

Course Unit Descriptor

<b>Study Programme:</b> Graphic Engineering and Design			
<b>Course Unit Title:</b> Spatial Design			
<b>Course Unit Code:</b> F506			
<b>Name of Lecturer(s):</b> Vladimir Dimovski			
<b>Type and Level of Studies:</b> Master Level			
<b>Course Status (compulsory/elective):</b> compulsory			
<b>Semester (winter/summer):</b> Winter			
<b>Language of instruction:</b> English			
<b>Mode of course unit delivery (face-to-face/distance learning):</b> Face-to-face			
<b>Number of ECTS Allocated:</b> 4			
<b>Prerequisites:</b> None			
<p><b>Course Aims</b>The objective of the study programme is for the students to learn theoretical and practical knowledge within the predicted course in the field of spatial design to get faced with the challenges in these areas and to become capable for individual design of project tasks. Students are formed to be complex graphic designers, socially responsible, capable to evaluate the aesthetic level of the project being realized and having the ability to creatively complete and finish the projects.</p>			
<p><b>Learning Outcomes:</b> Acquired knowledge is used in profession, researching, individual work, as well as in further education.</p>			
<p><b>Syllabus:</b> Main notions in spatial design, sculpture, short historical development of sculpture, Mesopotamia, Egyptian art , ancient Greece, Fidia, Myron, Praxiteles. Antique period with its characteristics: proportions, contrapposto, golden ratio. Renaissance sculpture, sculpture in baroque and classicism, sculpture in 20th century , contemporary sculpture, modern art. Two-dimensional graphics, vector and raster graphics, illustration in design, fundamentals in animation. Three-dimensional graphics, basic geometrical forms in space. creating and modifying shapes, item positioning in three-dimensional space, space lightening, defining surface properties of three-dimensional objects, shooting spatial scenes, movement animation and changes in object shapes in space, output formats, purpose and application, postproduction of output formats, application of spatial generated elements in design, application of spatial graphics in commercials, spatial graphics and art.</p>			
<b>Required Reading:</b> Relevant literature in English TBD			
<b>Weekly Contact Hours:</b> 4	<b>Lectures:</b> 2	<b>Practical work:</b> 0	
<b>Teaching Methods:</b> Lectures, Computer (C) Practice, Consultations			
<b>Knowledge Assessment (maximum of 100 points):</b>			
<b>Pre-exam obligations</b>	points	<b>Final exam</b>	points
Graphic paper	20	Oral part of the exam	20
Graphic paper	20	Written part of the exam	30
Lecture attendance	5		
Computer exercise	5		

attendance			
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The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.