

Unit Guide

Diploma of Art & Design

Monash College

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Overview

The Monash College Diploma of Art and Design offers specialist preparation for direct entry into a degree in Fine Art, Architecture, Industrial Design, Communication Design, Spatial Design or Collaborative Design at Monash University.

There are two entry points into the Diploma of Art and Design - Part One and Part Two - with the entry point for each applicant determined by their academic background and English language level. Students in the Fine Arts and Architectural Design streams will transition to Monash University after completing their Part 2, Trimester 1 units. Students in the other streams will complete the full Diploma before transitioning into second year at Monash University.

Diploma of Art and Design Course Outcomes

On completion of the Diploma of Art and Design, students should be able to demonstrate the following skills and knowledge and their application:

1. Knowledge of technical and theoretical issues in a variety of Art and Design theory and technical and language skills with depth in some areas.
2. Identify and communicate advice in a variety of Art and Design disciplines to address problems in accord with management requirements
3. Utilise technical skills to demonstrate understanding and problem solving in relation to Art and Design issues involving diverse stakeholders
4. With depth in some areas, critically apply theoretical and technical skills to solve problems in relation to a range of Art and Design disciplines
5. Manage work priorities and coordinate the work of others in accord with parameters set by management.

Monash College Diplomas Graduate Attributes

All Monash College courses will develop the following graduate attributes:

- Communication – demonstrated by effective communication in a variety of contexts
- Collaboration – demonstrated by working positively with others to achieve common goals
- Social and Cultural Engagement – demonstrated by respect for diversity and recognition of ethical responsibilities, including towards knowledge creation and academic integrity
- Critical Thinking and Problem Solving – demonstrated by the ability to analyse, evaluate and synthesise information to solve problems and innovate
- Independent Learning – demonstrated by the initiative, reflective practice and resilience necessary for self-directed learning, and possession of the foundational discipline knowledge and skills appropriate to commence their destination studies
- Academic Skills – demonstrated by understanding and appropriate application of scholarly practices and standards.

Unit Guide

Diploma of Art & Design

DIPLOMA PART I			
Unit Code	Unit Name	Unit EFTSL¹	Credit Points²
MCD1270	Drawing A	0.125	6
MCD1280	Art and Design Theory A	0.125	6
MCD1290	Principles of Design 3D	0.125	6
MCD1300	Visual Arts 3D	0.125	6
MCD1310	Drawing B	0.125	6
MCD1320	Art & Design Theory B	0.125	6
MCD1330	Principles of Design 2D	0.125	6
MCD1340	Visual Arts 2D	0.125	6
DIPLOMA PART 2			
Unit Code	Unit Name	Unit EFTSL¹	Credit Points²
MCD5020	Art and Design Theory C	0.125	6
MCD5040	Drawing C	0.125	6
MCD5120	Introduction to Health & Safety	-	-
MCD5130	Architecture Studio 1	0.250	12
MCD5150	Communication Design 2	0.250	12
MCD5160	Art and Design Theory D	0.125	6
MCD5170	Illustration	0.125	6
MCD5190	Architecture Communications 1	0.125	6
MCD5200	Fine Art Studio 1 (Taught at Monash University – FNA1111)	0.125	6
MCD5210	Collaborative Design studio 1	0.250	12
MCD5220	Industrial Design Studio 2	0.250	12
MCD5230	Spatial Design Studio 2	0.250	12
MCD5240	Product Drawing	0.125	6
MCD5260	Painting Introduction (Taught at Monash University – PTG1001)	0.125	6
MCD5270	Photography (Taught at Monash University – PHO1203)	0.125	6

1. EFTSL: Effective Full-time Student Load. Each part of the Diploma is equivalent to one year of full-time study. Monash College Diplomas are delivered in an accelerated mode, so you can study more than a standard full-time load in a year.

