

Course Title	Introduction to 3D Design				
Course Code	GRD240				
Course Type	Compulsory				
Level	Bachelor (1 st Cycle)				
Year / Semester	2 nd Year / 4 th Semester				
Teacher's Name	TBA				
ECTS	6	Lectures / week	3 hours/14 weeks	Laboratories / week	N/A
Course Purpose and Objectives	<p>The course aims to introduce students to a three-dimensional creative design process and visual thinking by using different materials and objects. This studio-based course studies the construction of objects by using a variety of materials and it is designed to offer students an understanding on how these three-dimensional objects can be used in a variety of projects while promoting the development of critical thinking. In addition, this course will offer students a basic understanding of the ways in which they can apply the knowledge gained in other courses such as packaging design and motion graphics.</p>				
Learning Outcomes	<p>Upon successful completion of this course students are expected to:</p> <ul style="list-style-type: none"> • Apply design principles in a three-dimensional form. • Experiment with a variety of tools to create three-dimensional works of art. • Use research skills to offer design solutions in a three-dimensional form. • Communicate successfully various ideas and concepts through three-dimensional designs. • Evaluate their own creative process in the design of 3D models. 				
Prerequisites	GRD105	Co-requisites	None		
Course Content	<p>During the course, the students will study / study the following thematic areas:</p> <ul style="list-style-type: none"> - Practical knowledge of three-dimensional design. - A variety of tools that support concepts and design principles, which can include wood, clay, metals, paper, wire, plaster and various other materials. - Activities, concepts and skills such as synthetic structure, visual equilibrium, scale / ratio / perspective / distance, volume and mass ratio, positive form and negative space interaction, transformation of the form. - Construction, deconstruction and reconstruction. 				

	<ul style="list-style-type: none"> - Patterns / patterns, positive / negative, visual / conceptual three-dimensional space in objects inspired by the organic elements found in nature. - Combination of dissimilar materials. 								
Teaching Methodology	<p>Lectures</p> <p>Work in Groups</p> <p>Individual Tutoring</p> <p>Critiques</p> <p>Independent learning</p> <p>Workshops</p> <p>Presentations</p>								
Bibliography	<p><u>English Bibliography:</u></p> <ul style="list-style-type: none"> - Zach Oat, Tim Bruckner, Rubén Procopio, Pop Sculpture: How to Create Action Figures and Collectible Statues, Watson-Guption. - Robert Klanten; Matthias Hübner, High Touch: Tactile Design and Visual Explorations, Die Gestalten Verlag. Judith Collins, Sculpture Today Phaidon Press. - Richard Flood, Laura Hoptman, Massimiliano Gioni, Trevor Smith, Unmonumental: The Object in the 21st Century Phaidon Press. <p><u>Greek Bibliography:</u></p> <ul style="list-style-type: none"> - Παπαδοπεράκη Ασπασία, Περί γλυπτικής, Αθήνα, Εκδόσεις του Φοίνικα. - Τεντοκάλη Αναστασία (Beetroot), Τα Παρεξηγημένα Τέρατα της Ελληνικής Μυθολογίας, Μουσείο Μπενάκη, Mangel – Wurzel. 								
Assessment	<table border="1"> <tr> <td>Major Project</td> <td>40%</td> </tr> <tr> <td>Assignments</td> <td>50%</td> </tr> <tr> <td>Class Participation and Attendance</td> <td>10%</td> </tr> <tr> <td>Total</td> <td>100%</td> </tr> </table>	Major Project	40%	Assignments	50%	Class Participation and Attendance	10%	Total	100%
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Language	English								