

**Proposed Study Plan for Design Art Curriculum  
(ADM Students admitted in AY2018)**

**IMPORTANT NOTES:**

1. If you are **not planning to pursue any particular pathways**, it is always good to plan carefully and to ensure you have taken the pre-requisite courses.
2. You should also look further ahead to the course requirements of the **Final Year Project (FYP)**.
3. If you are **considering a General Pathway**, do consult the relevant Pathway Coordinators about course combinations and seek their advice on the sequence to take courses.

**Design Art Pathway Coordinators:**

- Interaction: Assoc Prof Louis-Philippe Demers, Email: [LPDemers@ntu.edu.sg](mailto:LPDemers@ntu.edu.sg)
- Product Design: Lecturer Jeffrey Hong, Email: [JeffreyHong@ntu.edu.sg](mailto:JeffreyHong@ntu.edu.sg)
- Visual Communication: Asst. Prof Lisa Winstanley, Email: [lwinstanley@ntu.edu.sg](mailto:lwinstanley@ntu.edu.sg)

----- **YEAR 1** -----

Year 1   Semester 1	Course Code and Title	Course Type	AUs	Remarks
	DN1002 Foundation 2D	Core	3	
	DN1003 Foundation 3D	Core	3	
	DN1004 Foundation 4D	Core	3	
	DN1001 Foundation Drawing	Core	3	
	DD1003 Introduction to Histories of Art I	Core	3	
	DD0000 Writing Narratives for Creative Media / HW0105 Academic Communication in the Arts, Humanities and Social Sciences	GER Core	2 / 3	Choose One
	<b>TOTAL</b>			<b>17 / 18</b>

Year 1   Semester 2	Course Title	Course Type	AUs	Remarks
	DN1009 Graphic Form	Core	3	
	DN1011 Form and Visualisation	Core	3	
	DN1010 Experimental Interaction	Core	3	
	*DD1004 Introduction to Histories of Art II (Pre-req: DD1003)	Core	3	
	DD0000 Writing Narratives for Creative Media / HW0209 Academic Communication in the Art, Design and Media Studies	GER Core	2 / 3	Choose One (cannot take HW0209 if taken HW0105)
	GC0001 Introduction to Sustainability	GER Core	1	
	Choose one from Range on offer in university, except from ADM	GERPE (LA)	3	May choose to fulfill another category
<b>TOTAL</b>			<b>18 / 19</b>	

\*Course with pre-requisite

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----- **YEAR 2** -----

Year 2   Semester 1	Course Type	AUs	Pathway			
			Interaction	Product Design	Visual Communication	General
	Compulsory Major Studio PE 1	3	DM2000 Interactive I	DR2001 Product Design I	DV2000 Typography I	Choose any <b>two</b> <i>(*Refer to <a href="#">Important Notes</a> at the top of this document)</i>
	Compulsory Major Studio PE 2	3	DM2008 Programming for Interaction	DR2005 Computer Aided Design I	DV2001 Visual Communication I	
	Compulsory Area Specific History Major PE	3	DD3016 History of Design			
	GER CORE	3	HD0102 Making Sense of Big Data			
	GER CORE (SS) / UE	3	DD0002 The Contemporary Creative and Cultural Industry of Singapore / Unrestricted Elective (Choose one from Range on offer in university)			
	GERPE (BM)	3	Choose one from Range on offer in university, except from ADM (May choose to fulfill another category)			
	<b>TOTAL</b>	<b>18</b>				

