

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.