

COURSE CONTENT

Course Code	DN1003
Course Title	Foundation 3D
Pre-requisites	NIL
No of AUs	3
Contact Hours	52 (1h Lecture, 3h Tutorial)

Course Aims

This is a studio-oriented foundation workshop where students are given the opportunity to experience the creative design process and adopt the appropriate tools, attitude and sensitivities towards the development of their ideas into 3-dimensional work. Students are guided with appropriate precedent studies while engaging in hands-on studio projects involving differing degrees of construction and making.

Intended Learning Outcomes (ILO)

By the end of this course, you (as a student) would be able to:

1. Produce work that demonstrates the application of fundamental design elements & principles in an integrated and cohesive project.
2. Demonstrate the skills to negotiate 3-dimensional form and space as evidenced in your class work and assignments.
3. Demonstrate the creative ability to develop 3-dimensional constructs situated within a conceptual framework.
4. Develop a visual lexicon and cognitive framework for the critique of design and aesthetics.
5. Demonstrate the ability to engage the creative design process in the development of a project through your class participation, execution of projects and critique presentations.

Course Content

Through a series of exercises & assignments, students are introduced to the basic skills and vocabulary of the design process. In Term 1, they will explore the relationships in space and form within a framework that provides them fundamentals of a visual language. In Term 2, they will move towards increasingly imaginative projects that will allow them to construct conceptual and material abstractions. The topics covered are:

Design Elements & Principles

- Point-Line-Plane, Volume, Form, Space, Texture, Materiality, Tactility, Symmetry, Balance, Directionality, Contrast, Unity, Proportion, Rhythm, Gestalt, Organization, Composition

Conceptual Development

- Abstraction, Function, Materiality, Symbolism, Meaning, Context

Assessment (includes both continuous and summative assessment)

Component	Course LO Tested	Related Programme LO or Graduate Attributes	Weighting	Team/Individual
1. Continuous Assessment 1 (CA1):	1,2,3,4,5	Competence, Creativity, Communication and	60	Individual / Team

Assignments		Character		
2. Continuous Assessment 2 (CA2): Participation	4, 5	Competence, Creativity, Communication and Character	20	Individual
3. Final Project	1,2,3,4,5	Competence, Creativity, Communication and Character	20	Individual
Total			100%	

Reading and References

Reading & Reference Texts

- a. Wallschlaeger, C and Basic-Snyder, C, **Basic Visual Concepts And Principles For Artists, Architects And Designers**, McGraw-Hill Humanities/Social Sciences/Languages, 1992
- b. Greet Hannah, G, **Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships**, Princeton Architectural Press, 2002
- c. Pipes, A, **Foundations of Art + Design**, Laurence King Publishing, 2003

Recommended Texts

- d. Zelanski, P and Pat Fisher, M, **Design Principles and Problems** Second ed., Wadsworth Publishing, 1995
- e. Lidwell, W, Holden, K and Butler, J, **Universal Principles of Design**, Rockport Publishers, 2003
- f. Leborg, C, **Visual Grammar**, Princeton Architectural Press, 2006
- g. Kandinsky, W, **Point and Line to Plane**. New York: Dover Publications, 1979
- h. Vyzoviti, S, **Supersurfaces**, BIS Publishers, 2006

Course Policies and Student Responsibilities

(1) General

Students are expected to complete all assigned readings, activities, assignments, attend all classes punctually and complete all scheduled assignments by due dates. Students are expected to take responsibility to follow up with assignments and course related announcements. Students are expected to participate in all project critiques, class discussions and activities.

(2) Punctuality

Students are expected to be punctual for all classes. If you are more than 30 minutes late, you will be deemed as absent and will not be able to sign in to the attendance register.

(3) Absenteeism

In-class activities make up a significant portion of your course grade. Absence from class without a valid reason will affect your participation grade. Valid reasons include falling sick supported by a medical certificate and participation in NTU's approved activities supported by an excuse letter from the relevant bodies. There will be no make-up opportunities for in-class activities.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core of NTU's shared values.

As a student, it is important that you recognize your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion and cheating. If you are uncertain of the definitions of any of these terms, you should go to the [academic integrity website](#) for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Planned Weekly Schedule*

*Subjected to adjustment by instructor according to students' progress, public holidays and unforeseeable circumstances.

Week	Topic	Course LO	Readings/ Activities
1	Aesthetics & Taxonomy	2,3	Aesthetics Primer
2-3	Found Objects	2,3	Construction - Literal vs Representational. Reduction/Reductive Process.
4-7	Elements & Principles	1,2,3	Construction - Material Resistance, Elements of Design, Proportioning Systems
8-10	Abstraction & Form	1,2,3	Reduction/Reductive Process. Visual & Conceptual Inference/Interpretation
11-13	Material & Memory	1,2,3	Personal Viewpoint, "Eye", Form and Material expression