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Year 2   Semester 2	Course Type	AUs	Pathway			
			Interaction	Product Design	Visual Communication	General
	Compulsory Major Studio PE 3	3	DM2006 Narratives for Interaction	DR2000 Conceptual Design	*DV2004 Typography II <i>(Pre-req: DV2000)</i>	Choose any <b>two</b> <i>(*Refer to <a href="#">Important Notes</a> at the top of this document)</i>
	Compulsory Major Studio PE 4	3	*DM2007 Interactive II <i>(Pre-req: DM2000)</i>	*DR2004 Product Design II <i>(Pre-req: DR2001)</i>	*DV2005 Visual Communication II <i>(Pre-req: DV2001)</i>	
	GER CORE	3	HD0101 Digital Society			
	GER CORE	1	HY0001 Ethics and Moral Reasoning			
	Compulsory Art History 3 Major PE <i>(Choose ONE of the following)</i>	3	DD2000 Introduction to the Histories of Southeast Asian Art DD2009 Survey of New Media DD2008 Survey of Modern Art 1900 -1945 DD3010 Issues in Global Contemporary Art *DD3022 Art in the Age of Colonialism <i>(Pre-req: DDD1004)</i> DD2012 (DD8008) Faith in Art DD2013 (DD8010) Visualization of Cultural Heritage *DD2014 (DD8012) Contemporary Curating <i>(Pre-req: DD1003 or D1004)</i> *DD2015 (DD9014) Introduction to Museum Studies <i>(Pre-req: DD1003)</i>			
	GER CORE (SS)	3	DD0002 The Contemporary Creative and Cultural Industry of Singapore			
	UE	3	Choose one from Range on offer in university			
	UE	3	Choose one from Range on offer in university			
	<b>TOTAL</b>	<b>19</b>				

\*Course with pre-requisite

----- **YEAR 3** -----

Course Type	AUs	Pathway			
		Interaction	Product Design	Visual Communication	General
Compulsory Major Studio PE 5	3	*DM3013 Interactive Spaces <i>(Pre-req: DM2007)</i>	*DR3006 Product Design III <i>(Pre-req: DR2004)</i>	*DV3010 Visual Communication III <i>(Pre-req: DV2000)</i>	Choose any <b>two</b> <i>(*Refer to <a href="#">Important Notes</a> at the top of this document)</i>
Compulsory Major Studio PE 6	3	*DM3014 Interactive Devices <i>(Pre-req: DM2007)</i>	*DR3007 Studies In Form <i>(Pre-req: DR2004)</i>	*DV3011 Typography III <i>(Pre-req: DV2004)</i>	
Major Studio PE	3	Refer to Page 5 - 6			
GER CORE	1	ML0003			
GERPE (Any Category)	3	Choose one from Range on offer in university			

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<b>Year3   Semester 1</b>	UE	3	Choose one from Range on offer in university
	UE	3	Choose one from Range on offer in university
	<b>TOTAL</b>	<b>19</b>	

\*Course with pre-requisite

<b>Year 3   Semester 2</b>	Course Type	AUs	Pathway			
			Interaction	Product Design	Visual Communication	General
	Compulsory Major Studio PE 7	3	DM3010 Project Development and Planning	*DR3005 Product Design IV <i>(Pre-req: DR3006)</i>	*DV3008 Visual Communication IV <i>(Pre-req: DV3010)</i>	Choose any <b>two</b> <i>(*Refer to <a href="#">Important Notes</a> at the top of this document)</i>
	Compulsory Major Studio PE 8	3	*DM3015 Interactive Environments <i>(Pre-req: DM3013)</i>	*DR3008 Advanced Development & Prototyping <i>(Pre-req: DR3006)</i>	*DV3012 Production for Graphic Designers <i>(Pre-req: DV3010)</i>	
	Major Studio PE	3	Refer to Page 5 - 6			
	GER CORE	1	ET0001 Enterprise and Innovation			
	UE	3	Choose one from Range on offer in university			
	GERPE (Any Category)	3	Choose one from Range on offer in university			
	<b>TOTAL</b>	<b>16</b>				

\*Course with pre-requisite

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<b>Year 3   May - July</b>	Course Code and Title	Course Type	AUs	Remarks
	*DD3021 Professional Attachment <i>(Pre-req: Must have achieved at least 72 AUs and Year 3 standing)</i>	<b>Core</b>	5	10 weeks
	<b>TOTAL</b>		<b>5</b>	