2. Most Monash units are 6 credit points although some are 12. To complete a full Monash College Diploma you must pass 96 credit points; if you start in Part 2 you must pass 48 credit points. All Diploma of Art and Design students must also complete the Introduction to Health & Safety unit. Credit points in Part 2 units count towards the first year of your Monash University degree.

MCD1270 - Drawing A

Description

Drawing A initiates an intensive studio-based program focusing students on observation and analysis of their visual surroundings. Within the studio environment sequential projects are explored to build up the student's visual awareness of three dimensional forms and their surrounding environments.

There is a predominant focus on observing and describing the observed shapes and spaces in viewing objects and the human form within the studio environment. The course provides a progressive analysis of different approaches to drawing the vast range of forms encountered in everyday life. Observations of the human figure and still life forms also pay particular attention to describing the relationships observed between these arrangements of forms. Students are guided through these drawing exercises through a sensitive use of the studio facilities to enhance student visual awareness. Throughout the drawing program observation and analysis skills are complemented by a gradual experimentation with a broad range of expressive mediums and techniques to further enhance student's facility in creating an individual and creative response to the studio projects.

Prerequisites

Nil

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Observe and represent objects by line and tone, expressing their form and volume and showing a basic understanding of structure within the three-dimensional environment.
2. Understand the complimentary visual connections between objects and their surrounding spaces and through drawing explore ways of representing these relationships.
3. Gain confidence in manipulating a range of drawing materials and methods pertinent to the study.
4. Have an enhanced ability to observe the visible world based on what is actually seen rather than what is presumed.
5. Increase confidence to speak with clarity and understanding about their own and others' drawings.
6. Develop an interest in the ways which artists and designers use drawing in their art/design practice.

Assessment

Assessment	Details	Weight	Week Due
1	Early Assessment Task: Key Concepts Quiz	4%	In class W3
	A1 Folio (Body of Work W1-5)	16%	5
2	A2 Folio (Body of Work W1-12)	80%	12

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit

MCD1280 - Art and Design Theory A

Description

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This unit is an introduction to the formal analysis of Western painting from the 15th to 19th centuries. Students will develop the skills to discern the connection between formal properties and historical contexts in two-dimensional artworks. This will include the study of:

1. Space and form illusion.
2. Narrative construction.
3. Organisation of subject matter.
4. Technical methods and terms.
5. Visual themes and tropes.
6. Processes of abstraction.
7. Historical contexts.

Prerequisites

Nil

Learning Outcomes

On successful completion of this subject, students are expected in spoken and written form to:

1. Interpret the use of visual elements and design principles.
2. Relay the composition of subject matter in a formal manner.
3. Relate underlying messages and various critics interpretations.
4. Evaluate techniques and abstractions in tandem with their historical contexts.
5. Describe the characteristics of different periods, schools and individuals.
6. Compare and contrast different artworks from a historical vantagepoint.
7. Comment on the influence of art critics.

Assessment

Assessment Task	Details	Weight
Homework Test 1	Visual Test	10%
Homework Test 2	Visual Test	10%
Essay	1500 words	50%
Key Image Test	Visual Test	30%

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD1290 - Principles of Design 3D

Description

Principles of Design 3D provides a foundation for the understanding of three-dimensional (3D) elements and principles for students of art and design.

This unit explores 3D form and structure via the introduction of the basic elements, principles and processes of three-dimensional art and design.

Students will develop the analytical, technical and communication skills necessary to understand and apply 3D form as a tool for expression and communication. This unit develops in a sequential program, through theory, demonstration and practice of these elements and principles.

Exercises and assignments are formulated to establish the foundation of a requisite skill-set and encourage the exploration of 3D form in a confident and competent manner.

Prerequisites

Nil

Learning Outcomes

On successful completion of this subject, students are expected to be able to:

1. Recognise and analyse 3D elements of design
2. Recognise, analyse and utilise fundamental processes and techniques appropriate to the realisation of 3D design.
3. Demonstrate skills in the construction techniques of soft modelling materials.
4. Understand conceptual and representational principles of form, space and structure.
5. Utilise space and form as communicative and expressive design elements.
6. Understand and apply the nomenclature of art and design.

