

1	Digital Technologies and Applications 2
2	COMPULSORY
3	EQF LEVEL 6
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7	CRISTINA SIMONCELLI
8	The purpose of the course is to provide students with the skills and competences to create 3D digital representations of products. These products specifically are about fashion accessories industry. In this course students must drawing accessories worked out and designed during the course "Art Design". The goal is to provide them with transversal knowledge.
9	FACE TO FACE
10	Adobe Illustrator CC – Rhinoceros 5.00
11	<p>"Digital technologies and applications 2" course is about 3D objects modelling of accessories and jewelleryes. The course starts with a run-through of 2D AUTOCAD basics; then the students learn how to use the software Adobe Illustrator to create graphic boards.</p> <p>At the end of course the students go from 2D object drawing to 3D object modelling. The software used to model 3D object is Rhinoceros.</p> <p>We start with basic exercises to learn how to use the software Rhinoceros and finish with 3D-representation of real objects designed during the "Art Design" course.</p>
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13	<p>The goal of course is to teach the typical languages and work tools of product design. These typical languages are used in fashion field to create accessories and jewelleryes. The didactic curriculum lasts three years.</p> <p><u>In the second year, students learn the basics of 3D objects modelling software.</u> <u>The first part of the course is dedicated to learn a graphic software to design illustrated boards.</u></p>
14	<p>The students will have to submit 3 books, one for each accessory developed during the course of "Art Design". The modality of examination and the valued material is the same for both courses "Art design" and "Digital Technologies and Applications 2".</p> <p>In the first course we will appraise concept and design aspects , in the second drawing aspects and technical representation.</p>
15	Italian