

Syllabus

 

DSN3126-01 ( 1ST SEMESTER, 2016 )



Created Date	2016-01-26 00:51:06	Last-Modified	2016-03-01 23:18:52
Course Title	DIGITAL DESIGN	Credit	3
Location	SSH710(SSHB124)	Time	Mon6,7,8,9(Mon6,7,8,9)
Instructor	Kim Hyunjung	Department	커뮤니케이션대학원
Office		Telephone	
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Core Competencies	
Target Students	<p><b>Target Student:</b> This elementary design course is for sophomores of Human Environment &amp; Design. More specifically, this course is geared towards the student who has a passion for studying and enhancing his/her designing techniques by using 2D &amp; 3D digital design tools such as Photoshop, Illustrator, and Rhinoceros.</p>
Course Description & Goals	<p><b>Course Description:</b> The objective of this course is to learn the basic 2D &amp; 3D digital design skills widely used in the design process through design planning, idea sketches, design drafts, prototyping, and implementation. Through this course, the student will utilize relevant 2D &amp; 3D graphic tools and conduct practical design projects to cultivate his/her creative ability to apply these 2D &amp; 3D tools to the design practice.</p>
Prerequisite	<p><b>Prerequisite:</b> None, but we recommend students at least take "Creative Visualization (DSN2102-01 or 02)" or "Fashion Illustration (DSN2110-01)" before taking this course. (This is optional, but strongly recommended.)</p>
Course Requirements	<p><b>Format of Course:</b> - Each student will learn how to develop and design ideas with 2D &amp; 3D Digital Designing Tools through lectures, exercises, and design projects.</p> <p>* The lecture will be delivered ONLY in English, but the students may use Korean while presenting, critiquing, and discussing works. Students can ask any questions in Korean during/after the lecture firsthand and/or via the YSCEC for better understanding.</p> <p>* The poster and presentation materials for the student show MUST be designed in English.</p>
	<p>Weekly Exercises: 40% / Final Project: 40% / Attendance: 10% / Contribution to Class Activities: 10%</p> <p>* The student`s final credit will be graded on an absolute basis.</p>

Grading Policy	<p>* If a student misses more than six classes, he/she will fail this course.</p> <p>* Each student will lose one point when he/she does not attend class. Students will lose 0.5 points for being late.</p> <p>* Students who display their posters late during the student show will lose one point.</p> <p>* Each student MUST contribute to one of the class activities such as preparing public class materials, pinning and removing posters in the student show, etc. Students who do not participate will lose points from the "Contribution to Class Activity" portion of the grade.</p> <p>* We will ONLY accept a report of absence when the report is issued by the Dean of a student's college or department or the director of a hospital that includes a reasonable excuse for the absence. (Please make an inquiry for the exceptional cases via email.)</p>
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Texts & References	
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Instructor's Profile	<p>Instructor: Dongin Seol</p> <ul style="list-style-type: none"> <li>- ECAL/Ecole cantonale d'art de Lausanne, Master Product Design, MA.</li> <li>- Hongik University, Industrial Design, BFA.</li> <li>- work: OUTLAB</li> <li>- research: product design, interior design, design consulting</li> </ul> <p>Instructor: Hyunjung Kim (김현정)</p> <ul style="list-style-type: none"> <li>- Yonsei University, Human Environment and Design, PhD. in Design</li> <li>- Carnegie Mellon University, Communication Planning and Design, MDes.</li> <li>- Hongik University, Visual Communication Design, BFA.</li> <li>- work: MetaDesign San Francisco office, Landesberg Design Associates</li> <li>- research: information design, typography, design methodology</li> </ul>
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TA's Name & Contact Information	* TA: TBD
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Syllabus in English	<p>For English description, refer to the above.</p> <p>수업개요: 디지털기술은 이제 디자인 작업에서 매우 중요한 역할을 하고 있으며, 이미 2D/3D 디지털디자인을 이용하여, 디자인 기획에서 아이디어스케치, 디자인 시안 및 프로토타입, 그리고 완성된 제품에 이르는 전 과정을 2D/3D 디지털 기술을 이용하여 관리하고 있다. 그리고, 더 나아가 디지털디자인 기술은 새로운 디자인 작업을 가능성을 열어주고 있다. 따라서, 본 수업의 목적은 2D/3D디지털 기술을 이용한 디자인 작업의 새로운 가능성을 탐색하고 실험하는 것을 목표로 하고 있다. 이를 위해, 디지털디자인 기술을 활용하기 위한 실습을 중심으로 학습하고, 개별 프로젝트 진행을 통하여, 2D/3D 디지털 디자인 기술을 실제 디자인 작업에 적용하는 능력을 개발한다.</p> <p>성적평가방법: 주별과제:40% / 최종과제:40% / 출석:10% / 봉사:10%</p> <p>* 교재의 영어표현이 크게 어렵지 않아 영어실력은 본 수업의 성취도 및 학점에 큰 영향을 주지 않을 것이므로, 본 과목에 관심있는 학생은 적극 수강할 것을 권장함.</p>
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Week	Period	Weekly Topic & Contents	Course Material Range & Assignments	Reference
1	2016-03-02 2016-03-08	3/7 - Course Orientation - 3D Modeling using Rhino (1) - 3D Printing Machine (1)	Weekly Exercises: - Complete 3D models in class materials  3D Project: - Select a subject for an individual project	(3.2.) 개강 (3.4. - 3.8.) 수강신청 확인 및 변경
			Weekly Exercises:	