Assessments

Assessment	Details	Weight	Duration	Week Due
1	Word Geometry	10%	2 weeks	3
2	Ponte della Pasta	15%	2 weeks	5
3	Lines and Planes	20%	2 weeks	7
4	Space Cubes	25%	3 weeks	10
5	I Support You	30%	3 weeks	13

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD1300 - Visual Arts 3D

Description

This unit facilitates an understanding of visual arts practice, particularly in a 3D context. It does so by taking students on a journey of visual synthesis by exploring the properties of various food types using a range of materials and production techniques.

1. Students are introduced to visual arts practice through studies in the areas of mixed media.
2. Projects will enable the development of analytical and technical skills.
3. Exercises and assignments are formulated to extend students' awareness of 3D practices, through engagement with conceptual and material processes.

Prerequisites

Nil

Learning outcomes

On successful completion of this subject, students are expected to be able to:

1. Demonstrate a better understanding of basic design principles through a series of 3D concepts.
2. Demonstrate effective consideration of materials and production techniques.

Assessments

Assessment	Details	Weight	Duration	Week Due
1	Food for Thought	10%	1 week	2
2	Tasteful Design	20%	2 weeks	4
3	The Serving Tray	20%	2 weeks	6
4	Inspire Me Proposal	20%	2 weeks	8
5	Inspire Me	30%	4 weeks	12

Students must achieve an overall mark of 50% or higher in order to pass this unit.

MCD1310 - Drawing B

Description

Drawing B builds on the Drawing program initiated in Drawing A. Drawing B continues an intensive studio-based program focusing students on observation and analysis of their visual surroundings. Within the studio environment sequential projects are explored to build up the student's visual awareness of three dimensional forms and their surrounding environments.

Prerequisites

Nil

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. To observe and represent objects by line and tone, expressing their form and volume and showing a basic understanding of structure within the three-dimensional environment.
2. Understand the complimentary visual connections between objects and their surrounding spaces and through drawing explore ways of representing these relationships.
3. Gain confidence in manipulating a range of drawing materials and methods pertinent to the study that show a growing individual engagement.
4. Have an enhanced ability to observe the visible world based on what is actually seen rather than what is presumed.
5. Increase confidence to speak with clarity and understanding about their own and others' drawings.
6. Develop an interest in the ways which artists and designers use drawing in their art/design practice.
7. Be curious about the historical, theoretical, philosophical and aesthetic contexts that inform this drawing practice.

Assessment

Assessment	Details	Weight	Week Due
1	Early Assessment Task: Key Concepts Quiz	4%	In class W3
	A1 Folio (Body of Work W1-5)	16%	5
2	A2 Folio (Body of Work W1-12)	80%	12

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD1320 - Art & Design Theory B

Description

This unit is an introduction to visual cultures from the perspectives of art, design and architecture. Key themes within contemporary visual culture are discussed in terms of aesthetic, technological, historical and ideological contexts. Students develop critical skills in analysing the diverse artefacts and practices of art, design and architecture and communicating their significance in verbal and written forms.

The delivery is based on weekly lectures that trace a timeline of art history and weekly tutorials that focus on revising and exploring the weekly topic through group activities. Assessment is based upon the ability to combine formal analysis and critical thinking skills to express informed opinions in both spoken and written form.

Prerequisites

MCD1280 Art and Design Theory A

Learning Outcomes

On successful completion of this unit, students will have the ability to:

1. Identify works of art, design and architecture and place them in cultural contexts.
2. Recognise relationships between art, design and architecture in the development of visual culture.
3. Engage with key issues and concerns within contemporary visual culture.
4. Critically analyse works of visual culture and communicate their findings in verbal and written form.
5. Identify contemporary visual culture with an awareness of ethical, social and cultural issues.

