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# New York School of Interior Design

## Master of Professional Studies in Interior Lighting Design (MPS-L)

### *Mission Statement*

*The Master of Professional Studies in Interior Lighting Design (MPS-L) provides a graduate education dedicated exclusively to the comprehensive exploration of the artistic, technical, and intellectual dimensions of lighting design, with an emphasis on illumination of interior spaces. The program focuses on technological innovation, energy and economics, the profound impact of light on health and human experience, and on the creation of visually compelling compositions realized through the transformative power of light.*

The MPS-L provides students with the range and depth of knowledge and skills necessary to be leaders in the field of lighting design. Coursework reflects the most current topics, strategies, and applications of lighting, as well as principles of sustainability and energy conservation as they relate to the discipline: natural and electric lighting; control systems, integrated and responsive systems design, history and theory, code compliance, financial analysis, and business practices. The program includes topical seminars and lighting design studios in which students apply acquired knowledge and research to a range of commercial, institutional, and residential project types. Class size is limited, encouraging active participation and sharing of ideas.

Graduates are prepared to pursue careers in a variety of industry sectors in lighting design, luminaire design and manufacturing, and equipment specification sales. The program prepares graduates to earn NCQLP (National Council on Qualification for Lighting Professions) certification after they have acquired the requisite professional experience. Courses in the 30-credit MPS-L program are scheduled for weekday evenings or weekends to accommodate working professionals. The program may be completed through full-time study in three semesters/sessions or part-time study in five semesters/sessions, following a structured sequence. The full-time program consists of two 15-week semesters composed of lectures/ seminars, and studios, followed by an 8-week summer session; part-time study requires a minimum enrollment of 6 credits in each 15-week semester, and three credits in each of the summer sessions. Part time students will be billed for six credits per semester, regardless of actual enrollment. All courses within the Master of Professional Studies in Lighting Design are graded pas, Low pass, or Fail. Credit will be given for passing grades, Pass (P) or Low Pass (LP). No credit will be given for a grade of Fail (F). Refer to the current *Student Handbook* for grading descriptions and standards.

Admission to the post-professional MPS in Lighting Design program requires formal acceptance. Students with a prior degree in interior design, architecture, engineering, or those with a degree in a closely related field or with substantial professional experience must submit a portfolio of their work and other materials that support their readiness for post-professional graduate study. All applicants are strongly encouraged to achieve basic proficiency in 2-dimensional technical drawing using AutoCAD (Windows operating system) prior to beginning the program.

**Completion of this program will not lead to licensure in architecture or interior design.**

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### 3 SEMESTER CURRICULUM TRACK 30 CREDITS, 1 YEAR

#### Fall Semester — 12 Credits

- 727 Science of Light (2)
- 729 Lighting Design Process (2)
- 732 Rendering and Representation for Lighting Design (2)
- 737 Light Source Selection and Evaluation (2)
- 740 Lighting Design Studio I (4)

#### Spring Semester — 12 Credits

- 724 Evolution of Lighting Applications, Creativity, and Technology (2)
- 741 Luminaire Design (2)
- 744 Lighting Controls and Systems Technology (2)
- 745 Retail, Art, and Exhibition Lighting (2)
- 750 Lighting Design Studio II (4)

#### Summer Session — 6 credits

- 723 Daylight Design Principles (2)
- 735 Lighting Historic and Unique Environments (2)
- 759 Business of Light (2)

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### 5 SEMESTER CURRICULUM TRACK 30 CREDITS, 2 YEARS

#### Fall Semester — 6 Credits

- 727 Science of Light (2)
- 729 Lighting Design Process (2)
- 732 Rendering and Representation for Lighting Design (2)

#### Spring Semester — 6 Credits

- 724 Evolution of Lighting Applications, Creativity, and Technology (2)
- 741 Luminaire Design (2)
- 745 Retail, Art, and Exhibition Lighting (2)

#### Summer Session — 6 credits

- 723 Daylight Design Principles (2)
- 735 Lighting Historic and Unique Environments (2)
- 759 Business of Light (2)

#### Fall Semester — 6 Credits

- 737 Light Source Selection and Evaluation (2)
- 740 Lighting Design Studio I (4)

#### Spring Semester — 6 Credits

- 744 Lighting Controls and Systems Technology (2)
- 750 Lighting Design Studio II (4)

# MPS-L Course Descriptions

## **723 Daylight Design Principles**

*Studio Credits: 2, No prerequisites*

This course focuses on the analysis, evaluation, and manipulation of daylight, and its effects on the design and success of constructed environments. Through physical study models, students will learn methods of forecasting the infiltration of daylight and its impact on design and planning, selection of materials, and size, shape, and location of fenestration. Energy aspects such as site orientation, heat gain, solar transmission, passive solar design, and photovoltaics are also explored.

