Det Kongelige Akademi

Arkitektur Design

Programme: Crafts in Glass and Ceramics

Semester: 3

Block: 2

Contents:

Ceramics and glass form part of urban and spatial contexts, both as functional elements, but also as additions that extend the human experience of space and city and which can be understood aesthetically-phenomenologically.

In this project students develop a proposal for a site-specific project in glass and/or ceramics. The project focuses on these possibilities for the craftsman to work with large formats and visualize solutions that challenge the existing one. Work must be done with a registration and empirical collection of material from a given place. Further work must be done specifically with a site for the solution proposal. The selected site is investigated, registered and selected so that the location of the proposal in glass or ceramics is in accordance with the student's intention within the given context.

In ceramics or glass, an idea proposal is developed and prepared for an element, surface, panel, separation or other spatial product. Experimental and systematic work is done in a structured sketching process with shape, color, surface qualities such as texture, tactility, pattern, reflection, light absorption, light and shadow.

The students work throughout the period to identify and develop a phenomenological sensation explained by the material's characteristics / expressions in relation to a chosen space or place.

During the project period courses will be offered in modelbuilding and large scale building.

Title: Scale, Space and Body

Period: October 2024 - January 2025

ECTS-point: 20

Learning Outcomes:

Knowledge:

Students should have obtained:

- basic understanding for specific theories and methods for 2D and 3D-visualizing in glass and ceramics for a site-specific spatial/architectural craft proposal.
- basic knowledge for mounting and installing a larger project in glass or ceramics in an urban or spatial environment.

Skills:

Students should:

- be able to collect, analyze, and assesses empirical research material at an intermediate level.
- be able to make use of and visualize empirical research material and be able to reflect on this material as a starting point for a craft or design proposal and a personal artistic expression at an intermediate level.
- have basic skills in specific IT and computer programs that relates to visualizing design proposals.
- be able to prepare a model in cardboard or other materials, that presents the design proposal in a smaller scale.
- be able to prepare a section of a design proposal in 1:1.
- be able to develop, design and visualize a design proposal with a starting point in an aesthetic-phenomenological experience, and make use of relevant materials and technologies.

Det Kongelige Akademi

Arkitektur Design

 be able to reflect on specific relevant choices concerning mounting of the individual proposal.
Competencies:
Students should be able to:
 work experimentally and systematically within the materials glass and ceramics in the research- and design processes at an intermediate level work from an intention and a personal artistic expression within the materials glass and ceramics, and thus be able to make, implement and reflect upon the proposal in a realistic context.
Submission requirements: Fully developed craft proposal including 1:1 section, scale model, documentation of process.
Project report, 5 standard pages of 2400 characters including spaces +/- 10%.
Method of assessment: Oral examination, 45 minutes
Grading: 7-point Grading Scale
Censor: Internal