COURSE CONTENT

Course Code	DR5000 (DR2007)
Course Title	Surface Design
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

This practiced-based course will introduce you to a wide range of methods that a surface can be decorated, treated and constructed. You will explore visual, tactile, aesthetic and other functional aspects as you design and create your own original surfaces. The learning in this course will inform and enhance your surface designs for any 3D and product design area.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe surface treatment techniques used to create surface designs.
2. Develop a series of surface designs for a specific purpose.
3. Create surface designs using fundamental techniques.
4. Apply and present surface design solutions for various situations.
5. Evaluate and constructively critique your own and your peers' surface designs.

Course Content

The surface design of an object is an integral part of the object itself. It can be decorated in such a way that key aspects of the object's function are encoded or it may serve only to present an engaging aesthetic. It may be an aspect that has been applied onto the surface or it may be integral to the material and the object itself. You will learn how to apply designs onto a wide range of surfaces and materials using a range of techniques. You will be introduced to surface design through projects involving the researching of visual sources, idea development through drawing and colour sketches and final output.

In this course you will interact directly with a wide range of surfaces. Surfaces, by their very nature, and highly tactile, and often the very nature of a surface is only experienced once it is touched. With this in mind, this course focuses highly on the interactive, tactile nature of a wide range of surfaces, and how these characteristics contribute to the human experience of an object.

Assessment (includes both continuous and summative assessment)

Component	ILO Tested	Programme LO	Weighting	Team/ Individual
Continuous Assessment Portfolio of technique exploration and documentation.	1,2,3	N.A	40	Individual

Final Project:	1,2,3,4	N.A	40	Individual
Continuous Assessment: Participation	5	N.A	20	Individual
Total			100%	

Formative feedback

You will receive verbal feedback in every studio class whenever you discuss your work with the instructor.

You will also receive feedback when your work is displayed and discussed in class critiques and screenings.

Reading and References

1. Bigbros Workshop. Stuffz: design on material. Gingko Press, 2009.
2. Glasner, Barbara, Petra Schmidt, and Ursula Schöndeling, eds. Patterns 2: design, art and architecture. Vol. 2. Birkhauser Architecture, 2008.
3. Hudson, Jennifer. 1000 New Designs and where to Find Them: A 21st-century Sourcebook. Laurence King Publishing, 2006.
4. Savoir, Lou Andrea. Pattern Design: Applications and Variations. Rockport Pub, 2007.
5. Teo, Dawn and Serean Narain, Devils in the detail: a Style Guide to Patterns and Applications, Page One Publishing, 2008.
6. Schmidt, Petra, Annette Tietenberg, and Ralf Wollheim. Patterns in design, art and architecture. Birkhäuser, 2005.

Course Policies and Student Responsibilities

(1) General

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

(2) Punctuality

You 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 on 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*

*Subject to adjustment by instructor according to the teaching situation, students' progress, public holidays and unforeseeable circumstances. A revised schedule will be issued to students at the start of the semester.

Week	**Topic**	**Course LO**	**Readings/ Activities**

1	Intro to course
	Practical Session 1: Transfer Printing : Demo
		1,2,3	Transfer Printing on fabrics by :
			• Drawing using crayons
			• Painting using disperse dyes
			  ○ Direct Method
			  ○ Indirect Method
			Transfer Printing on materials by digital print on:
			• Fabrics
			• Wood

2	Practical Session 1: Transfer Printing Students Explorations	1,2 3	Transfer Printing Students Explorations
3	Field trip	1	Field Trip to surface design facility
4	Practical Session 2: Materials Exploration	1,2,3	Hands-on session on explorations: Unconventional Materials • Fabric of Thread Fusing of Plastic sheets

5	Practical Session 3: Materials Exploration	1,2,3	Hands-on session on explorations: <u>Unconventional Materials</u> • Felting • Applique
6	Practical Session 4: Materials Exploration	1,2,3	Stitching with Elastic Thread on: • Paper • Fabric • leather
7	Practical Session 5: Materials Exploration	1,2,3	Knitting : • yarns • metal wires • fishing wire
8	Practical Session 6: Materials Exploration	1,2,3	Hands-on session on explorations: <u>Thermoplastics</u> • 3D fabrics • Vacuum Forming Introduction and discussion of Final Project
9	Practical Session 6: Materials Exploration	1,2,3	Printing with special inks: • Thermo-active inks Discharge inks
10	Practical Session 6: Materials Exploration	1,2,3	Printing with special inks: • Etching / velvet • Etching /wood
11	Practical Session 6: Materials Exploration :	1,2,3	Resin and Latex • Mould setting of liquid latex Resin encapsulation
12	Final project work in progress	1,2,3	Students in studio work. Continuous

			assessment and feedback throughout production.
13	Presentation of Final Project for Assessment	1, 2, 3, 4, 5	**Final Project presentation**