UNIVERSITY of NICOSIA

ECTS Syllabus

Course title	**Creative Thinking in 3D Design**				
Course code	**GDES-156**				
Course type	**Compulsory**				
Level	**1st Cycle**				
Year / Semester	**1st**				
Teacher's name	**Marianna Kafaridou**				
ECTS	6	**Lectures / week**	1/week	**Laboratories / week**	
Course purpose and objectives	The main objectives of the course are to: • Demonstrate a foundational understanding of the basic principles and elements of three dimensional design. • Examine the field of art and design through design works, to provide the students with the ability to perceive and manipulate space and form in three dimensions. • Develop art and design concepts to communicate through three-dimensional form. • Experiment with methods outside the established design conventions, experiment, and construct with various media. • Develop creative thinking and problem-solving skills through hands-on model projects and assignments.				
Learning outcomes	After completion of the course students are expected to be able to: 1. Demonstrate a clear understanding of the basic principles of three-dimensional design. 2. Discuss the role of three-dimensional design in various professional contexts, including industrial design, architecture, and art installations. 3. Sketch design ideas and communicate them by constructing three-dimensional models using various materials and techniques. 4. Apply design principles and compositional skills in three-dimensional design. 5. Formulate concepts to communicate through the development of form and volume of an artefact. 6. Employ creative processes, from initial sketches through experimental prototypes to the final model solutions.				
Prerequisites	GDES-116		**Required**		

Course content	Introduction to the 3D world of art; Elements of design; Organizing principles of design; Spatiality of objects, angle of perception, light and shadow; Form; Space; Structure and Gravity; From concept development to the production of objects; Study and analysis of 3D artworks: three-dimensional design in various professional contexts, including industrial design, architecture, and art installations.
Teaching methodology	Lectures, demonstrations, group/individual instruction, projects, one-day/week briefs, students' presentations, tutorials, critique-feedback and studio-based discussions.
Bibliography	Colard, A. 2024, *Best Contemporary Visual Artists Worldwide Guide & Catalog - Vol. 1: Biographies, Images, Stories, and Artworks of 30+ Global Visual Artists, Photographers, and Mixed Media Creators*, Independently published, 979-8327750029 Elam, K., 2020, *Introduction to Three-Dimensional Design: Principles, Processes, and Projects*, Princeton Architectural Press, 978-1616899219 Berecz, A., 2019, *100 Years, 100 Artworks: A History of Modern and Contemporary Art*, Prestel, 978-3791384849 Fichner-Rathus, L., 2016, *Understanding Art*, Cengage Learning, 978-1285859293 Collins, J., 2014, *Sculpture Today*, Phaidon Press, 978-0714857633 Fichner-Rathus, L., 2014, *Foundations of Art and Design*, 2nd Edition, Cengage Learning, 978-1285456621
Assessment	Projects, one-day/week briefs, students' presentations, attendance and class participation and performance.
Language	English