

Course/Subject/Unit Description

1. General Information			
School		School of Design Studies	
Department		INTERIOR ARCHITECTURE	
STUDY LEVEL		Undergraduate	
CODE OF SUBJECT	EA505	SEMESTER	5
SUBJECT TITLE		Visual Art Conception with Computers I	
Teaching Content	Weekly (Hrs)	Credits	
Lectures, Essays, Design Workshops/Exercises, Design Project – Portfolio of work.	4	4	
MAType of Subject		Compulsory	
PREREQUIRED COURSES		No	
Teaching and Exams Language		Greek	
THE COURSE IS OFFERED TO ERASMUS STUDENTS		Yes	
Course website (URL)			

2. Aims and Objectives – Methods – Skills
a. Learning Outcomes
Practicing the study of form rendering problems in utilitarian and decorative application using modern digital design tools. Manufacturing procedures. Study technical specifications and certification of industrial products.
b. Skills
<ul style="list-style-type: none"> • Student assessment • Exercise criticism and self-criticism • Understanding of construction technique • Understand the concept of assembling an object • Promoting the creative thinking • Application of knowledge in practice

3. Subject Context
Applications of design theory to specific objects in order to study the composition based on the elements of balance, time, motion, symbol, etc. , Two-dimensional decorative applications on curtains, wallpaper, fabric, dividing banners, tiles, etc.

4. Teaching and learning methods – Evaluation and assessment
- Theory and Design Workshops – Main Project Brief/ Site visits

<ul style="list-style-type: none"> - Group Appraisal /Site Analysis - Theory Essay and Design Exercises - Interim Reviews - Project Final Pin Up - Portfolio Hand In. 		
Use of Information and Communication Technologies	Digital tools in industrial design applications	
Teaching organization	Activity	Semester Credits
	Lectures	10
	Theory Essay	
	Design Workshop and Exercises	40
	Main Design Project	25
	Research and Analysis of Bibliography	
	Total	75
<i>Student assessment</i>	Exercises in industrial design, Project	

5. Recommended/ Bibliography

- Οπτική σκέψη, Arnheim Rudolf
- ΤΕΧΝΗ ΚΑΙ ΟΠΤΙΚΗ ΑΝΤΙΛΗΨΗ., RUDOLF ARNHEIM
- ΔΙΑΚΟΣΜΗΤΙΚΕΣ ΤΕΧΝΕΣ, ΔΗΜΗΤΡΗΣ ΦΙΛΙΠΠΙΔΗ
- 3DTotal.com, Digital Painting Techniques : Practical Techniques of Digital Art Masters, Taylor & Francis Ltd, Oxford, 2009
- Friedberg, Anne, The virtual Window: from Alberti to Microsoft, MIT Press Ltd, Cambridge, Mass. 2009
- Jennings, Gabrielle, Abstract Video : The Moving Image in Contemporary Art, University of Kalifornia Press, Berkeley, 2015
- Kholeif, Omar, Moving Image, MIT Press Ltd, Cambridge Mass., 2015
- Kwastek, Katja, Aesthetics of Interaction in Digital Art, MIT Press, Ltd, Cambridge, Mass. USA, 2015
- Paul, Christiane, Digital Art, Thames & Hudson Ltd, London, 2009
- Rush, Michael, New Media in Art, Thames & Hudson Ltd, London, 2005
- Shanken, Edwart, A., Blazwick Iwona (eds), Systems, MIT Press Ltd, Cambridge, Mass. USA, 2015