



Faculty of Fine & Performing Arts

KONC30, Digital Tools for Spatial Practices, 3 credits

Digitala verktyg för rumsliga praktiker, 3 högskolepoäng

First Cycle / Grundnivå

Details of approval

The syllabus was approved by Department Board of Malmö Art Academy on 2021-10-04 to be valid from 2021-10-04, autumn semester 2021.

General Information

Artistic techniques, Lund University, Faculty of Fine and Performing Arts, Malmö Art Academy.

Optional course for the BFA programme (KGFKO).

Language of instruction: English

Main field of studies

Fine Arts

Depth of study relative to the degree requirements

GXX, First cycle, in-depth level of the course cannot be classified

Learning outcomes

The course consists of instruction in appropriate artistic techniques.

The aim is to provide students with skills as well as technical and practical knowledge. Major emphasis is placed on the relevance of the technical training to the individual student's artistic work.

Course content

Digital tools for spatial practices is a proposal for a short academic course that explores technical and conceptual instruments to create 3D models of installations and exhibition displays.

The course will deal with computational skills oriented to the development of virtual representation of artistic works and their environments, using different available CAD softwares and render engines. But also with some intellectual exercises on the spatial

qualities that can be studied in a 3D model.

During the program the students will be invited to create a model of a piece of their own, and to explore variations of it attending to aspects such as its scale, the relationship to its architectural framework or the design of displays for it.

The vision behind this course is not to underestimate the physical and spatial experience of art, which in our social- media driven environment, and specially after the current sanitary crisis keeps being challenged. Rather than that, this short program aims to provide complementary approaches to making art, that can be useful for any creative process, for example testing variations of a piece, designing exhibition sets, explaining ideas in applications or coordinating a production process taking place in a distant location.

Course design

In order to develop the course, the students will have access to different software for 3D modelling and Photoshop. The course will make use of free-license or demo/student licenses of the programs.

The course is not focussed in one specific software but in a small list, prioritizing SketchUp and Rhinoceros 3D. We will go through transversal features of all these programs, and the students will choose which of them is the most suitable for their project.

Depending on the circumstances, this project can be adapted to an online version, with online seminars and a platform in which we would place materials and models.

The course will be conducted in English.

Ideally, at the end of the course the students will have developed a 3D model of their work, integrated in an environment, including some variations on different aspects of the work. However, the course will emphasize the learning value of the process rather than finish

Assessment

For the grade pass the student needs to be at least 80% present at lectures, seminars and workshops and the grade pass on tasks, if any.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Grades

Marking scale: Fail, Pass.

Entry requirements

General requirements for university studies in Sweden