Assessments

Assessment Task	Details	Weight
Class Presentation	Oral presentation based on homework and additional reading	20%
Essay	1000 words	50%
Key Image Test	Written test based on key images – part 1 and part 2	30%

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD1330 - Principles of Design 2D

Description

This unit provides a foundation which introduces the understanding of two dimensional (2D) elements and principles to students of art and design.

Students are introduced to the basic elements and principles of two-dimensional art and design, and the development of the analytical and communication skills necessary for understanding and application.

This unit develops in a sequential program through lecture and practice of these elements and principles with assignments set on each.

A major assignment is set at the end of the course that integrates the elements and principles of two-dimensional art and design.

Prerequisites

Nil

Learning outcomes

On successful completion of this unit, students are expected to be able to:

1. Understand and apply the creative (art and design) process.
2. Recognise, analyse and use the two-dimensional elements of art and design.
i.e. point, line, shape, texture, colour and letter-form.
3. Recognise, analyse and use the 2-dimensional principles of art and design.
i.e. balance, contrast, figure-ground, scale and proportion, hierarchy.
4. Recognise some theoretical and psychological issues of selected colour theories.
5. Recognise, analyse and use typography.
6. Understand and apply the nomenclature of art and design.

Assessments

Basic Design Studio A is 100% mixed mode progressive assessment by a series of assignments.

Assessment Task	Details	Weight
Project 1	Shape, space, symmetry and asymmetry	20%
Project 2	Composition principles, stability and dynamic	20%
Project 3	Principle of scale	20%
Project 4	Typography and colour theory	20%
Project 5	Texture and colour practice	20%

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD1340 - Visual Arts 2D

Description

This unit introduces and facilitates a greater understanding of visual arts practice in painting and Printmaking.

Students are introduced to visual arts practice through studies in the areas of Printmaking, Painting and sculpture. Students will be expected to examine line, form, tone, colour, composition and construction in space. Projects will enable the development of the analytical and technical skills. Exercises and assignments are formulated to introduce the students to historical and contemporary 2D practices, through an engagement with conceptual and material processes.

Prerequisites

Nil

Learning outcomes

On completion of this unit, students are expected to be able to:

1. Develop their practical knowledge of a range of skills applicable to the processes of printmaking and painting.
2. Develop a greater awareness of the significance of drawing and design, within the practices of printmaking and painting.
3. Explore a personal response to printmaking and to painting, in relation to the selected historical and contemporary art context, and enhance creative engagement with the pertinent materials.
4. Observe and represent objects and their surrounding space with colour. Understand the relative nature of colour perception, and develop an interest in the ways that artists and designers use colour in their practise.

Assessments

Assessment	Details	Weight	Week Due
1	Early Assessment Task: Key Concepts Quiz	5%	In class W3
	A1 Folio (Body of Work W1-6)	20%	6
2	A2 Folio (Body of Work W1-12)	75%	12

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD5020 - Art and Design Theory C

Description

This unit is an introduction to visual cultures from the perspectives of art, design and architecture. Key themes within contemporary visual culture are discussed in terms of aesthetic, technological, historical and ideological contexts. Students develop critical skills in analysing the diverse artefacts and practices of art, design and architecture and communicating their significance in verbal and written forms.

The delivery is based on weekly lectures that trace a timeline of art history and weekly tutorials that focus on revising and exploring the weekly topic through group activities. Assessment is based upon the ability to combine formal analysis and critical thinking skills to express informed opinions in both spoken and written form.

Prerequisites

Nil

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Identify works of art, design and architecture and place them in cultural contexts.
2. Recognise relationships between art, design and architecture in the development of visual culture.
3. Engage with key issues and concerns within contemporary visual culture.
4. Explain their findings into works of visual culture and communicate in verbal and written form.
5. Analyse contemporary visual culture with an awareness of ethical, social and cultural issues.

