

## **ID311 MODEL MAKING**

### **SYLLABUS FOR 2022-23 FALL SEMESTER**

Ecem Kumbasar

This course aims to develop fabrication techniques and model building skills, making use of the commonly used materials and prototyping methods to build realistic, 3-dimensional working models. Students will have the chance to experiment with the commonly preferred equipment, tools and materials for model making. They will practice manual and rapid (digital) 3D modeling skills. Upon successful completion of this course, students will:

1. have learned different types of models (i.e. mock-up models, white models, interactive models and prototypes) and for what purposes each of these models are being used.
2. have learned the most commonly used model making methods, equipment, tools and materials.
3. have practiced various model making techniques and have worked with various materials.
4. be able to make model making decisions on their own, including what materials and production methods should be preferred for any given project.
5. have practiced hands-on working techniques and craftsmanship skills.
6. have experience working with rapid prototyping methods including CNC, lasercut and 3D printing.

### **RECOMMENDED READINGS (Students do NOT have to buy these books!)**

- Lefteri, Chris (2012). Making It: Manufacturing Techniques for Product Design. London. Laurence King Publishing.
- Werner, Megan (2011). Model Making. New York, USA: Princeton Architectural Press
- Rodgers, P. and Milton, A. (2011). Product Design. London. Laurence King Publishing.
- Cuffaro D.F., Paige D., Blackman C.J., Laituri D., Covert D.E., Sears L.M., Nehez-Cuffaro A., Zaks I. (2013). The Industrial Design: Reference + Specification Book: Everything Industrial Designers Need to Know Every Day. Massachusetts, USA. Rockport Publishers.

### **GRADING**

There may be minor changes in the grading scheme. Any planned changes will be announced in advance.

Term Projects- **30% (2 projects, 15% each)**

Midterm Project- **25%**  
 Final Project- **30%**  
 Presentation Skills and craftsmanship- **10%**  
 Process Book- **5%** (will be explained in first class)  
 Attendance (BONUS)- **5%**

## OFFICE HOURS

On-demand appointments via e-mail.

## CLASS RULES

- Be punctual. If students are late to class, they may fall behind schedule, miss model making demonstrations or project critiques which will be helpful for developing their prototypes.
- Be prepared for each class by having completed all the assigned homework and deliverables in order to get timely feedback for your projects.

## WEEKLY SCHEDULE

Note: Any planned changes in the schedule will be announced in advance.

Week	Modules	Content
1	<b>INTRODUCTION</b>	First Meeting & Introduction to the Course
2	<b>MODULE 1</b>  (Lighting Project)	Research & Presentation skills In-class demonstration Hands-on activities
3		Presentation skills Telling/ Explaining Hands-on activities
4		Presentation skills Final critique for Module 1 Project Telling/ Explaining
5	<b>FIELD TRIP</b>	Field Trip to Ezgi Pleksi Research
6	<b>MODULE 2</b>  (Organizer Project)	Presentation skills Telling/ Explaining Problem Solving Hands-on activities
7		Presentation skills Final critique for Module 2 Project Telling/ Explaining

		Research
8	<b>MODULE 3</b>  (MIDTERM Project)	Presentation skills In-class demonstration Problem Solving Hands-on activities
9		Presentation skills Problem Solving Hands-on activities
10		Presentation skills Final critique for Module 3 Project Telling/ Explaining Hands-on activities
11	<b>MODULE 4</b>  (FINAL Project)	Presentation skills Telling/ Explaining Hands-on activities
12		Presentation skills Telling/ Explaining Hands-on activities
13		Presentation skills Telling/ Explaining Hands-on activities
14		Presentation skills Final Project Submission and Final Critique for Module 4 Project