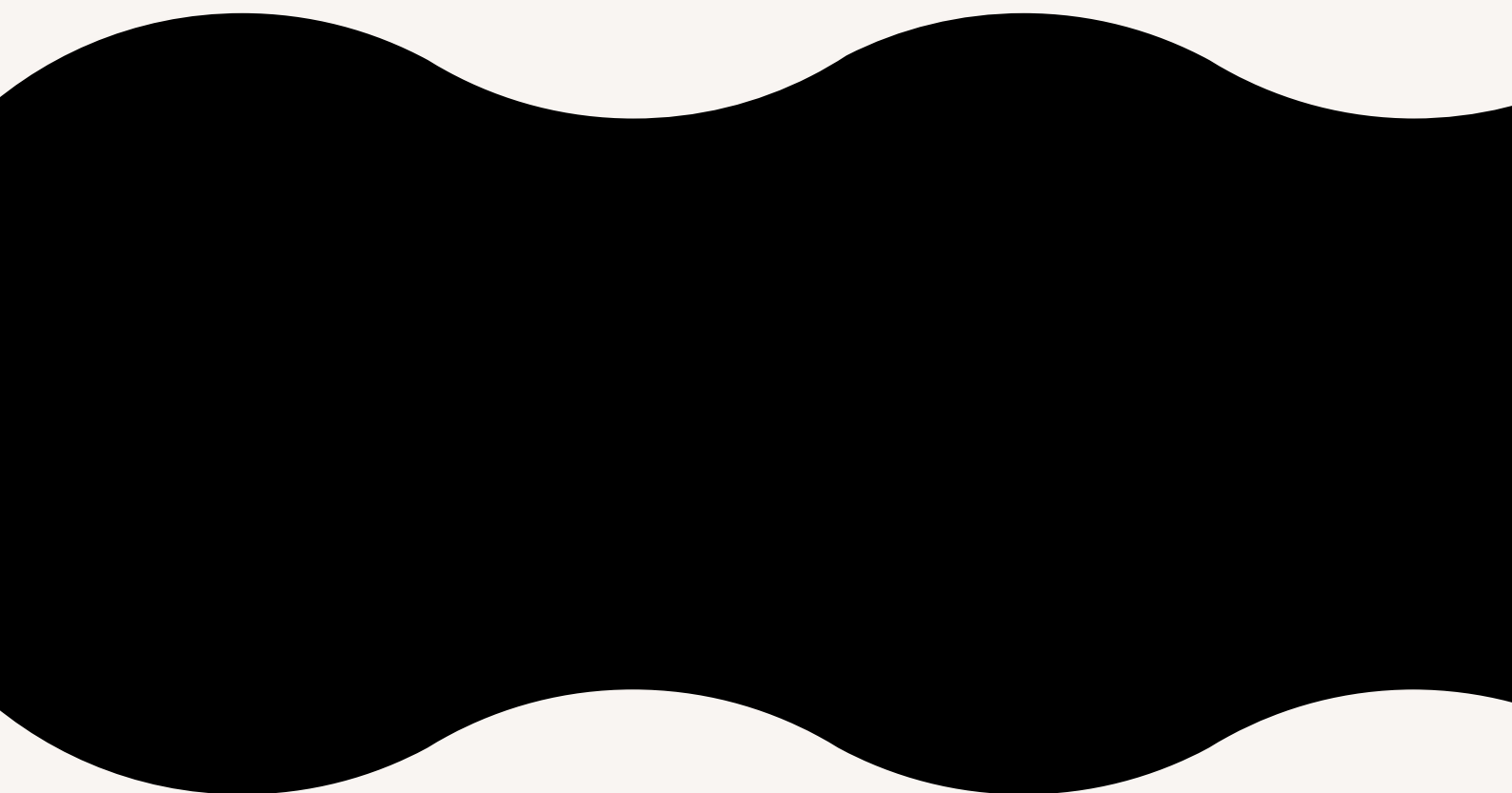


information , daily
updates , etc .

Nagaoka Institute of Design Entrance Exam Public Relations Section/

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Nagaoka Institute of Design