Course Coordinator
Senior Lecturer Peter Chen

Course Code
DN1003

Course Title
Foundation 3D

Pre-requisites
NIL

No of AUs
3

Contact Hours
52 (1h Lecture, 3h Tutorial)

Proposal Date
31 March 2017

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)

<table>
<thead>
<tr>
<th>Component</th>
<th>Course LO Tested</th>
<th>Related Programme LO or Graduate Attributes</th>
<th>Weighting</th>
<th>Team/Individual</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Continuous Assessment 1 (CA1): Assignments</td>
<td>1,2,3,4,5</td>
<td>Competence, Creativity, Communication and Character</td>
<td>60</td>
<td>Individual / Team</td>
</tr>
<tr>
<td>2. Continuous Assessment 2 (CA2): Participation</td>
<td>4, 5</td>
<td>Competence, Creativity, Communication and Character</td>
<td>20</td>
<td>Individual</td>
</tr>
<tr>
<td>3. Final Project</td>
<td>1,2,3,4,5</td>
<td>Competence, Creativity, Communication and Character</td>
<td>20</td>
<td>Individual</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
<td><strong>100%</strong></td>
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</tbody>
</table>

**Formative feedback**

Students will receive verbal feedback from instructor and peers on their ability, strengths and weaknesses at the end of each project through project critique and discussion. Students are expected to take note of the feedback and discuss with the instructor on ways to improve if required.

**Learning and Teaching approach**

<table>
<thead>
<tr>
<th>Approach</th>
<th>How does this approach support students in achieving the learning outcomes?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lecture</td>
<td>• Students are introduced to fundamental concepts of art and design and practical techniques.</td>
</tr>
<tr>
<td>Studio Project</td>
<td>• Students are required to use and explore a range of media and practical techniques to develop creative content.</td>
</tr>
<tr>
<td></td>
<td>• Students are required to demonstrate ability to utilise creative and conceptual elements and principles of design processes.</td>
</tr>
<tr>
<td></td>
<td>• Demonstrate ability to use a range of media and practical techniques introduced through individual and/or group-based assignments.</td>
</tr>
<tr>
<td>Project Critique</td>
<td>• Summarises Students’ ability, strengths and weaknesses in utilising creative and conceptual elements and principles of design processes.</td>
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</table>

**Reading and References**

**Reading & Reference Texts**


**Recommended Texts**


**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.*

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Course LO</th>
<th>Readings/ Activities</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Aesthetics &amp; Taxonomy</td>
<td>2,3</td>
<td>Aesthetics Primer</td>
</tr>
<tr>
<td>4-7</td>
<td>Elements &amp; Principles</td>
<td>1,2,3</td>
<td>Construction - Material Resistance, Elements of Design, Proportioning Systems</td>
</tr>
<tr>
<td>8-10</td>
<td>Abstraction &amp; Form</td>
<td>1,2,3</td>
<td>Reduction/Reductive Process. Visual &amp; Conceptual Inference/Interpretation</td>
</tr>
<tr>
<td>11-13</td>
<td>Material &amp; Memory</td>
<td>1,2,3</td>
<td>Personal Viewpoint, “Eye”, Form and Material expression</td>
</tr>
</tbody>
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