

DIPLOMA IN PRODUCT DESIGN

Awarded by : Raffles Singapore

Intakes : January, April, July, and October

Duration : 6 months (Full-time)

Core Modules

<p>Colour Analysis in 3D Design</p>	<p>Understanding the importance of colour in design through freehand drawing applications, where students gain further knowledge in observational drawing skills, applying this knowledge through the study of colour theories and their applications within design. Students will also be exposed to areas of basic colour psychology within specific design parameters.</p> <p>Credit Points: 10</p>
<p>Cultural Studies</p>	<p>The objective of this module provides the student with the knowledge and skills to enable them to understand and appreciate architecture and visual arts. The ultimate goal is to help students consider and analyze the inherent interaction between art and social and cultural values, to develop critical thinking abilities and a greater awareness and understanding of design.</p> <p>Credit Points: 10</p>
<p>Design Drafting - Technical Drawing</p>	<p>Design drafting emphasizes the designer's approach towards the size and measurement of a product or jewellery in different view. With drafting student will understand the importance of having accurate dimension in jewellery as well as product design. This knowledge will then allow student to produce work with accuracy in specific products. Student need demonstrate the knowledge of top view, side view, front view , back view and producing them into technical drawing for a commercial purposes. This knowledge will allow students to use it into the industry.</p> <p>Credit Points: 10</p>
<p>Design Theory</p>	<p>This module introduces the elements and principles of design with this knowledge students will explore line, form, shape, space, colour,</p>

	<p>perspective, texture, form, balance, unity, pattern, contrast, rhythm, movement, proportion, all these aspects will then widen student's perspective in design. Demonstrate the use of design elements and applying it to final design. Student will also be introduced to design processes, where they will be taught how to gather ideas/concept while applying the design principle into the final work. This knowledge is important as a young designer allowing students to be aware of the importance of design principle.</p> <p>Credit Points: 10</p>
Model Making	<p>Introduction to model making - understanding form, structure, volume and space through the use of a variety of basic model making materials for the construction of three dimensional forms - understanding the importance of scale in design.</p> <p>Credit Points: 10</p>
Observational Drawing Skills	<p>Observational drawing skills through the analysis of the items and elements related to product, jewellery, and transportation. It is intended to gain further confidence in freehand drawing through understanding basic principles of structure, form, volume, space, planes, lines, perspectives, and proportions.</p> <p>Credit Points: 10</p>
Studio Practice: Lighting Design	<p>Lighting Design emphasizes on understanding the importance and relevance of lighting elements within a contemporary design environment. In this module, students will be introduced to fundamental lighting principles, its relations to internal environments and setting specific atmospheres within a given set of specifications.</p> <p>Credit Points: 15</p>
Studio Practice: Sustainable Product Design	<p>Introduction to the practice of sustainable design through the investigation of contemporary practices including Design for Recycling (DFR) Guidelines. Students apply new knowledge and views to global and local ecological problems and develop innovative approaches through the design process.</p> <p>Credit Points: 15</p>