2	2016-03-09 2016-03-15	3/14 - 3D Modeling using Rhino (2)	- Complete 3D models in class materials	
3	2016-03-16 2016-03-22	3/21 - Presentation of Individual Projects - 3D Modeling using Rhino (3)	Weekly Exercises: - Complete 3D models in class materials  3D Project: - Develop design concepts with idea sketches, prototyping, etc. -Prepare the first presentation.	
4	2016-03-23 2016-03-29	3/28 - 3D Modeling using Rhino (4)	Weekly Exercises: - Complete 3D models in class materials (Submit your work by 8:00AM on 4/1 at YSEEC.)	
5	2016-03-30 2016-04-05	4/4 - Individual Critique of Project (1) - 3D Modeling using Rhino (5)	Weekly Exercises: - Complete 3D models in class materials  3D Project: - Develop concepts for individual project	
6	2016-04-06 2016-04-12	4/11 - Individual Critique of Project (2) - 3D Rendering (1)	Weekly Exercises: - Complete 3D models in class materials  3D Project: - Build 3D models for individual project	(4.4. - 4.6.) 수강철회 (4.8.) 학기 1/3선 (4.13.) 임시공휴일
7	2016-04-13 2016-04-19	4/18 - 3D Rendering (2) - 3D Printing Machine (2)	3D Project: - Build 3D models with rendering for individual project & Poster	(4.18. - 4.22.) 중간시험
8	2016-04-20 2016-04-26	4/25 Midterm Exam Period		(4.18. - 4.22.) 중간시험
9	2016-04-27 2016-05-03	5/2 - 2D exercise 1 introduced: abstraction through simplification using illustrator		

10	2016-05-04 2016-05-10	5/9 - 2D exercise 2 introduced: abstraction using line and shape using illustrator	2D exercise 1 due	(5.5.) 어린이날 (5.14.) 석가탄신일
11	2016-05-11 2016-05-17	5/16 - 2D exercise 3 introduced: digital montage and collage using photoshop	2D exercise 2 due	(5.16.) 학기 2/3 선
12	2016-05-18 2016-05-24	5/23 - 2D project introduced: portfolio using indesign	2D exercise 3 due	
13	2016-05-25 2016-05-31	5/30 - 2D project mid-confirmation	bring the printed portfolio (mock-up)	
14	2016-06-01 2016-06-07	6/6 no class-national holiday	individual critique via yssec 2D project due: bring the printed portfolio (final) individual critique via yssec	(6.6.) 현충일
15	2016-06-08 2016-06-14	(6/13) Set up the showroom (6/13-17) The Student Show (Scheduled) (6/17) S-Award Ceremony & Clean up the showroom	2D project final presentation 2D project due: bring the printed portfolio (final) * Student Show: Your design works MUST be completed and ready to be displayed by 4:00PM on 6/13. If you do not appear, you will lose 2 points. * S-Award Ceremony/ Clean up the showroom: You must attend the ceremony and clean up the showroom on 6/17 (2:00PM- 6:00PM). If not, you will lose 2 points.	(6.8. - 6.21.) 자율학습 및 기말시험
16	2016-06-15 2016-06-21	6/20 Final Exam Period		(6.8. - 6.21.) 자율학습 및 기말시험

\* Changes in Management of Academic Semester

During the midterm examinations (2022.10.20. - 10.26.) and final examinations (2022.12.15. - 12.21.) period, classes or self-study should be continued unless there is an exam scheduled during the week.

\* According to the University regulation section 57-2, students with disabilities can request special support related to attendance, lectures, assignments, or exams by contacting the course professor at the beginning of semester. Upon request, students can receive such support from the course professor or from the Center for Students with Disabilities(OSD). The following are examples of types of support available in the lectures, assignments, and exams:

(However, actual support may vary depending on the course.)

[Lecture]

- Visual Impairment: alternative, braille, enlarged reading materials, note-taker
- Physical Impairment: alternative reading materials, access to classroom, note-taker, assigned seat
- Hearing Impairment: note-taker/stenographer, recording lecture
- Intellectual Disability/Autism: note-taker, study mentor

[Assignments and Exam]

- Visual, Physical, Hearing Impairment: extra days for submission, alternative type of assignment, extended exam time, alternative type of exam, arranging separate exam room, and proctors, note-taker
- Intellectual Disability/Autism: personalized assignments, alternative type of evaluation



