



Course Syllabus

Course Code	Course Title	ECTS Credits
DES-156	Fundamentals of 3D Design	6
Prerequisites	Department	Semester
DES-116	Design and Multimedia	Spring
Type of Course	Field	Language of Instruction
Required	Graphic Communication	English
Level of Course	Lecturer(s)	Year of Study
1 st Cycle	Marianna Kafaridou	1 st
Mode of Delivery	Work Placement	Corequisites
Face to face	N/A	None

Course Objectives:

The main objectives of the course are to:

- Introduce students to the basic principles of 3D design creating an awareness of volume, space, and the three dimensionality of an object
- Gain the ability to translate messages into three dimensional form
- Experiment and construct with a variety of media according to their properties
- Develop thought-provoking analysis and critical thinking skills
- Enhance creative thinking and appreciate design processes and techniques
- Work with methods outside of the established interior/graphic design conventions
- Help students deepen their problem-solving approach with regard to composition, interpretation, and analysis of research

Learning Outcomes:

After completion of the course students are expected to be able to:

1. Utilize 3D space and create artifacts
2. Construct meaning/messages through 3D forms
3. Use brainstorm and generate concepts
4. Analyze various subjects and communicate in terms of form and volume
5. Demonstrate a proficient handling of materials and tools
6. Apply compositional skills
7. Use a design process, from research and concept development to the final outcome

Course Content:

1. Introduction to the 3D world of art
2. Volume, mass, space / composition, surface, colour, texture
3. Primary directions of an object / basic views / visual elements
4. Elements of design
5. Organizing principles of design
6. Space – Spatiality of objects / Angle of perception / Light and shadow
7. From concept to the production of objects
8. Artists' works – Study and analysis of three dimensional art works

Learning Activities and Teaching Methods:

Lectures, demonstrations, group/individual tutorials, major projects, one-day/week briefs, exercises, students' seminars and presentations, critique-feedback and studio based discussions.

This is primarily a studio course, however it is necessary for students to spend considerable time outside class projects to develop knowledge and skills.

Assessment Methods:

Major projects, one-day/week briefs, research brief, students' seminars and presentations

Recommended Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
Sculpture Today	Judith Collins	Phaidon Press, Reprint	2014	978-0714857633
Unmonumental: The Object in the 21st Century	Richard Flood, Laura Hoptman, Massimiliano Gioni, Trevor Smith	Phaidon Press, Reprint	2012	978-0714863108
Shaping Space: The Dynamics of Three Dimensional Design	Paul Zelanski and Mary Pat Fisher	Wadsworth, 3 rd edition	2006	978-0534613938
Understanding Art	Lois Fichner-Rathus	Wadsworth Publishing, 11th edition	2016	978-1285859293



Judith P., *Sculpture As Experience: Working with Clay, Wire, Wax, Plaster, and Found Object - now, Paper Foam Core, Wood and Sand and Methods for Mounting and Project Preservation*, Iola, WI : Krause Publications, 2007, ISBN: 9780896894532

URL: <http://search.ebscohost.com/login.aspx?direct=true&db=nlebk&AN=418185&site=ehost-live>