COURSE CONTENT

Course Code	DV2011
Course Title	Pattern, Art, Design and Architecture
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 contact hours

Course Aims

This elective course will introduce you to processes of surface pattern design and illustration, which you will then apply in the creation of an original pattern collection portfolio. This learning forms the foundation for further studies in surface pattern design and commercial pattern applications. The course prepares you for a professional career as a surface pattern designer and is ideal for designers, illustrators, artists, and architects.

Intended Learning Outcomes (ILO)

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

1. Identify and discuss techniques used to create a wide range of surface pattern designs.
2. Demonstrate command of techniques required to create original pattern design collection.
3. Apply a series of pattern illustrations to products and mock-ups.
4. Present and discuss pattern related concepts, designs and finished work with clarity.
5. Contribute to the learning environment by participating positively in class discussions, pattern design critiques and activities.

Course Content

Pattern Classification
Introduction to pattern terminology (repetition, element, motifs and meta motifs) and pattern classification (decorative, conversational, figurative, abstract, and geometric).

Designing Pattern Collection
Part 1: The overview of essential methods of illustration for pattern motifs such as sketching, collecting of inspirational visual reference and translating gathered materials into mood-board.
Part 2: Introduction to the essential tools used in working further from sketches for development of finished motifs, such as translating drawn elements into a single motif and into meta-motifs, digital tracing, layering, adding custom color palette and texture.

Designing a Seamless Repeating Pattern
An exploration of strategies to construct a variety of seamless repeat pattern variations and a simple and complex design composed of one or more motifs, multiplied and arranged in orderly sequence. Explained and practiced concepts and the construction principles of each pattern type, as well as the effects of the gradation, scale, texture and optical illusions. The overview of the pattern repeats systems such as block, drop, half-drop, brick, irregular, composite, sateen, etc., will be illustrated by examples from French Art Deco, Neolithic vase decoration, Celtic stone cross carving, North American Indian beadwork, medieval Italian silk, Persian manuscript illuminations, Chinese cloisonné, and many more.

Pattern Applications
You will identify the different requirements for conceiving specific use of the pattern and learn how to apply their patterns to mock-up. Following the overview of the range of pattern applications for

all kind of designs, from textiles and fashion to graphic design, wall and floor coverings for architecture and interior design, you would develop a prototype for large-scale interior application.

How to Design Pattern Collection Portfolio
The topic will help you familiarize yourself with the terms and highlight important steps in crafting perfect professional engaging pattern collection portfolio.

Class assignments
Four creative projects will explore surface design pattern: designing mood-board and pattern motifs, seamless pattern repeat designs, pattern design application and final pattern collection portfolio. Developed through lectures, tutorials, class exercises and peer/instructor feedback sessions.

Assessment (includes both continuous and summative assessment)

Component	Course LO Tested	Related Programme LO	Weighting	Team Individual
Continuous Assessment -Mood board Pattern motifs -Seamless pattern repeat design -Pattern application	1,2,3	--	40	**Individual**
Final project Production of Final Pattern Collection Portfolio	1,2,3,4	--	40	**Individual**
Continuous Assessment Participation	5	--	20	**Individual Team**
Total			100%	

Reading and References

Recommended

1. Jackson, Paul. *How to Make Repeat Patterns: A Guide for Designers, Architects and Artists.* Laurence King Publishing, 2018.

2. Phillips, Peter. *Repeat Patterns, A Manual for Designers, Artists and Architects*. Laurence King Publishing, 1992.

3. Christie, Archibald. *Traditional Methods of Pattern Designing: An Introduction to the Study of the Decorative Art*. (Classic Reprint) Forgotten Books, 2017.

4. Snelling, Patrick. *Design and Practice for Printed Textiles.* Oxford University Press, 1986.

5. Vilaseca, Estel. *Cutting Edge Patterns and Textures*. Rockport Publishers, 2008.

6. Glasner, Barbara. *Patterns 2. Design, Art and Architecture*. Birkhäuser Architecture, 2008.

7. Savoir, Lou Andrea. *Pattern Design: Applications and Variations*. Rockport Publishers, 2007.

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 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, and 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	• **Pattern Classification** Introduction to pattern terminology (repetition, element, motifs and meta motifs) and pattern classification (decorative, conversational, figurative, abstract, and geometric). • **Designing Pattern Collection (Part 1)** The overview of essential methods of illustration for pattern motifs such as sketching, collecting of inspirational visual reference and translating gathered materials into mood-board.	1	**Introductory Lecture** **In-class review** on past works. **Assigned Project 1a: Mood-board** Research on theme, concept, artist and technique for pattern collection. Create mood board that would include inspiration, concept, and specific media and techniques that would be used for motif illustration (photos, drawings or digital imaging techniques).
2 -3	• **Designing Pattern Collection (Part 2)** Introduction to the essential tools used in working further from sketches for development of finished motifs, such as translating drawn elements into a single motif and into meta-motifs, digital tracing, layering, adding custom color palette and texture.	1,2,3,4, 5	**Lecture on Designing Pattern, Illustrating elements, motifs and meta motifs** **Presentation of the first project.** Critique and feedback on mood board. **Consultation and Review on research** **Assigned Project 1b: Designing Pattern Motifs** Translate drawn elements into a series of motifs while using layering. **Presentation on motifs** Critique and feedback.
4-8	• **Designing a Seamless Repeating Pattern** An exploration of strategies to construct a variety of seamless repeat pattern variations and a simple and complex design composed of one or more motifs, multiplied and arranged in orderly sequence. Explained and practiced concepts and the construction principles of each pattern type, as well as the effects of the	1,2,3,4, 5	**Lectures on:** - **Essential tools for creating repeat pattern** - **Digitizing motifs** - **System repeats** - **Pattern Application** **Assigned Projects** **Project 2: Seamless pattern**

	gradation, scale, texture and optical illusions. The overview of the pattern repeats systems such as block, drop, half-drop brick, irregular, composite, sateen, etc., will be illustrated by examples from French Art Deco, Neolithic vase decoration, Celtic stone cross carving, North American Indian beadwork, medieval Italian silk, Persian manuscript illuminations, Chinese cloisonne, and many more. • **Pattern Applications** Students will identify the different requirements for conceiving specific use of the pattern and learn how to apply their patterns to mock-up. Following the overview of the range of pattern applications for all kind of designs, from textiles and fashion to graphic design, wall and floor coverings for architecture and interior design, students would develop a prototype for large-scale interior application.		**repeat design** Create series of seamless pattern repeats based on your motifs and theme. **Project 3: Pattern Application** Based prototypes develop and submit a proposal for final Pattern application. **Project consultation** pattern repeats and pattern applications. **Project Critique** seamless pattern repeat design and pattern application. **Student Presentations** on assigned projects.
9-13	• **How to Design Pattern Collection Portfolio** The topic will help students familiarize with the terms and highlight important steps in crafting perfect professional engaging pattern collection portfolio. • **Continuous review of final assignment through various stages of completion** Throughout the last 5 weeks of the semester the final assignment will be subject to review through its various stages of completion. This will be carried out in class presentations by students and will allow for a peer-review-based examination of the works in progress. In this highly interactive process you will learn through and from the work of your peers and the advice offered by the lecturer. These reviews will take all previously learned concepts into account and test the students in terms of their understanding of applying these to practice.	1,2,3,4, 5	**Lectures on:** Pattern Collection Portfolio **In-class exercise** exhibition tasks **Continuous review** Final assignment **Assigned Projects** **Project 4 Final assignment:** Production of final pattern collection portfolio Continuous assessment and feedback throughout production. **Student Presentations** on final assignment with critique and feedback.