KONSTFACK
University of Arts, Crafts and Design

DEPARTMENT OF FINE ART
COURSE DESCRIPTION

For the elective component: **3D! Queer 3D World**

in the courses: **ELECTIVE MODULES 1 KOK110, ELECTIVE MODULES 2 KOK120** and **ELECTIVE MODULES 3 KOK130.**

HT22/VT23

4,5 ECTS credits

MODULE CODE: 3DVT

Course period: Spring 2023, 30th of January – 17th of February

Revised: 2022-10-13

Course Director: Palle Torsson
Participating Teachers: Robin McGinley, Josefin Lindebrink

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GENERAL INFORMATION

Welcome to the course "Queer 3D World", which is a free-standing course from the course package of the fine arts department. The course is open to students from the entire bachelor's program of Fine art and year 2 of the two bacherlor's programs Ceramics & Glass and Graphic design & Illustration, as well as the Kuno Network.

COURSE LAYOUT AND FORMS OF TEACHING

The purpose of the course is to develop the students' ability to learn to build 3D models, write simple programs that generate 3D models, and develop an understanding of how 3D software can apply to their work. Furthermore, reflect on ideas and metaphors concerning a morphing contemporary agency.

The student is required to follow up the class 3D experiments with lab work, investigations, and dialogue in the group through their mini-projects. The workshop explores how 3D software can broaden our understanding of contemporary creative conditions concerning

how technical systems enable a new type of assemblages. In the workshop, we learn about specific 3D software (Blender) and game engines (Unity 3D) and techniques like 3D scanning and 3D printing. Here we also try to push the limits of the program and intended use.

The work opens an understanding of the relationship between digital systems and transformative agents. The perspectives point to criticism of how society is structured and imagined by a normative gaze and reduced control systems - the platform's taxonomy and categorization. In this area, we can consider the concept of queer technology and how digital procedural processes can give rise to a non-binary morphology. It is a culture, where new spatial possibilities generate new metaphors. It stretches through high and low culture, art history, architecture, and science and towards ever higher dimensions. From mathematics in Arabic patterns, and Fibonacci numbers to computer games that break the 3D dimension like Miegakure and subcultures were glitches and hacks, for example, Machinima, and the Demo scene. From Yoichiro Kawaguchi's Virtual creature simulations, Mathematical models of growing and fractals like Karl Sims - Evolved Virtual Creatures, and Google's work with machine learning. From M.C. Escher's images, Super studio's visions, Frank Gehry, Gehry residence, Nathalie Miebach's sculptures, Nikita Diakur's work Ugly, and Jon Rafman's low polygon animations. Further from realness in Drag Culture, Deep Fakes, and Sara Ahmed, happy objects, to Jacolby Satterwhite's Reifying Desire that challenges the limits of the possibilities of the 3D world.

SCHEDULE
The schedule is presented at least two weeks before the start of the course.

30th of January – 17th of February (KUNO students may choose to participate only the first two weeks until 10th of February) 2023

COURSE REQUIREMENTS AND EXAMINATION

The grades are Pass or Fail and examination will be based on accomplished assignments.

Your grade is reported in Ladok three weeks after the end of the course, at the latest. Should you receive an F (fail), you will be notified in writing. The written statement will entail an explanation for the grading and make clear what you need to do in order for you to receive a pass.

INTENDED LEARNING OUTCOMES AND GRADING CRITERIA
You can find the expected learning outcomes in the course plans IN DEPTH STUDIES 1 MKO104, ELECTIVE MODULES 1 KOK110, ELECTIVE MODULES 2 KOK120 and ELECTIVE MODULE 3 KOK130 on the Intranet.

The grade pass is awarded a student who:

- learn to apply 3D software,3D scanning and 3D printing ,
- have an increased understanding of different 3D software and how they apply to their practice,
- have an increased ability to reflect on 3D software concerning artistic strategies,
- have increased knowledge in 3D modeling.

COURSE LITERATURE AND OTHER LEARNING RESOURCES

The course literature list will be published two weeks before the course start.

COURSE EVALUATION

At the end of the course, you will be sent an evaluation form where you will be able to answer questions about the course. The evaluation form is anonymous. The primary purpose of course evaluation is to form a basis for quality work and educational development here at Konstfack.

COURSE ADMINISTRATION

If you have any questions of a more administrative nature or about special needs, such as access to course literature as audio books, please turn to the course director (Palle.Torsson@konstfack.se) or to Bitte Andersson (bitte.andersson@konstfack.se).