MODULE/COURSE HANDBOOK

<table>
<tr><td colspan="6">Three Dimensional Basic Design</td></tr>
<tr><td colspan="2">Module/Course Title

Three Dimensional Basic Design</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

3</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-2
Demonstrate a resilient, collaborative, adaptive, innovative, inclusive, lifelong learning, and entrepreneurial character.
PLO-8
Capable of producing original and innovative works and effectively presenting them in a variety of forums, both independently and in collaboration.

CLO-2
Students are able to adapt and develop innovative solutions to technical and conceptual challenges in the process of creating three-dimensional works.
CLO-8
Students are able to design and create innovative and original three-dimensional artworks using various techniques and media, as well as effectively communicate ideas and concepts through their works.</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</td></tr>
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	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 strategies and practices.
5	**Teaching methods** Interactive lecture, **project-based learning**, role plays and simulations Guided instruction, project based learning
6	**Assessment methods** Project assessment(Design), portfolios of students work, presentation Project assessment, portfolios of students work, written test, quiz
7	**This module is used in the following study program/s as well** Undergraduate program
8	**Module Coordinator** Drs. Imam Zaini, M.Pd.
9	**Reference** Major 1. Magsamen, S., & Ross, I. (2023). *Your Brain on Art*. 2. Miller, T. (2025). *The Sculptor's Handbook: Techniques and Inspiration*. 3. Bosker, B. (2024). *Get the Picture: A Mind-Bending Journey Among the Inspired Artists and Obsessive Art Fiends Who Taught Me How to See*. 4. 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 5. 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 6. Mejlhede, D. T. (2015). Design Research and Art-Based Design Education Programs. Design Issues, 31(4), 44–55.http://www.jstor.org/stable/43830430 7. Hall, A. (2011). Experimental Design: Design Experimentation. Design Issues, 27(2), 17–26. http://www.jstor.org/stable/41261930 Minor 1. Artsy Editorial. (2025). "5 Themes That Will Define the Art Market in 2025". *Artsy*. 2. BookAuthority. (2025). "The Best 3D Graphic Design Books of All Time". *BookAuthority*. 3. Bates, Kenneth F. 1970. Basic Design Principle and Practice. New York: The World Publishing Company. 4. Maser, Manfred. 1980. Basic Principle of Design. WMC: Brown Company Publishers. 5. Malcoln, Dorothea C. 1972. Design Elements and Principles. Massachusetts: Davis Publications Inc. 6. Rawson, Philip. 1988. Design. New York: Prentice-Hall Inc.

	7. Wong, Wucius. 1989. Principle of Three Dimensional Design. New York: Van Nostrand Reinhold Company. Link 1. https://www.youtube.com/watch?v=YqQx75OPRa0