\*Course with pre-requisite

----- **YEAR 4** -----

<b>Year 4   Semester 1</b>	Course Code and Title	Course Type	AUs	Remarks
	*DD4004 Final Year Project - Design Art # <i>(Pre-req: DM3010 / DR3005 / DV3008 / Upon Approval)</i>	<b>Core</b>	4.5	
	*DD4006 Interdisciplinary Seminar (Design Art) <i>(Pre-req: Study Year 4)</i>	<b>Core</b>	3	
	Choose one from Range on offer in university	<b>UE</b>	3	
	Choose one from Range on offer in university	<b>UE</b>	3	
	<b>TOTAL</b>		<b>13.5</b>	

\*Course with pre-requisite

#AU total for FYP is 9 that is given upon successful completion of the project

<b>Year 4   Semester 2</b>	Course Code and Title	Course Type	AUs	Remarks
	*DD4004 Final Year Project - Design Art # <i>(Pre-req: DM3010 / DR3005 / DV3008 / Upon Approval)</i>	<b>Core</b>	4.5	
	Choose one from Range on offer in university	<b>UE</b>	3	
<b>TOTAL</b>		<b>7.5</b>		

\*Course with pre-requisite

#AU total for FYP is 9 that is given upon successful completion of the project

**Proposed Study Plan for Design Art Curriculum  
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**I. Selection of Other Major Prescribed Elective (MPE) Courses offered by ADM**

These following elective courses may be selected by **both DA and MA major** students who meet the pre-requisites, **unless stated otherwise.**

**Other Major Prescribed Elective Courses (6 AUs)**

All courses listed here are also offered as **Unrestricted Electives (UE)**, except for those indicated with **(#)**.

**ANIMATION and GAME**

DT2005 Lighting and Rendering Pipeline

\*DT2015 Advanced 3D Production (Pre-req: DT2001)

DT2017 Writing for Animation **\*Recommended for GAME Pathway**

\*#DT3000 Advanced Drawn Animation (Pre-req: DT2000)

\*DT3004 Rigging for Animation (Pre-req: DT2011)

DT3009 Cinematic Concepts and Motion Capture Applications **\*Recommended for GAME Pathway**

\*DT3015 Advanced Stop Motion (Pre-req: DT2011) – **Applicable as Major PE for MA majors only**

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**FILMMAKING**

DF2004 (DF8001) Sound in Media – **Applicable as Major PE for MA majors only**

DF2007 (DF9001) The Art of Lighting **\*Recommended for GAME Pathway**

\*DF2012 Advanced Screenwriting (Pre-req: DF2005) – **Applicable as Major PE for MA majors only**

DF2013 Film Music in Theory and Practice

\*#DF3000 Research Perspective in Film Practice (Pre-req: DF2003)

\*#DF3001 Cinematography for Visual Effects (Pre-req: DF2003)

\*DF3005 Audio Post-Production for Film (Pre-req: DF2011) – **Applicable as Major PE for MA majors only**

DF3010 Experimental Film Production

\*DF3011 Advanced Directing for Film (Pre-req: DF3012) – **Applicable as Major PE for MA majors only**

DF3014 Creative Producing for Film and Media

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**INTERACTION**

DM2002 Sound Art

DM2009 Performance and Interaction

DM2010 Scenography and Exhibition Design

DM2011 Issues in Interactive Media Practice

DM3008 Generative Art

\*DM3009 Programming for Audiovisual Performance (Pre-req: DM2008)

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**PHOTOGRAPHY**

DP2004 Critical Eye: Seeing and Understanding in Photo Media

DP2008 Experimental Photography

\*DP3001 Transformative Identities in Fashion Media (Pre-req: DP2005 or DP2006) **\*New**

DP3003 Socially Engaged Photography (Narrative Portrait)

