

**Module Code: 3D Design and Craft Development  
FYTD040**

**Level: 0**

**Credit Value: 30**

**Pre-Requisites:**

### **Module Description**

This module is designed to introduce students to a broad vocabulary of 3D Design and Craft media, materials and processes. Students are encouraged to explore their creative and practical potential in order to develop an emerging direction of personal practice. Students will experiment, analyse, evaluate, select and employ appropriate media to demonstrate a growing understanding and appreciation of media limitations and potential. They will further investigate how other relevant 3D Design and Craft practitioners exploit these properties.

### **Learning Outcomes**

On successful completion of this module students will be able to:

1. Carry out wide ranging theoretical and practical investigation into traditional and unusual media, materials and processes.
2. Analyse, identify and present the potential and limitations of media for creating ideas and developing solutions.
3. Investigate the work of a range of practitioners who have worked in related media.
4. Understand and exploit the potential and limitations of selected media and materials in their own work.

### **Indicative Content**

- Safe working practice and procedures in wood, metal, plastics workshop environment.
- Safe working practice and procedures in ceramics and glass workshop environment.
- 3D Design and Craft studio practice and sourcing of research information and materials.
- Manipulating media, machinery, tools and technology in safe and professional manner.
- Exploration and application of visual, material and contextual research skills towards development of ideas and 3D Design and Craft practice.
- Development of a basic 3D Design and Craft methodology and the application of working processes towards a chosen personal practice.
- Development of skills in visual aesthetics with relevant and appropriate contexts.
- Use of appropriate visual, literal and verbal communication skills to explain proposals and outcomes.

- Development of creativity by using lateral thinking, taking considered risks and recognising chance as part of the process.

### **Learning & Teaching Strategies**

This module will be delivered through studio and workshop practice, demonstrations, lectures, seminars, tutorials and critiques.

### **Assessment**

50% research and development

50% Visual work in a range of media.

### **Specific Learning Resources**

Studios, workshops, lecture theatre, seminar rooms. Learning resources may be expected to include websites, digital and paper based media, visiting museum and gallery exhibitions as well as library resources.

### **Bibliography**

Highly Recommended

Baille, C. 2003 *Navigating the Materials*, World Academic Press.

Recommended

McCreight, Tom. 1991 *The Complete Metalsmith*, Davis Publications.

Cummings, K. 2002 *Techniques of Kiln Formed Glass*, A & C Black Amazon

French, N. 1998 *The Potters Directory of Shape and Form*, A & C Black

Britton & Swift, K. 2003 *Jim Partridge*, Manchester City Gallery / Lund Humphries.

Dormer, P. 1994. ***The Art of the Maker: Skill and Its Meaning in Art, Craft and Design***

Thames and Hudson

McCreight, T. 1991. ***The Complete Metalsmith***. Davis Publications. Mass.

Krenov, J. 2000. ***A Cabinetmaker's Notebook***, Linden Publishing Co Inc

Lefteri, C. 2008 ***The Plastics Handbook***, Rotovision

Seitz, W. C. & Finegold, R., 1982. ***Silversmithing (Jewelry Crafts)***. KP Books

Vause, W. A., 2002. ***The Art of Welding*** (Workshop Practice Ser. No.7).

Special Interest Model Books Ltd.

Wakeford, R. E., 1999. ***Sheet Metal Work*** – (Workshop Practice Series No. 8) Nexus Special Interests

Weiss, A., 1999. ***Workshop Materials*** (Workshop Practice). Swanley: Special Interest Model Books

Loyen, F., 1980. ***Manual of Silversmithing*** Thames & Hudson

Makepeace, J., 1980. ***The Woodwork Book***. Macmillan

Oldridge, L., 1998. ***Basic Benchwork*** (Workshop Practice).

GreatBritain: Special Interest Model Books

Magazines: Crafts, New Design, Blueprint, Wallpaper, Ceramic Review.