



<b>Course Code</b> DES-156	<b>Course Title</b> Fundamentals of 3D Design	<b>ECTS</b> 6
<b>Department</b> Design and Multimedia	<b>Semester</b> Spring	<b>Prerequisites</b> DES-116
<b>Type of Course</b> Major Requirements	<b>Field</b> Graphic communication	<b>Language of Instruction</b> English
<b>Level of Course</b> 1 <sup>st</sup> Circle Undergraduate	<b>Year of Study</b> 1st	<b>Lecturer</b> Marianna Kafaridou
<b>Mode of Delivery</b> Face-to-face	<b>Work Placement</b> N/A	<b>Co-requisites</b> None

**Objectives of the Course:**

The main objectives of the course are to:

- Introduce students to the third dimension by underlining basic theoretical issues that are applied in the design of three-dimensional space.
- Make students aware of the various disciplines, materials, properties and set requirements / limitations involved when designing for three-dimensional space.
- Enable students to use different brainstorming techniques for the generation of concepts and artefacts that are going to be extended in three-dimensional space.
- Make students develop their compositional skills and personal visual language to resolve problems in three-dimensional space.
- Enable students to present design proposals – both with and without a verbal explanation

**Learning Outcomes:**

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

1. Define the basic theoretical issues around three-dimensional design and identify its different applications.
2. Define the context and meaning of three-dimensional objects from various disciplines.
3. Design three-dimensional artwork that conveys an intentional meaning.
4. Demonstrate the ability to utilize various materials and media when designing 3D work.
5. Plan and follow the design process, from research and concept development to final visual outcome.
6. Discuss their own work verbally in the form of presentations and in the form of written documentation.

**Course Contents:**

1. Introduction to three-dimensional space
2. Translating messages into three-dimensional objects
3. Experimentation with materials and methods in model making
4. Workshop tutorial
5. Lectures on the work of important designers
6. Study and analysis of the three dimensionality of pieces of art of various artists, artistic movements and styles

**Learning Activities and Teaching Methods:**

Lectures and presentations, Studio demonstrations / and workshops, Practical design exercises and assignments, One-to-one tutorials and project feedback, Group tutorials, Visits to galleries and places of interest related to the course.

**Assessment Methods:**

Projects, Class Exercises, Attendance.

**Required Textbooks/Reading:**

Authors	Title	Publisher	Year	ISBN
Karlen, Mark	Space Planning Basics	Van Nostrand	2009	0442009704

	/ 3 <sup>rd</sup> ed.	New York		
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**Recommended Textbooks/Reading:**

<b>Authors</b>	<b>Title</b>	<b>Publisher</b>	<b>Year</b>	<b>ISBN</b>
Ocvirk Otto	Art Fundamentals: Theory and Practice	MacGraw-Hill	2008	ISBN-13: 9780073526522
Albrecht D., Lupton. E, Owens M., Yelavich S.	Inside Design Now: National Design Triennial	Princeton Architectural Press	2003	978- 1568983943
Pessler M.	Undisciplined: The Phenomenon of Space in Art, Architecture and Design	Springer	2008	978- 3211094112
Steffen Lehmann, Barbara Steiner, Brian Hatton, and Hubertus Von Amelunxen	Rethinking Space, time, architecture: A Dialogue Between Art and Architecture	Jovis	2002	978-393132169
Fritz Emslander, Tatjana Gorjatschewa	From Surface to Space. Malevitsch and Early Modern Art	König	2008	978- 3865605573