\*DP3008 Location Experiences in Photography (Pre-req: DN1012 or DP2000 or DP2001)

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**PRODUCT DESIGN**

DR2002 Issues in Product Design Practice  
DR2011 Human Factors for Design  
DR2012 Materials and Manufacturing for Designers  
DR2013 Furniture Design I  
DR2014 Wearable Technology, Fashion and Design  
\*#DR2015 Furniture Design II (Pre-req: DR2013)  
\*DR3002 Computer Aided Design II (Pre-req: DR2005)

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**VISUAL COMMUNICATION**

DV2002 Illustration for Designers  
DV2003 (DV8001) Beyond the logo: Introduction to branding  
DV2006 Designed Experiences  
\*#DV2007 Issues in Visual Communication Practice (Pre-req: DV2004 and DV3010) – **Applicable as Major PE for DA majors only**  
DV2008 Interface Design  
\*#DV2012 Digital Visual Communication (Pre-req: DV2004 and DV2005)  
\*#DV3002 Editorial Design (Pre-req: DV2004 and DV2005)  
DV3003 Spatial Design  
\*DV3005 Creative Brand Design (Pre-req: DV2004 and DV3010)  
DV3009 Information Visualization (Pre-req: DV2001) – **Applicable as Major PE for DA majors only**

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**OTHERS**

DD3012 Research Methods in Art and Design

**\*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite in order to register for the advance-level course.**

**When registering for courses offered as Major Prescribed Electives (Major PE) / Unrestricted Elective (UE), it is advisable that you register the course as UE. This will allow you to reserve the Major PE AUs for registration of courses offered only as Major PE.**

**II. Selection of Unrestricted Elective (UE) Courses offered by ADM**

**Unrestricted Elective Courses (24 AUs)**

**Unless stated otherwise, you may choose any ADM courses from the list below or courses offered by other schools.**

**Course Code and Title**

**OTHERS**

DA2004 (DA9009) Exhibition Design  
DA5000 (DA2000) Applied Drawing  
DA5001 (DA2001) Painting  
DA5002 (DA2003) Watermedia Landscape Painting  
DA5003 (DA9011) Kinetic Anatomy: Dynamic Figure Drawing for Artists and Designers  
DA5004 (DA9012) Media Art Nexus  
DA5005 (DA9013) Drawing and Sketching for Design, Compositional Study and Space Construction  
DA5006 (DA9014) Handbuilding with Clay: Form and Surface *\*New*  
DD5008 (DD9007) Independent Study

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DD5009 (DD9009) Design Thinking

**ART HISTORY**

DD1005 (DD8002) Ways of Seeing: Exploring Visual Culture

DD2000 Introduction to the Histories of Southeast Asian Art

DD2003 Issues in Art History and Theory

DD2007 The Art and Architecture of the 'Long Century' 1789 – 1914

DD2008 Survey of Modern Art 1900 -1945

DD2009 Survey of New Media

DD2011 Contemporary South-East Asian Art

DD2012 (DD8008) Faith in Art

DD2013 (DD8010) Visualization of Cultural Heritage

\*DD2014 (DD8012) Contemporary Curating (*Pre-req: DD1003 or D1004*)

\*DD2015 (DD9014) Introduction to Museum Studies (*Pre-req: DD1003*)

DD3008 Cities, Bodies, Memories, Art and Everyday Life in Contemporary Singapore

DD3010 Issues in Global Contemporary Art

DD3012 Research Methods in Art and Design

DD3013 From Modern to Post-Modern Art 1945-1985

\*DD3022 Art in the Age of Colonialism (*Pre-req: DDD1004*)

