



Course name	Creative Modelling of Space
Entity running the course	Faculty of Interior Architecture and Design
Entity for which the course has been prepared	Department of Interior Architecture
Course type	core / compulsory course
Year of study / semester, type of studies	Year II, sem. IV, advanced level, full-time bachelor's degree
ECTS credits	4 pts ECTS per semester
Academic tutor	Assoc. Prof. Jacek Kulig
Aim of the course	<ol style="list-style-type: none">1.Constant development of knowledge in the field of methods of using and conscious processing of materials, technologies; processing of the selected design concepts in order to find their own conscious solutions in the area of individual and team work.2. Developing sensitivity and artistic awareness, embedding knowledge about composition, structure and the process of constructing the creative design object and its performance using various techniques and technologies to speak freely design (spatially - visual) scale model of man in a communicative way for the recipient, visualization, animation.3. Solidifying skills in creating readable forms of presenting the results of one's own work with the use of computer programs in a communicative way for the recipient.4. Constantly developing teamwork skills.
Prerequisites	Having the three previous semesters completed.
Learning outcomes:	
- knowledge	Student obtains an extended knowledge of: methods of conscious processing of materials, technologies, methods of integration processing of the selected design concept, conscious and active participation in the creation of

contemporary design is calculated. Student has an established knowledge of the basics of design on the plane and in space in the area of curriculum, is aware of the application of the principles of composition in design practice.

- skills

Student is able to apply their knowledge of computer software for their design work.

- personal and social competence

Student can work in team.

Course content

Task 1

Variables of 3D structures (group task) in a human scale - model 1:1.

Modeling

Material - methods and processing technologies, opportunities in the context of the project.

Greeking - making up the material, layout using 3D software, 3D printing.

Tools - methods of using tools.

The experiment - experimental modeling, layout, combining processing - technological process.

Presentation

The argument - to prepare for the election arguments subsequent phases of the project.

Material - sketch, drawing, photography, visualization, model.

Tools - tools graphic.

Exercise 2

Family of independent objects (individual task) in the human scale - model 1:1.

Modeling

Material - methods and processing technologies, opportunities in the context of the project.

Greeking - making up the material, layout using 3D software, 3D printing.

Tools - methods of using tools.

The experiment - experimental modeling, layout, combining processing - technological process.

Presentation

The argument - to prepare for the election arguments subsequent phases of the project.

Material - sketch, drawing, photography, visualization, model.

Tools - tools graphics.

Exercise 3

Interpretation of 2D objects - transformations and multiplications / individual task - to choose from / in the human scale - model 1:1.

Modeling

Material - methods and processing technologies, opportunities in the context of the project.

Greeking - making up the material, layout using 3D software, 3D printing,

Tools - the method of use of tools during prototyping and modeling.

The experiment - experimental modeling, layout, combining processing - technological process.

	<p>Presentation The argument - to prepare for the election arguments next phases of the project. Material - sketch, drawing, photography, visualization, model. Tools – graphic tools / depending on the form of presentation.</p>
Course form and number of course hours	Classes in laboratories, reviews, lectures, self-study, consultations.
Assessment methods and criteria	75% task execution / activity during classes / working reviews 25% open review of works
Assessment type	Examination review (summer semester)
Literature	<p>Artheim Rudolf „Sztuka i percepcja wzrokowa -psychologia twórczego oka”; Munken Łódź 2004 Beneyus Janine M. Biomimicry. Innovation inspired by Nature, Frutiger Adrian „Człowiek i jego znaki,” d2d; Kraków 2010 Francuz Piotr „Obrazy w umyśle, studia nad percepcją i wyobraźnią”, WN Scholar 2007 Hensel Michael „Techniques and Technologies in Morphogenetic Design” Królikowski Waclaw, Kłosowska-Wołkiewicz Zofia, Penczek Piotr „Żywiec i laminaty poliestrowe”, WNT 2007 Lefteri Chris,” Material for Inspirational Desig” Pielichowski J., Puszyński A. „Technologia tworzyw sztucznych WNT 2003 07</p> <p>magazines Form & Function Detail</p> <p>websites andreagraziano.blogspot.com.tr/ artsandcomputing.wordpress.com design.technology.com fizyka.umk.pl fizyka.umk.pl/~duch/Wyklady/Mozg/11-swiadomosc.htm fstoppers.com generativeart.com glform.com/ mat-fab.com materialconnexion.com neuroaesthetics.net sciarc.edu/ scientific.net/ terreform.org</p>
Teaching aids	Access to professional workshop.

Language of instruction

Polish