Assessment

Assessment Task	Details	Weight
A1: In trimester assignment	Essay writing test part 1	20%
	Essay writing test part 2	10%
A2: Research Essay	1,500 words	30%
A3: In trimester assignment	Visual test	40%

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD5040 - Drawing C

Description

Drawing C initiates the final component of the Drawing program at Monash College. It prepares students for entry to the graduate courses in Art, Design and Architecture, running parallel with the first year Drawing graduate program. Drawing C continues an intensive studio-based program focusing students on observation and analysis of their visual surroundings. Within the studio environment sequential projects are explored to build up the student's visual awareness of three dimensional forms within their surrounding spaces.

The course investigates observations and interpretations of a range of everyday encountered forms; manufactured and organic. There is a predominant focus on observing and describing the human form (both naked and clothed) within this context. Throughout the drawing program observation and analysis skills are complemented by a gradual experimentation with a broad range of expressive mediums and techniques to further enhance student's facility in creating an individual and creative response to the studio projects. Conceptual sensitivities are overlaid within these explorations as students mature through their drawing exercises.

Prerequisites

Nil

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Observe and represent objects by line and tone, expressing their form and volume and showing a basic understanding of structure within the three-dimensional environment.
2. Understand the complimentary visual connections between objects and their surrounding spaces and through drawing explore ways of representing these relationships.
3. Gain confidence in manipulating a range of drawing materials and methods pertinent to the study which show a growing individual sensitivity to a creative application of the drawing approach to the act of visual expression.
4. Have an enhanced ability to observe the visible world based on what is actually seen rather than what is presumed.
5. Increase confidence to speak with clarity and understanding about their own and others' drawings.
6. Have an awareness of the breadth of drawing practice both historically and in the contemporary art/design milieu and be curious about the historical, theoretical, philosophical and aesthetic contexts that inform drawing practice to progress their own conceptual overlays in response to the action of drawing.

Assessment

Assessment	Details	Weight	Week Due
1	Early Assessment Task: Key Concepts Quiz	4%	In class W3
	A1 Folio (Body of Work W1-5)	16%	5
2	A2 Folio (Body of Work W1-12)	80%	12

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD5120 - Introduction to Health & Safety

Description

MCD5120 Introduction to Health and Safety – equivalent to Monash University OHS 1000 Introduction to Health and Safety, Bachelor of Communication Design.

This unit will give students an understanding of the historical perspectives and context of safety and environmental concerns in the workplace.

The unit will show how safety and environmental guidelines come about due to government acts, regulations, codes of practice and standards, which are ultimately a reflection of broader community attitudes.

Students will learn the difference between a hazard and a risk, and understand the process of risk assessment and be able to apply it to their workplace (and by extension to environments external to the university).

In addition, students will have some understanding of the consequences of their work and study actions in relation to the environment.

Prerequisites

MCD1290 Design Studio B

Learning outcomes

On successful completion of this unit, students are expected to be able to:

1. Have an understanding of the nature of health and safety in the workplace, community expectations, and the relevant legislation.
2. Be conversant with procedures for dealing with emergencies.
3. Have an understanding of the terms hazard, risk, risk assessment, and risk management, and an understanding of the procedures for assessing and managing risk.
4. Be able to identify the main types of hazard which may be encountered in studios and workshops, biological, chemical, and physical.
5. Have an understanding of the importance of controlling risk and how this is done.

Assessments

Health and Safety 100% overall – Online study

Assessment Task	Details
Module 1	Monash University OHSE Policies, Guidelines and OHS Documents
Module 2	Law
Module 3	Workplace Inspections and Hazards
Module 4	OHS Risk Assessment and control
Module 5	Hazardous substances, dangerous goods and MSDS sheets
Module 6	Ergonomics and Manual Handling

MCD5130 - Architecture Studio 1

Description

This unit introduces architectural design as a process of investigation, critical observation and experiment. The unit focuses on design as a process engaged with the three-dimensional and material testing of ideas. Projects will be formulated to introduce issues such as scale in relation to the human body, site and environmental contexts, basic techniques of three-dimensional composition and the correct use of architectural drawing conventions.

