MODULE/COURSE HANDBOOK

<table>
<tr><td colspan="7">Basic Form- Three Dimensional</td></tr>
<tr><td colspan="2">Module/ Course Title

Basic Form-Three Dimensional</td><td>Student Workload

3 Credits x 16 meetings x 170 / 60 = 136 hours/ Semester</td><td>Credits (ECTS)

3 Credits x 1.59 = 4,77 ECTS</td><td>Semester

2</td><td>Frequency

16 meetings (include Mid-term Exam and Final Exam)</td><td>Duration

16 meetings</td></tr>
<tr><td>1</td><td colspan="2">Type of course
● Experience
● Lecture-Lab
● Studio</td><td colspan="3">Practice Lecture

28,55 x (3 Credits x 1.59) = 136,18 hours/Semester</td><td>Class size

30 students</td></tr>
<tr><td>2</td><td colspan="6">Prequisites for participation (if applicable)</td></tr>
<tr><td>3</td><td colspan="6">Learning outcomes (PLO+CLO)

PLO 8 Capable of producing original and innovative works and effectively presenting them in a variety of forums, both independently and in collaboration.
PLO 9 Capable of designing, implementing, and developing artistic skills to produce innovative works, media, and learning resources for educational and entrepreneurial purposes.

CLO 8 Students are able to create original and innovative three-dimensional works of art through exploration of forms, materials, and basic principles of three-dimensional design.
CLO 9 Students are able to develop creative ideas and strategies in creating original and meaningful three-dimensional works of art, as well as analyze the use of visual elements and techniques in a reflective and innovative manner.</td></tr>
<tr><td>4</td><td colspan="6">Subject aims/content
This course contains the basics of applying visual techniques as an effort to equip students with the elements and principles of three-dimensional art. Material elements of fine art include color theory, the concept of points, lines, shapes, space, texture. The principles of visual organization include balance, rhythm, unity, harmony, perspective and dominance. Elements and principles as rules for the formation of artistic visualization, and their application in 3-dimensional visualization that utilizes variations of geometric or non-geometric 3-dimensional visual media, characteristics and structures with training</td></tr>
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	strategies and practices. The Basic Form Three Dimensional course equips students with an understanding of fundamental three-dimensional principles, shaping techniques, and creative exploration in art and design. Students will learn to analyze, solve design problems, and present and evaluate works based on aesthetic and technical aspects. This course serves as an essential foundation for developing skills in three-dimensional visual arts.
5	**Teaching methods** Interactive lecture - Guided instruction, project based learning, presentation
6	**Assessment methods** Project assessment(Design), portfolios of students work, presentation
7	**This module is used in the following study program/s as well** Undergraduate program
8	**Module Coordinator** Drs. Imam Zaini, M.Pd. Aqim Amral Hukmi, M.Pd. Utari Anggita Shanti, M.Pd.
9	**Reference** Major 1. Mubarat, Husni., & Muhsin Ilhaq. (2021). Telaah Nirmana sebagai Proses Kreatif Dalam Dinamika Estetika Visual. Padang Panjang: Jurnal Ekspresi Seni, 32 (1), 125-139. https://media.neliti.com/media/publications/385992-none-440b83da.pdf 2. Afatara, N., & Prameswari, N. S. (2019). Studi Eksplorasi Biomorfik sebagai Ide Dasar dalam Penciptaan Karya Seni Rupa Tiga Dimensi. Brikolase: Jurnal Kajian Teori, Praktik Dan Wacana Seni Budaya Rupa, 11(1), 43–51. https://doi.org/10.33153/brikolase.v11i1.2677 3. Hendriyana, Husen. (2019). Rupa Dasar (Nirmana): Asas dan Prinsip Dasar Seni Visual. Yogyakarta: ANDI. 4. Mukhirah, Nurbaiti. (2018). Dasar Seni dan Desain. Aceh: Uskpress. 5. Mejlhede, D. T. (2015). Design Research and Art-Based Design Education Programs. Design Issues, 31(4), 44–55. 6. Hobday, M., Boddington, A., & Grantham, A. (2012). An Innovation Perspective on Design: Part 2. Design Issues, 28(1), 18–29. http://www.jstor.org/stable/41427807 7. Björgvinsson, E., Bjögvinsson, E., Ehn, P., & Hillgren, P.-A. (2012). Design Things and Design Thinking: Contemporary Participatory Design Challenges. Design Issues, 28(3), 101–116. http://www.jstor.org/stable/23273842 8. Hall, A. (2011). Experimental Design: Design Experimentation. Design Issues, 27(2), 17–26. http://www.jstor.org/stable/41261930 9. E. Sanyoto, Sadjiman. (2010). Nirmana- Elemen-Elemen Seni Rupa dan Desain. Yogyakarta:Jalasutra. 10. E. Sanyoto, Sadjiman. (2005). Dasar-dasar Tata Rupa dan Desain.. Yogyakarta: Arti Bumi Intaran.

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