

MODULE DESCRIPTOR

Module Title

Three Dimensional Design: Principles & Processes

Reference	AA2504	Version	3
Created	March 2023	SCQF Level	SCQF 8
Approved	August 2012	SCQF Points	30
Amended	July 2023	ECTS Points	15

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

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, 3D Visualisation, Digital video procedures, Creative and critical thinking methods, Inter disciplinary project work in partnership with other stage 2 students and emphasis is placed on the research and development stages of the projects with drawing and visualisation as an underpinning element throughout. Completed project work should evidence an awareness and consideration of sustainable themes in a manner appropriate to the context of the discipline.

Module 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.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	90	N/A
Non-Contact Hours	210	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4
Description:	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.				

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

In order to pass the module you need to achieve a D or above.

Module Grade	Minimum Requirements to achieve Module Grade:
A	An A in C1
B	A B in C1
C	A C in C1
D	A D in C1
E	An E in C1
F	An F in C1
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

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.

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. |
| 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 |