## **724 Evolution of Lighting Applications, Creativity and Technology**

*Lecture Credits: 2, No prerequisites*

This survey course introduces students to the past, present, and foreseeable future of lighting, and to light as a design element: how culture, aesthetic preferences, social trends, energy, economics, and technology have and continue to influence the application of light and the development of illumination theory and equipment. Students will explore the genre of "Light Art," an art form in which light is used as sculpture, or in which light, color, and shadow are primary elements of an artistic expression.

## **727 Science of Light**

*Lecture Credits: 2, No prerequisites*

The physics of light, its impact on design, and the fundamentals of human sight are explored, including optics, human photobiology, visual performance, spatial vision, visual comfort, color, electromagnetic energy, electricity, and the metrics of light.

## **729 Lighting Design Process**

*Lecture Credits: 2, No prerequisites*

Traditionally, design is a multiple-phase process. The focus of this course is the first phase of a project: initiating dialogue, establishing and documenting pertinent criteria, and formulating design objectives. Students will be introduced to how to examine strategies for identifying client needs, determine conceptual goals, identify design challenges, assess existing conditions, determine illumination levels, calculate power density and operating cost, and weigh the impact of energy code rules and regulations.

## **732 Rendering and Representation for Lighting Design**

*Lecture Credits: 2, No prerequisites*

This course underscores the timeless idea of light as truly a designer's medium by introducing students to the various techniques for representing and illustrating the transformative power of designed light. Through discussion, demonstrations, and assignments, students will explore a range of traditional and digital methods as a means of accurately depicting the modeling capabilities of light along the dimensions of form, texture, color, and brightness.

## **735 Lighting Historic and Unique Environments**

*Lecture Credits: 2, No prerequisites*

Lighting design for one-of-a-kind spaces and structures is challenging. Designers must acknowledge the limitations of construction and preservation requirements, yet recognize and celebrate the unique elements that require special attention. This course explores those challenges, through projects that require adaptive reuse, period restoration, or unconventional lighting solutions, and acquaints students with the techniques of researching equipment that is contextually appropriate, meets contemporary needs, and is suitable.

## **737 Light Source Selection and Evaluation**

*Lecture Credits: 2, No prerequisites*

The objective of this course is applying a balanced process that systematically and methodically determines the appropriate source of light for a given situation. Performance characteristics of technological light from legacy to new source types is presented. Students arrive at solutions by conducting reviews and assessments based on research and observation, and derived from comparative analysis using a variety of mathematical techniques.

## **740 Lighting Design Studio I**

*Studio Credits: 4, No prerequisites*

Students will develop lighting solutions for a variety of project types, building on knowledge gained in the program from previous or concurrent courses. They will develop and refine their ability to express their lighting design ideas graphically and verbally and will increase their proficiency in illuminating constructed environments. Industry professionals will be invited to provide feedback throughout the semester.

## **741 Luminaire Design**

*Lecture Credits: 2, No prerequisites*

This course challenges students to research, design, and fabricate a working luminaire. The solutions are evaluated in terms of form, context, materials, workmanship, and above all, luminous presence. Topics include commercial luminaire design, and manufacturing, testing and safety, and other relevant aspects of fixture design.

## **744 Lighting Controls and Systems Technology**

*Lecture Credits: 2, No prerequisites*

The success of sustainable design projects is directly linked to illumination quality, efficiency, and effectiveness. Students will be introduced to current and upcoming technologies as they consider the integration of intelligent and responsive lighting in the context of occupant/user interface, integration with digital infrastructure, and compatibility with construction.

## **745 Retail, Art, and Exhibition Lighting**

*Lecture Credits: 2, No prerequisites*

The compelling illumination of two-dimensional and three-dimensional objects within residential, commercial, retail, and exhibition environments requires knowledge of a wide range of issues including, preservation and flexibility, rendering and modeling, installation and maintenance, adjusting and fine tuning. Students will address these concerns as they develop appropriate solutions in a broad range of contexts.

## **750 Lighting Design Studio II**

*Studio Credits: 4, No prerequisites*

This course requires students to synthesize the knowledge and skills gained throughout the program to create comprehensive lighting design solutions for a variety of increasingly complex and specialized environments. Students are required to prepare presentation drawings, light maps, calculations, details, and specifications. Emphasis is placed on innovation through emerging technology and cutting edge industry practice. Industry professionals will be invited to provide feedback throughout the semester. Students are required as a condition of this course to display their projects in the annual spring graduate exhibition, along with selected examples of their exceptional work from other program courses.

## **759 The Business of Light**

*Lecture Credits: 2, No prerequisites*

This course provides students with an understanding of the lighting industry structure, and the mission and responsibilities of professional designers working as independent lighting consultants, or as lighting design team leaders within design. The roles of manufacturers, agencies, distributors, vendors/contractors, and professional member organizations and associations will be explored in depth. The course will cover topics such as contracts, specifications, and other business procedures, as well as project management, shop drawings review, mock-ups, and commissioning.