Syllabus
Course description

<table>
<thead>
<tr>
<th>Course title</th>
<th>Drawing 3D CAD 1 and 2</th>
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<tbody>
<tr>
<td>Course code</td>
<td>97096</td>
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<tr>
<td>Scientific sector</td>
<td>ICAR/17 formazione di base nella rappresentazione</td>
</tr>
<tr>
<td>Degree</td>
<td>Bachelor in Design and Art (L-4)</td>
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<tr>
<td>Semester</td>
<td>Winter and summer semester 2020-2021</td>
</tr>
<tr>
<td>Year</td>
<td>1st</td>
</tr>
<tr>
<td>Credits</td>
<td>8</td>
</tr>
<tr>
<td>Modular</td>
<td>no</td>
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<tr>
<td>Total lecturing hours</td>
<td>winter semester 60 + 60 (2 groups); summer semester 60 + 60 (2 groups)</td>
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<tr>
<td>Total hours of self-study and / or other individual educational activities</td>
<td>about 80</td>
</tr>
<tr>
<td>Attendance</td>
<td>Not compulsory but strongly recommended</td>
</tr>
<tr>
<td>Prerequisites</td>
<td>non</td>
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Specific educational objectives

Drawing 3D CAD 1 and 2

The course belongs to the class “di base” in the curriculum in Design.

The course Drawing 3D CAD 1 and 2 will introduce the students to the most advanced digital design techniques for 3D modeling and visualization.

The students of the 1st year will be introduce to the representation modeling of the objects in the three-dimensional space using the most cutting edge tools for modeling and representation with the software Rhinoceros, Grasshopper and KeyShot.

Aim of the course is to provide all the knowledge from basic to advance digital design as part of the design processes and strategies.

In the first semester the students will be introduced to the software and the logics behind them. Simple objects of everyday life will be recreated in 3D, studying the forms, materials, and the different techniques and methods for their representation and visualization.

The second semester will be focus on the advanced digital modeling with the introduction of parametric modeling, in order to achieve a control of creation, manipulation and representation of forms, from simple to advanced geometries. Different methods of representation will be
covered and discussed through a fluid workflow between different platforms. The course is a preparation for a further development and improving of visualization, modeling and observation skills of the students.

**Educational objectives**
The students will acquire:

- Knowledge necessary to manage the design process from concept to final visualization
- Tools necessary for the realization of design projects and interdisciplinary scientific knowledge

**Lecturer**
Cecilia Sannella, e-mail Cecilia.Sannella@unibz.it, lecturer’s page: https://www.unibz.it/en/faculties/design-art/academic-staff/person/38303-cecilia-sannella

**Teaching language**
English

**Office hours**
Thursday 10:30-11:30 via Teams (on 12/10/2020 07/01/2021 no office hours will be offered)

**List of topics covered**
3D modeling, visualization, parametric design, digital advanced design, designs strategies and processes visualization, rendering and postproduction.

**Teaching format**
Frontal lessons based on handouts. The students will have individual exercises based on the topics covered and will be assisted through desk critics. Intermediate group discussion during the semesters (PIN-UP) based on individual tasks. Every lesson will cover a specific topic. Exercises based on the reproduction of objects applying the techniques learned in class.

**Learning outcomes**

**Learning Ability**
The students will be able to apply knowledge linked to the design of:

- design CAD (computer – aided design)
- drawings CAD (computer - aided design)
- 3D models
- prototypes and models of virtual operation
- virtual and physical visualization scenarios

**Knowledge and understanding**
The students will have acquired:

- basic knowledge necessary to the realization of a project in the field of product design, visual communication and/or art, from a technical, scientific and theoretical point of view
- basic knowledge necessary to operate a critical
point of view regarding their work and to compare with the contemporary complexity
- basic knowledge relative to design culture in all its components, but also to the technical, scientific and theoretical disciplines in order to proceed the further study with a master degree in an international environment.

**Applying knowledge and understanding**
The students will be able to:
- create, develop, realize a design in the field of product design, visual communication, and/or visual arts
- improve and develop what learned in the course field for a further study with a master degree in the design field

**Making judgments**
The students will have developed:
- a good judgment autonomy finalized to the development of their own design skills and decisions (technical, scientific and theoretic) necessary to bring a project to its completion
- a good judgment autonomy both in the critical evaluation of their work and in the ability to use correct interpretative tools in relationship to the contexts where they will apply their practice and/or to continue their studies also evaluating the ethical and social aspects

**Communication skills**
The students will be able to:
- present at a professional level a project realized in the field of product design, visual communication and/or visual arts in the form of installation, orally and in writing
- communicate and argue on a professional level the reasons for their choices and motivate them from a formal, technical, scientific and theoretical point of view
- communicate and present at a professional level their own project in another language besides their own

**Learning skills**
The students will be have:
- learned at a professional level a design methodology intended as the ability to identify, develop and implement solutions to complex design problems by applying the knowledge acquired in the technical, scientific and theoretical
<table>
<thead>
<tr>
<th>Assessment language</th>
<th>English</th>
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<tbody>
<tr>
<td>Evaluation criteria and criteria for awarding marks</td>
<td>The evaluation criteria will be based on the student’s works developed during the course and on the final presentation.</td>
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By the end of the semester, each student must upload on the Microsite of the faculty detailed documentation of the semester work. 
http://portfolio.dsgn.unibz.it/wp-admin

Documentation is an integral part of the exam. The documentation must include visual documentation and an abstract of the project.

*Attending*

Final mark will be the average of the marks from partial evaluations (intermediate presentation and final presentation)

50% intermediate – 50% final presentation

Threshold: 18/30

*Non-Attending*

Only one final mark.

Relevant for semester 1 will be the ability to think critically and observe reality, clear communicate the design strategies and processes, move independently in the 3D space and apply the tools learned.

Relevant for semester 2 will be the ability to move independently among the different methods of representations, understanding the possibility of the three dimensional space, have familiarity with advance digital design tools, think critically and observe reality, make forms in the three dimensional space and apply complex transformation tasks, clear communicate the design strategies and the steps of design processes.

## Required readings

Handouts of the different topics will be provided and loaded on the server and/or on Microsoft Teams.

**Server:**

**Attending students**
Recommended
//ubz01dfs.unibz.it/Projects/Drawing 3D Cad 1 and 2 - 2020-21 - Sannella/Handouts

**Non - Attending students**
Mandatory
//ubz01dfs.unibz.it/Projects/Drawing 3D Cad 1 and 2 - 2020-21- Sannella/Handouts

**Microsoft Teams:**

Links will be provided

## Supplementary readings

Supplementary readings and information will be loaded in the reserve collection and on the server