

ALL VARIETIES OF CREATIVE ENGINEERS, ARTISTS & DESIGNERS

(sculpture, painting, drawing, CAD/CAM, programming, computer graphics, film production, music production, music composition, circuit bending, interactive art...)

NEEDED FOR Spring 2017 CLASS!

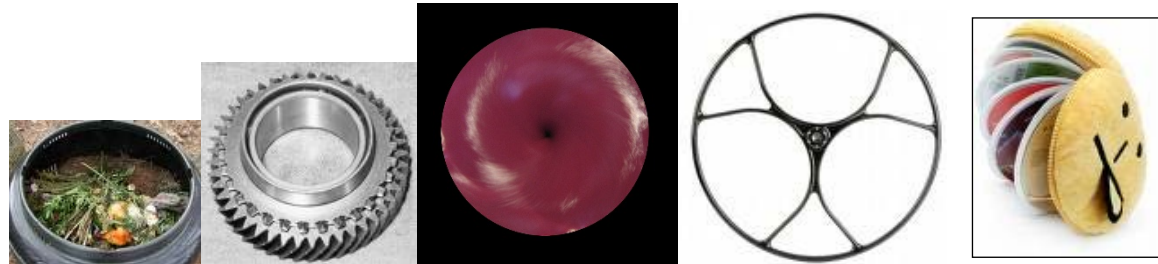
Aesthetics of Design

Special Topics

ATLS 4519/5519-004

MCEN 4228/5228-003

MWF 12-12:50 ITLL 1B50



<http://aesdes.org/> 

3 credit studio course in industrial design with applications in fine arts. The goal is to change students' perception of design in the world around them via a creative aesthetic experience.

Learning Objectives:

Students will execute an iterative design-fabrication process

Students will document their design choices, gaining facility in communication and recognition of their own creative processes.

Students will demonstrate teamwork skills in the service of their own and other's creative vision.

Students will apply select fundamentals of a traditional industrial design curriculum, including art history and fabrication techniques.

The course will be offered as a TAM Focus elective, and it also qualifies for the Certificate in Music Technology, and as a technical elective in Mechanical Engineering, open to juniors, seniors and graduate students. Fine Art juniors, seniors and graduate students are welcome to enroll, and then petition this course for studio credit. Students will interact on mixed teams. Prof. Jean Hertzberg will be the lead instructor.

Lectures

- Aesthetics (historical and modern context)
- Design Movements of the 20th and 21st Century
- The Chair as a case study
- Team interactions
- Techniques for constructive criticism/critique
- Resources
- Documentation

Structure

- Individual warm up project: Upcycling. Take inexpensive, possibly recycled materials and create an artifact, with or without utility. Blog about creative process. Oral presentation and critique in class.
- Three team projects with requirements:
 - Teams of 3. Each student will own one design, contribute help on two other projects, and receive help from teammates.
 - Deliverables will be a physical artifact plus documentation (blogs, design reviews, plus final report).
 - Artifact (sculpture) must be dynamic and/or complete a task (demonstrate form/function balance)
 - Art for art's sake is OK!
 - Artifact can be desk toy scale, lobby scale or Burning Man scale, provided work space can be found. Idea Forge and ITLL fabrication resources will be available
 - Emphasis will be on aesthetics and critical design aspects, choice of engineering materials, finish product quality and documentation. For example, a rough finish would need to be justified by an articulated aesthetic.

