Overview

SDES1211 Integrated Design Computing 2 introduces students to the fundamentals of design computing for digital objects and three-dimensional drawing. The course begins with 3D computing, including co-ordinate systems, basic coding and the introduction to commercial software applications. This lays a foundation for students to integrate manual and digital design knowledge and skills. In this course students will explore, select and apply appropriate computing tools, processes and formats to creative research, visualisation, manipulation, specification and presentation of original design ideas in a professional manner.
Faculty
Faculty of Art & Design

School
School of Art & Design

Study Level
Undergraduate

Indicative contact hours
4

Timetable
Visit timetable website for details
Course Outline

To access course outline, please visit:

SDES1211 Course Outline
Pre-2019 Handbook Editions

Access past handbook editions (2018 and prior)

Pre-2019 Handbook Editions