

702-320 Design Communications Workshop

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 2, - Taught on campus.
Time Commitment:	Contact Hours: 1 x 1 hr Lecture; 1 x 3 hr Studio 1 – Normal Studio; 1 x 3 hr Studio 2 – Computer Lab Studio; 1 x 3 hr Studio 3 – Drawing Studio Total Time Commitment: Not available
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	702-680 (ABPL00167) Design Communication workshop (PG)
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p><p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p> </p>
Coordinator:	Ms Lindy Joubert
Contact:	Lindy Joubert
Subject Overview:	This subject introduces graphic skills appropriate to design and building. These skills are taught through a series of constructed and freehand drawing assignments essential to the design thinking process. Graphic skills are developed through tutorials and lectures which are held in the studios and outdoors. Emphasis is given to development of orthographic and perspective drawing, delineation and representation of form and volume. In addition, content includes two modules: digital skills and life drawing.
Objectives:	<p>On completion of the subject students should be able to:</p> <ul style="list-style-type: none"> # Learn to draw and design with confidence # Create orthographic and perspective drawings # Demonstrate constructed, freehand and digital drawing techniques
Assessment:	Freehand and constructed drawing exercises held both outdoors and in the studio (70%); life drawing in class (15%); and a computer photoshop exercise (15%).
Prescribed Texts:	D Cooper, Drawing and Perceiving, Van Nostrand Reinhold, 2nd edition, 1992.
Breadth Options:	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> # Bachelor of Arts (https://handbook.unimelb.edu.au/view/2009/D09) # Bachelor of Biomedicine (https://handbook.unimelb.edu.au/view/2009/J07) # Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2009/F04) # Bachelor of Music (https://handbook.unimelb.edu.au/view/2009/M05) # Bachelor of Science (https://handbook.unimelb.edu.au/view/2009/R01) # Bachelor of Engineering (https://handbook.unimelb.edu.au/view/2009/355-AA)

	You should visit learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	On completion of the subject students should have developed the following skills and capabilities: <ul style="list-style-type: none"># Perception of objects in a 3-dimensional framelwork# Presentation of projects verbally and graphically# Teamwork and time-management