DD3023 (DD8004) The Fantastic in Western Visual Arts

DD3024 (DD8006) The Modern and Modernism in Southeast Asian Art

DD3025 (DD8009) Japanese Art: Edo to Contemporary

DD3026 (DD8011) Aesthetic Manifestations of Buddhist Devotion & Practice

DD3027 (DD9010) Maritime Silk Roads: Heritage and Media

DD4002 Exhibition Histories: Museums to Biennales

DD4007 British Art: 1815 – 1929

DD4008 From Colonialism to Tourism: Early Photography in Asia

**ANIMATION and GAME**

DT2000 Basic Principles of Motion – **Applicable as UE for DA majors only**

DT2001 3D Production – **Applicable as UE for DA majors only**

DT2005 Lighting and Rendering Pipeline

DT2007 History and Culture of Animation, VFX and Game

DT2009 Storyboarding & Production Design – **Applicable as UE for DA majors only**

DT2010 Digital Compositing – **Applicable as UE for DA majors only**

DT2011 Stop Motion – **Applicable as UE for DA majors only**

\*DT2015 Advanced 3D Production (*Pre-req: DT2001*)

DT2017 Writing for Animation

DT2018 Animation for Games I – **Applicable as UE for DA majors only**

\*DT2019 Animation for Games II (*Pre-req: DT2018*) – **Applicable as UE for DA majors only**

DT2020 Game Design I – **Applicable as UE for DA majors only**

\*DT3004 Rigging For Animation (*Pre-req: DT2011*)

DT3009 Cinematic Concepts and Motion Capture Applications

\*DT3014 Games Design II (*Pre-req: DT2020*) – **Applicable as UE for DA majors only**

\*DT3015 Advanced Stop Motion (*Pre-req: DT2011*)

\*DT3016 Game Jam (*Pre-req: DT2018 or DT3014*) – **Applicable as UE for DA majors only**

\*DT3017 Game Seminar (*Pre-req: DT2018 or DT3014*) – **Applicable as UE for DA majors only**

DT5000 (DT2003) Digital Sculpting



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DT5001 (DT2004) Graphic Storytelling  
DT5002 (DT2006) Issues in Animation Practice  
DT5003 (DT2012) Digital Painting  
DT5004 (DT2013) Fundamentals Of Immersive 360° and VR Experiences

**FILMMAKING**

DF2000 Digital Film Production I – **Applicable as UE for DA majors only**  
DF2001 Film Editing – **Applicable as UE for DA majors only**  
DF2002 (DF8000) Survey of Experimental Filmmaking  
DF2003 Cinematography I – **Applicable as UE for DA majors only**  
DF2004 (DF8001) Sound in Media  
DF2005 Writing For Film – **Applicable as UE for DA majors only**  
DF2006 Ethnographic Film  
DF2007 (DF9001) The Art of Lighting **\*Recommended for GAME Pathway**  
DF2009 History of World Cinema  
DF2011 Sound For Film – **Applicable as UE for DA majors only**  
\*DF2012 Advanced Screenwriting (Pre-req: DF2005)  
DF2013 Film Music in Theory and Practice  
\*DF3005 Audio Post-Production for Film (Pre-req: DF2011)  
DF3010 Experimental Film Production  
\*DF3011 Advanced Directing for Film (Pre-req: DF3012)  
\*DF3012 Film Directing (Pre-req: DF2000 and DF2005) – **Applicable as UE for DA majors only**  
\*DF3013 Producing for Film and Media (Pre-req: DF2000 and DF2005) – **Applicable as UE for DA majors only**  
DF3014 Creative Producing for Film and Media  
DF5000 (DF2008) Issues in Film Practice  
DF5001 (DF3002) Documentary Filmmaking  
\*DF5002 (DF3006) Cinematography II (Pre-req: DF2003)

**INTERACTION**

DM2000 Interactive I – **Applicable as UE for MA majors only**  
DM2002 Sound Art  
DM2006 Narratives for Interaction – **Applicable as UE for MA majors only**  
\*DM2007 Interactive II (Pre-req: DM2000) – **Applicable as UE for MA majors only**  
DM2009 Performance and Interaction  
DM2010 Scenography and Exhibition Design  
DM2011 Issues in Interactive Media Practice  
DM3008 Generative Art  
\*DM3009 Programming for Audio Visual Performance (Pre-req: DM2008)  
\*DM3015 Interactive Environments (Pre-req: DM3013) – **Applicable as UE for MA majors only**  
DM5000 (DM3002) Creative Robotics **\*New**  
DM5001 (DM8001) Web Design

