Module Title **Three Dimensional Design: Principles & Processes** **Keywords** Three Dimensional Design, Ceramics & Glass, Jewellery, Product, CAD, Craft, Prototype	Reference AA2504 SCQF Level SCQF 8 SCQF Points 30 ECTS Points 15 Created March 2012 Approved August 2012 Amended Version No. 1

This Version is No Longer Current

The latest version of this module is available here

Prerequisites for Module

None.

Corequisite Modules

None.

Precluded Modules

None.

Aims of Module

To provide the student with the knowledge to explore and demonstrate a range of fundamental design principles, production processes & materials and visualisation skills appropriate to specialist study in Three Dimensional Design.

Learning Outcomes for Module

Mode of Delivery

The module is studio and workshop based. It is supported by lectures, crits and seminars, both staff and student led. Projects are introduced or expanded upon using relevant background material, which will typically include video, visits to or from professional practitioners, published material, seminars, audio visual presentations and workshop demonstrations.

Assessment Plan

	Learning Outcomes Assessed
Component 1	1,2,3,4

On completion of this module, students are expected to be able to:

1. Develop a breadth of core research skills as a foundation to apply the principles and processes appropriate to specialist study.
2. Demonstrate a practical working knowledge of processes & materials specific to Three Dimensional Design.
3. Use a range of 2D/3D multi-media visualisation and presentation processes and techniques to communicate design concepts.
4. Engage in the critical and conceptual exploration of ideas within workshop and studio practice.

Indicative Module Content

The module will introduce practical and theoretical aspects of Three Dimensional Design, which will typically include:
Understanding and interpretation of a design brief
Research methods
Problem Solving
2D/3D exploration and development
Practical Workshop skills
Visualisation and presentation processes
Oral and written communication and presentation

Submission of resolved 2D and/or 3D design project work and supporting portfolio of all research and development work produced within the module. This would typically include workbooks, visual diaries, drawing and visualisation, digital files and on line resources, samples, models, macquettes, documentation and any other relevant materials.

Indicative Bibliography

1. MILTON, A., Research Methods for Product Design. 2013, Laurence king Publishing
2. BRAMSTON, D., 2008. Basics Product Design 01: Idea Searching. AVA Publishing.
3. HANNAH, G.G., 2002. Elements of Design. Princeton Architectural Press.
4. LEFTERI, C., 2019. Making It: Manufacturing Techniques for Product Design. 3rd ed. Laurence Kind.
5. MARTIN, A., 2007. The Essential Guide to Mould Making and Slip Casting. New York: Sterling Publishing Co.

3D Visualisation
Digital video procedures
Creative and critical thinking methods
Inter disciplanary project work in partnership with other stage 2 students
Emphasis is placed on the research and development stages of the projects with drawing and visualisation as an underpinning element throughout

Indicative Student Workload

	Full Time
Contact Hours	
Assessment	10
Lecture/studio contact/studio dialogue/tutorials/technical support	80
Directed Study	
Studio/project work carried out within studio and workshop environments	150
Private Study	60

6. MCCREIGHT, T., 2010. Complete Metalsmith. A&C Black Publishers Ltd.
7. SEECHERRAN, V., 2009. Contemporary Jewellery Making Techniques: Search Press Ltd.
8. JOHNSTON, L., Digital Handmade, Craftsmanship in the New Industrial Revolution, Thames & Hudson

Additional Notes

The Bibliography indicates core texts that are considered essential reading for this module. You will be guided to further sources of information relevant to this module through CampusMoodle. These may typically include web based materials, journals, video and presentations.