Students will learn about the materialisation of design ideas and the implications of design decisions made at smaller scales. Students will be challenged to respond creatively to complex project briefs which contain a number of specific materials, spatial and functional requirements. Projects have been structured to lead into and out of each other and in this way, the semester is thought of as additive, with each of the projects building upon ideas and skill sets gathered in the previous.

Prerequisites

MCD1290 (Basic Design Studio B) or entry into Part 2

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Introducing the value of an iterative process of making / critical reflection / design.
2. Developing design strategies for addressing the complex range of issues inherent to an architectural project.

Assessments

Assessment Task	Details	Weight
Phase 1	Traveller & Context	10%
Phase 2	Capsule	10%
Phase 3	Escape/Crash	20%
Phase 4	Shelter	20%
Folio	Folio	40%

Students must achieve an overall mark of 50% or higher in order to pass this unit.

MCD5150 - Communication Design 2

Description

MCD5150 Communication Design 2 – Part 2 equivalent to Monash University CDS1002 Communication Design Studio 2, Bachelor of Communication Design.

This unit introduces communication design processes relative to the fundamental principles of typography, image, layout manipulation and time-based design.

An understanding of how communication design enhances the human experience is initiated in this unit through observation, critical enquiry, interpretation and the creation of visual and interactive forms.

Prerequisites

MCD5140 Communication Design 1

Learning outcomes

On completion of this unit, students are expected to be able to:

1. Construct design solutions using two and three dimensional design elements, image making, typography and time-based media.
2. Develop a responsible, inquiring and adventurous attitude to design problem solving.
3. Recognise and use terminology specific to communication design, typography and digital media.
4. Understand and apply the fundamental elements and principles of basic typesetting and type design.
5. Use the fundamental processes intrinsic to time-based design and motion graphics.
6. Understand and apply the occupational health and safety requirements of this unit.

Assessments

Communication Design 2 is 100% mixed mode progressive assessment by a series of assignments made up of 50% Typography Studio and 50% Motion Graphics.

Assessment Task	Details		Weight
Typography Studio	A1: Typographic Fundamentals (A)	35%	50% overall
	A1: Typographic Fundamentals (B)	35%	
	Photographic Typographic	30%	
Motion Graphics	Video Production	50%	50% overall
	User Experience	50%	

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD5160 - Art and Design Theory D

Description

Design and the avant-garde: This unit considers the various strands of European modernism and their legacy in relation to the design disciplines. Key avant-garde movements and practices are studied, with particular consideration given to their ideological, political and cultural contexts and motives.

The critical and utopian tendencies of twentieth-century avant-garde practices are considered in terms of their lasting implications for the social role of design. Students will continue to develop a range of approaches to understanding works of design and related issues, while also refining the broader critical and analytical skills necessary to their disciplines.

This unit employs a lecture and seminar-teaching format, with long-form written assignments and in-seminar presentations.

Prerequisites

MCD5020 Theory C

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Understand the history and the basic tenets of the major movements in European modernism.
2. Recognise and analyse key examples of avant-garde practices in art and design.
3. Discuss the legacy of the European avant-gardes and their lasting influence upon the social role of the Designer.
4. Critically evaluate the relationship between theory and practice.
5. Critique works of design and articulate these analyses in both spoken and written form.

Assessment

Assessment Task	Details	Weight
Detailed Essay Plan & Annotated Bibliography	1,500 words	20%
Research Essay	2,500 words	40%
Diary Tasks & Presentations	Progressive diary documenting response to in-class prompts 5 in-class presentations	40%

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD5170 – Introduction to Illustration

Description

MCD5170 Illustration – equivalent to Monash University VCO 1203 Introduction to Contemporary Illustration, Bachelor of Communication Design.

