

Module Title	Reference AA2505
Three Dimensional Design: Principles & Methods	SCQF SCQF
Keywords	Level 8
Three Dimensional Design, Ceramics & Glass,	SCQF Points 30
Jewellery, Product, CAD, Craft, Communication,	ECTS Points 15
Prototype, Self-directed study	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This Version is No Longer Current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.

Emphasis is placed on the appropriate use of materials and

processes and the student is encouraged to discover and

Corequisite Modules

None.

develop a personal response to the design problems through

research, debate and experimentation.

Precluded Modules

None.

Indicative Student Workload

Aims of Module

To provide the student with an advanced level of knowledge to explore and demonstrate a breadth of fundamental design methodologies, processes & materials and visualisation skills appropriate to specialist study in Three Dimensional

Contact Hours Full Time

Assessment 10

Lecture/studio contact/studio dialogue/tutorials/technical support 80

Directed Study

Studio/project work carried out within studio and workshop environments 150

Learning Outcomes for Module

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

1. Develop an advanced level of core research skills as a foundation to apply the principles and methodologies appropriate to specialist study.
2. Demonstrate a developing knowledge of materials, processes and technologies specific to Three Dimensional Design.
3. Apply a range of relevant multi-media visualisation processes and techniques to communicate and resolve design concepts.
4. Develop and apply project management techniques to assist in the implementation of design projects within specialist study.
5. Further develop the critical and conceptual exploration of ideas within workshop and studio practice.

Indicative Module Content

Mode of Delivery

No Information.

Assessment Plan

	Learning Outcomes Assessed
Component 1	1,2,3,4,5

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. Bramston, D., 2008. Basics Product Design 02: Material Thoughts.
2. Hallgrímsson, B., Prototyping and Modelmaking for Product Design. 2019. Laurence King Publishing
3. HALL, S. 2007. This Means This This Means That: A User's guide to semiotics. Laurence King Publishers.

Indicative Module Content

The module develops practical and theoretical aspects of design methods, context and visualisation skills and processes relevant to Three Dimensional Design that will typically include: Understanding and interpretation of a design brief.

Student centred learning and development of personal visual (creative) language.

Research and design methods.

Use of concept models and prototypes.

Peer to peer dialogue and experimentation.

Creative and critical thinking methods.

Application of materials, design technology and digital software

Oral and written communication and presentation.

4.HOWES. P. and LAUGHLIN. Z., 2012 Material Matters: New materials in design. Black Dog Publishing.

5.CYPI. 2012. Contemporary Jewellery: Innovative Materials: CYPI Press.

6.SHILLITO, ANNE MARIE. 2013. Digital Crafts: Industrial Technologies for Applied Artist and Designers. London UK. A&C Black Visual Arts.

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.