COURSE CODE: IFA 2222 COURSE NAME: DESIGN COMPUTING

Course Description

The course involves a study of the role of computers in the design process, a broad range of technologies. Provision of students with a framework to assessing the impact of digital processes - concept sketching, form, graphic development, rendering, presentation. Common design software packages and their relationship, Introduction to computer illustration

Course Objective/Aims

Study of the role of computers in the design process, a broad range of technologies.

Understand the framework to assessing the impact of digital processess - concept

sketching, form, graphic development, rendering,

Learn common design software packages and their relationship

Apply basic computer illustration

Course Outline:

Week 1: Design History: Landmarks in design computing

- Design Computing a concise history
- The long history of Design Computing

Week 2: Introduction to Computer Graphics 1

- Overview
- Course Project I

Week 3: Introduction to Computers 1

- Identification of design programs applicable for art and design.
- Background / Hardware / Software

Week 4: Introduction to Computers 2

- Hardware / Software
- Select appropriate program to use in a particular discipline. **Week 5: Introduction to Computer Graphics 2**

- Application the selected program/applications in art and design for a discipline.
- Scanning technology and Scanners Course Project II

Week 6: Computers and the design Process

- Stages and appropriate application *(Category based 2D/3D_layout, image editing, interactivity, Animation)*
- Course Project III

Week 7: Introduction to computer Graphics 3

Layout and Illustration *(Adobe In design/Quark Express/Illustrator)* **Week 8: Introduction to computer Graphics 4**

- Image editing *(Corel Draw/Photoshop/Illustrator)*
- Course Project IV

Week 9: Introduction to computer Graphics 5

Interactivity *(Auto play Media Studio /Director/Flash /Dreamweaver)* **Week 10: Introduction to computer Graphics 6**

- 3D Conceptualisation / Modelling and Rendering
- *(Maya/Rhino/Sketchup)*

Week 11: Introduction to computer Graphics 7

2D Animation *(Adobe Flash)*

Week 12: Introduction to Computer Graphics 8

3D Animation *(Maya/Studio Max)*

Week 13: Making the Final graphic project

- Final preparation of the individual works for the final presentation.
- Selection of the work for exhibition
- Planning and presentation strategies for the final presentation.
- Preparation and documenting the selected work for the presentation.

Week 14: Preparation for the Final project presentation

Presentation of a portfolio in progress of the developed design concepts **Week 15: Final project presentation**

Presentation of a portfolio in progress of the developed design concepts

Learning outcomes

The students will have acquired the skills necessary to carry out thematic independent project from the start to presentation. They will show also that they have gained confidence in creativity of the way in which they approach and develop designs under the guidance of the lecturer.

- Identify design programs/applications that can be used in art and design.
- Select appropriate programs to use in a particular discipline.
- Competently apply the selected programs/applications in art and design for a particular discipline.
- To present through exhibition the developed design concepts.

Methods of Teaching/Delivery

- Brain storming.
- Demonstration and classroom practice.
- Visual resource materials/portfolio development/sketch book
- Group work. (project based)
- Demonstration and classroom practice.
- Practical material experimentation and exploration
- Studio demonstration instruction and technical inputs.
- Group review/presentations/critique
- Guided studio assignments/projects/course works
- Weekly lectures

Mode of Assessment

Course work 40%

- Planning and Developmental studies/sketches 10%
- Execution of the practical work (Reasonable body of work) 20%
- Tests in theory based on ceramic technology 10% End of semester Examination: 60%
- Theory examination: 20%
- Practical examination: 40% Final total mark: 100%

Reading/References & Learning Materials:

Indesign/Quark Express/Illustrator Software tutorials (Corel Draw/Photoshop/Illustartor) Software tutorials

Interactivity (Auto play Media Studio / Director / Flash /Dreamweaver) Software tutorials Maya/Rhino/Sketchup) Software tutorials

2D Animation (Adobe Flash) Software tutorials 3D Animation (Maya/Studio Max) Software tutorials

The art of interactive design: a euphonious and illuminating guide to building successful software: By Chris Crawford - No Starch Press (2002) - Paperback - 385 pages - ISBN 1886411840

Computer Books: The Art of Computer Programming, Design Patterns, the Mythical Man-Month, in the Beginning... Was the Command Line: ISBN-10: 1156992710 ISBN-13: 978-1156992715

Focal Press Book/CD: Art & Design in Photoshop by Steve Caplin