This elective unit explores the practice of contemporary illustration by introducing and exposing students to a range of illustration styles and techniques, in both traditional and experimental forums.

Students will develop a basic knowledge of the history of illustration and its use as a social and cultural visual communication tool. Study will focus on examining existing contemporary styles in order to broaden their personal and current understanding.

Students will creatively explore the fundamental skills and analytical processes associated with illustration and individual image making through a set of industry-based projects, encouraging experimentation and skill development by using a range of materials and equipment, both hands-on and digital.

Prerequisites

MCD5140 Communication Design 1

Learning outcomes

On completion of this unit, students are expected to be able to:

1. Create a body of illustrative work for use in a range of print or electronic media;
2. Express ideas and concepts to construct illustrative solutions using introductory-level processes;
3. Work confidently with the elements and principles of form, shape and composition across multiple illustration contexts;
4. Demonstrate drawing skills and the use of creative drawing practice as a means of visual thinking;
5. Apply introductory-level knowledge of illustration techniques;
6. Understand and apply basic colour theories;
7. Recognise historical and industry-current illustration technologies, materials and techniques;
8. Recognise the power of illustration as a communication tool;
9. Recognise the link between illustration and graphic communication design;
10. Understand and apply the occupational health and safety requirements of this unit.

MCD5170 - Introduction to Illustration CONTINUED**Assessments**

Illustration 100% overall:

Assessment Task	Details	Weight
Project 1	Cutting Edge	20%
Project 2	Characterise	30%
Project 3	Telling Tales	30%
Project 4	Instruct Me/Package Up	20%

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD5190 - Architecture Communication 1

Description

The aim of this unit is for students to explore the principles, history and methods of perspective and orthographic projection, engaging in the practice of descriptive geometry through the use of contemporary computer technology and computer aided drafting (CAD).

Basic techniques of visualisation and the translation of traditional analogue modes of representation into the digital will be introduced, along with technical CAD modelling and drawing skills in both two and three-dimensions.

Prerequisites

MCD1290 (Basic Design Studio B) or entry into Part 2

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Be aware of the function of computer aided drafting (CAD) as a fundamental tool of two and three-dimensional design.
2. Understand the transition between two-dimensional and three-dimensional systems of representation and their associated drawing conventions.
3. Have developed basic skills in computer aided drawing in two and three dimensions using industry standard hardware / software.
4. Understand the principles of descriptive geometry, its methods of representation and protocols of orthographic and axonometric projection.
5. Have basic knowledge of the theoretical and historical origins of perspective and orthographic projection as an analogue form of practice and representation.
6. Understand and be able to apply the rules of occupational health and safety appropriate to the unit of study.

Assessments

Architecture Communication 1: 100% overall

Assessment Task	Details	Weight
Drawing A	Collage & Context	10%
Drawing B	3D Representation	30%
Drawing C	Site, context & Country	30%
Drawing D	Revision Booklet	20%
Skills & Knowledge Audit	Skills & Knowledge Audit	10%

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD5210 Collaborative Design Studio 1

Description

Collaborative Design Studio will immerse students in the essential, foundational learning required of all fields of design – focusing on work-practices from Industrial Design, Communication Design and Spatial Design. Students will understand how design thinking informs design outcomes; have the capacity to identify design problems before navigating solutions; locate the user at the centre of all design challenges; identify and apply design methodologies and processes in ethical and culturally sensitive ways; and understand that design is more than the aesthetic or artefact-centred practice and requires research, analysis, critical thinking and creative engagement.

Prerequisites

MCD1290 Design Studio B or direct entry into Part 2

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Develop skills in interpersonal communication and collaboration.
2. Respond to real and speculative challenges through design thinking and making processes.
3. Navigate complexity through an iterative process of ideation and prototyping.
4. Utilize and value trans-disciplinary modes of design enquiry and apply them in inventive ways.
5. Observe and apply the OHSE requirements relevant to this unit.

