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. *Courses used to fulfill for pathway/specialisation **cannot be S/U graded**.*

4. *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 Ina Conradi-Chavez, Email: InaConradi@ntu.edu.sg*

   - *Product Design: Asst Prof Veronica Ranner, Email: veronica.ranner@ntu.edu.sg*

   - *Visual Communication: Lecturer Desmond Pang: Email: desmond.pang@ntu.edu.sg*

-- **YEAR 1** --

	Course Code and Title	Course Type	AUs	Remarks
Year 1 | Semester 1	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
	TOTAL		**17 / 18**	

	Course Title	Course Type	AUs	Remarks
Year 1 | Semester 2	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
	TOTAL		**18 / 19**	

*Course with pre-requisite

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 **two** (*Refer to *Important Notes* at the top of this document)
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)			
TOTAL	**18**				

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 *(Pre-req: DV2000)*	Choose any **two** (*Refer to *Important Notes* at the top of this document)
Compulsory Major Studio PE 4	3	*DM2007 Interactive II *(Pre-req: DM2000)*	*DR2004 Product Design II *(Pre-req: DR2001)*	*DV2005 Visual Communication II *(Pre-req: DV2001)*	
GER CORE	3	HD0101 Digital Society			
GER CORE	1	HY0001 Ethics and Moral Reasoning			
Compulsory Art History 3 Major PE *(Choose ONE of the following)*	3	DD2013 Visualization of Cultural Heritage ***Courses Offered by Sch of Humanities*** HR2001 (DD2000) Introduction to the Histories of Southeast Asian Art HR2004 (DD2008) Survey of Modern Art 1900 -1945 HR2009 (DD2009) Survey of New Media HR2008 (DD2012) Faith in Art *HR2009 (DD2014) Contemporary Curating *(Pre-req: DD1003 or D1004)* *HR2010 (DD2015) Introduction to Museum Studies *(Pre-req: DD1003)* HR3002 (DD3010) Issues in Global Contemporary Art *HR3004 (DD3022) Art in the Age of Colonialism *(Pre-req: DDD1004)*			
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			
TOTAL	**19**				

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*Course with pre-requisite

-- **YEAR 3** --

	Course Type	AUs	Pathway			
			Interaction	Product Design	Visual Communication	General
Year3 | Semester 1	**Compulsory Major Studio PE 5**	3	*DM3013 Interactive Spaces *(Pre-req: DM2007)*	*DR3006 Product Design III *(Pre-req: DR2004)*	*DV3010 Visual Communication III *(Pre-req: DV2000)*	Choose any **two** (*Refer to *Important Notes* at the top of this document)
	Compulsory Major Studio PE 6	3	*DM3014 Interactive Devices *(Pre-req: DM2007)*	*DR3007 Studies In Form *(Pre-req: DR2004)*	*DV3011 Typography III *(Pre-req: DV2004)*	
	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			
	UE	3	Choose one from Range on offer in university			
	UE	3	Choose one from Range on offer in university			
	TOTAL	**19**				

*Course with pre-requisite

	Course Type	AUs	Pathway			
			Interaction	Product Design	Visual Communication	General
Year 3 | Semester 2	**Compulsory Major Studio PE 7**	3	DM3010 Project Development and Planning	*DR3005 Product Design IV *(Pre-req: DR3006)*	*DV3008 Visual Communication IV *(Pre-req: DV3010)*	Choose any **two** (*Refer to *Important Notes* at the top of this document)
	Compulsory Major Studio PE 8	3	*DM3015 Interactive Environments *(Pre-req: DM3013)*	*DR3008 Advanced Development & Prototyping *(Pre-req: DR3006)*	*DV3012 Production for Graphic Designers *(Pre-req: DV3010)*	
	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			
	TOTAL	**16**				

*Course with pre-requisite

Revised on APR 2024

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

*Course with pre-requisite

-- **YEAR 4** --

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

*Course with pre-requisite
#AU total for FYP is 9 that is given upon successful completion of the project

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

*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
(ADM Students admitted in AY2018)

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 <u>Unrestricted Electives (UE),</u> 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***

DT2021 Game Assets Design ***Recommended for GAME Pathway* *NEW***

*#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 Stop Motion Seminar *(Advanced Stop Motion) – **Applicable as Major PE for MA majors only***

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

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)*

DR2011 Human Factors for Design

DV2008 Interface Design

DV3003 Spatial Design

PHOTOGRAPHY

DP2008 Experimental Photography

DP2012 (DP5001) Art and Ecology Workshop ***Revised course code***

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

DP3003 Socially Engaged Photography (Narrative Portrait)

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

PRODUCT DESIGN

DR2002 Issues in Product Design Practice

DR2011 Human Factors for Design

DR2014 Wearable Technology, Fashion and Design

*DR3002 Computer Aided Design II *(Pre-req: DR2005)*

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)*

OTHERS

DD3012 Research Methods in Art and Design

DD2013 Visualization of Cultural Heritage

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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 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

INTERDISCIPLINARY

DA2004 (DA9009) Exhibition Design

DA5000 (DA2000) Applied Drawing

DA5001 (DA2001) Painting

DA5002 (DA2003) Watermedia Landscape Painting

DA5003 Kinetic Anatomy: Dynamic Figure Drawing for Artists and Designers

DA5004 Design, Art, and Animation for Media Architecture (Media Art Nexus)

DA5005 Compositional Study – Shapes, Space and Color Interaction

DA5006 Handbuilding with Clay: Form and Surface

DA5007 Drawing For Animation

DA5008 Incubating Ideas: Image Making and Storytelling

DA5009 Explorations in A.I. Generated Art

DA5010 Figure Sculpture in Clay

DD2013 Visualization of Cultural Heritage

DD3012 Research Methods in Art and Design

DD3027 Maritime Silk Roads: Heritage and Media

DD5008 Independent Study

DD5009 Design Thinking

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*

DT2021 Game Assets Design *Recommended for GAME Pathway* *NEW*

*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 Stop Motion Seminar *(Advanced Stop Motion)*

*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

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

DM5001 (DM8001) Web Design

PHOTOGRAPHY

DP2001 Digital Photography – ==*Applicable as BDE for DA majors only*==

DP2002 History of Photography

DP2005 Photography: Colour and Context *(Pre-req: DP2001 or DP5000)* – ==*Applicable as UE for DA majors only*==

DP2006 Principles of Lighting *(Pre-req: DN1013 / DP2001 / DP5000)* – ==*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*==

DP2012 (DP5001) Art and Ecology Workshop *Revised course code*

DP3000 Photographic Media and Presentation *(Pre-req: DP2001 / DP5000)* – ==*Applicable as UE for DA majors only*==

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

DP3003 Socially Engaged Photography

DP3008 Location Experiences in Photography *(Pre-req: DP2001 / DP5000)*

DP3010 Moving Image for Media Artists *(Pre-req: DP2001 / DP5000)* – ==*Applicable as BDE for DA majors only*==

DP3011 Documentary Practices *(Pre-req: DP2001 / DP5000)* – ==*Applicable as UE for DA majors only*==

DP4001 Extended Photography *(Pre-req: DP2001 and DP2005)* – ==*Applicable as UE for DA majors only*==

DP5000 (DP2000) Black and White Film Photography

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

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

DR5004 Design and Systems Thinking

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

*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.

Please refer to the following links for more information (*via Sharepoint*) on NTU-OAS webpage:

Course Contents with Assessment, Reading Materials and Weekly Schedule, etc

Student Handbook and Guides for Course Registration

NTU Information and Guides, STARS and other Course Registration Matters