**PHOTOGRAPHY**

DP2001 Digital Photography – **Applicable as UE for DA majors only**  
DP2002 History of Photography  
DP2004 Critical Eye: Seeing and Understanding in Photo Media  
DP2005 Photography: Colour and Context (Pre-req: DN1012 or DP2000 or DP2001) – **Applicable as UE for DA majors only**

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DP2006 Principles of Lighting (*Pre-req: DN1012 or DP2000*) – **Applicable as UE for DA majors only**  
DP2008 Experimental Photography  
DP2011 Photography: Light and Location (*Pre-req: DP2006*) – **Applicable as UE for DA majors only**  
DP3000 Photographic Media and Presentation (*Pre-req: DN1012 or DP2000 or DP2001*) – **Applicable as UE for DA majors only**  
\*DP3001 Transformative Identities in Fashion Media (*Pre-req: DP2005 or DP2006*) *\*New*  
DP3003 Socially Engaged Photography (Narrative Portraits)  
DP3008 Location Experiences in Photography (*Pre-req: DN1012 or DP2000 or DP2001*)  
DP3010 Moving Image for Media Artists (*Pre-req: DN1012 or DP2000 or DP2001*) – **Applicable as UE for DA majors only**  
DP3011 Documentary Practices (*Pre-req: DN1012 or DP2000 or DP2001*) – **Applicable as UE for DA majors only**  
DP4001 Extended Photography (*Pre-req: DP2001 and DP2005*) – **Applicable as UE for DA majors only**  
DP5000 (DP2000) Photo Imaging I: Black and White Film Photography  
DP5001 (DP2010) Art and Ecology Workshop

**PRODUCT DESIGN**

DR2000 Conceptual Design – **Applicable as UE for MA majors only**  
DR2001 Product Design I – **Applicable as UE for MA majors only**  
DR2005 Computer Aided Design I – **Applicable as UE for MA majors only**  
DR2002 Contemporary Issues in Product Design  
DR2008 User Experience In Design  
DR2011 Human Factors for Design  
DR2012 Materials and Manufacturing for Designers  
DR2013 Furniture Design I  
DR2014 Wearable Technology, Fashion and Design  
\*DR3002 Computer Aided Design II (*Pre-req: DR2005*)  
DR5000 (DR2007) Surface Design  
DR5001 (DR2009) Products in an Asian Cultural Context  
DR5003 (DR9001) Introduction to Design *\*New*

**VISUAL COMMUNICATION**

DV2000 Typography I – **Applicable as UE for MA majors only**  
DV2001 Visual Communication I – **Applicable as UE for MA majors only**  
DV2002 Illustration for Designers  
DV2003 (DV8001) Beyond the logo: Introduction to branding  
DV2006 Designed Experiences  
\*DV2007 Issues in Visual Communication Practice (*Pre-req: DV2004 & DV3010*) – **Applicable as UE for DA majors only**  
DV2008 Interface Design  
DV3003 Spatial Design  
\*DV3005 Creative Brand Design (*Pre-req: DV2004 & DV3010*)  
DV3009 Information Visualization (*Pre-req: DV2001*) – **Applicable as UE for MA majors only**  
DV5001 (DV2009) Design in Motion  
DV5002 (DV2010) Packaging Design  
DV5003 (DV2011) Pattern, Art, Design and Architecture  
DV5004 (DV9001) Art, Design and Science  
DV5005 (DV9002) Graphic Communication

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**\*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite to register for the advance-level course. You need to refer to the online class schedule to determine the course eligibility for the semester.**