Assessment

Assessment Task	Details		Weight
Studio Component	P1 Things Matter	35%	60% overall
	P2 Zine	25%	
	P3 Making Space	40%	
Skills Component	Design Thinking	20%	40% overall
	Photomedia	10%	
	Digital Imaging	35%	
	3D Constructs	35%	
	Spatial Photography/Projection Mapping/Lighting	-	

Students must achieve an overall mark of 50% or higher in order to pass this unit.

MCD5220 – Industrial Design Studio 2

Description

This unit takes students through an end-to-end design process, from research and ideation through to material studies and manufacture of high-fidelity prototypes. In parallel, students will develop their communication skills from basic sketching through to advanced 3D modelling. The unit will test their design thinking skills by making them identify gaps in, and develop solutions for, specialised demographics.

Prerequisites

MCD5210 Collaborative Design Studio 1

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Empathise, define, ideate, prototype and test;
2. Recognise, analyse and apply the elements and principles of design;
3. Understand the nature of the design process and apply methodical steps in their own projects;
4. Understand the multidisciplinary nature design;
5. Understand selected colour theories;
6. Develop capabilities to communicate research outcomes, design concepts and solutions;
7. Appreciate the relationship between design and industry; and
8. Observe and employ occupational health and safety, appropriate to studio practice

Assessments

Assessment Task	Details	Weight
Assessment 1	Drawing	20%
Assessment 2	Design Thinking	20%
Assessment 3	Computer Aided Design	20%
Assessment 4	Making	20%
Assessment 5	Posters	20%

Students must achieve an overall mark of 50% or higher in order to pass this unit.

MCD5230 – Spatial Design Studio 2

Description

Students taking this unit will engage with the social aspects and collaborative processes of design. Two fundamental modules will be explored: key observation and representation skills for design development and communication; and the physical and qualitative properties of common spatial practice materials.

Students will focus on the social, cultural and physical contexts of spatial design practice and on the development of observation and analytical skills to support the investigation of these properties and the potential for their application in design.

Prerequisites

MCD5210 Collaborative Design Studio 1 or MCD5130 Architecture Studio 1

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Prepare a design proposal in response to a simple project brief.
2. Consider aesthetic, functional, sustainable and programmatic aspects of design outcomes.
3. Draw in 2D and 3D using computer aided design software.
4. Engage with concepts relevant to the inhabitation of space as key concerns of interior architecture.
5. Record the processes undertaken in the production of a design proposal using a range of media.
6. Understand and apply the rules of occupational health and safety appropriate to the discipline practice.

Assessment

Assessment Task	Details	Weight
Project 1	Artist Beach Colony	70%
Project 2	Knowledge and Skills Audit	10%
Project 3	Folio	20%

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.

MCD5240 – Product Drawing

Description

This unit provides the opportunity for Art & Design students – within their respective design avenues – to embark on a 12-week journey of visual synthesis using traditional [analogue] sketching and rendering techniques. Sketching is a method of visualising ideas in the mind of a person (externalising the internal) which aids design-thinking and enhances collaboration. It involves creating and removing, adjusting and compromising, and evaluating outcomes which may not be complete, yet provide a better understanding of a goal through visual renders.

The unit emphasises how everyday products can be broken down into basic geometric forms and vice versa where designing products is concerned.

Prerequisites

MCD5210 Collaborative Design Studio 1

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Draw to build ideas and show salient features of an intended design rather than a pre-existing object
2. Appreciate drawing as a method of externalising thoughts and developing ideas
3. Communicate their ideas through concept presentation sketches and renderings
4. Use drawing for persuasion and communication in a product design context
5. Demonstrate proficiency in the use of appropriate drawing mediums and equipment
6. Understand the range of drawing mediums and select appropriate techniques to suit the nature of the design or the communicative purpose

Assessments

Assessment Task	Weight
Assessment 1	40%
Assessment 2	30%
Assessment 3	30%

Students must achieve an overall mark of 50% or higher in order to pass this unit.