03-IMVA–3DMFT	3D Modeling and Design at the FabLab

Lehrform *(teaching format)* / **SWS** *(hours per week)*: 4K

Kreditpunkte *(credit points)*: 6

Turnus *(frequency)*: usually, each WS

Inhaltliche Voraussetzungen *(content-related prior knowledge/skills)*: NONE

Sprache *(language)*: English

Lehrende *(teaching staff)*: Dr. Bernard Robben

Studiengang *(degree program)*	Module	Semester
Informatik (Master)	IMVA, IMVA-DMI	ab 1.Sem.
Digital Media (Master)	DMM-MI	from 1st sem.
Digital Media & Society (Master)	B.1	ab 1.Sem.
Informatik (Bachelor VF)		ab 4.Sem.

Lernergebnisse / *Learning Outcome*:

- The outcome of the course are well designed and programmed 3D-Objects for a public exhibition
- By producing such artifacts the students acquire the following skills:
    - Ability to operate machine in a FabLab-environment
    - Knowledge of Generative Design
    - Knowledge of Parametric Design
    - Competencies in management and organization

Inhalte / *Contents*:

The course is practical and hands on at the FabLab of the University of Bremen:

- Introduction to FabLab - Technologies (3D Printer, Laser Cutter, etc.)
- Introduction to Generative Design
- Introduction to Parametric Design
- Programming 3D Modelling Tools
- Organization of a public exhibition of the course outcomes

Hinweise *(remarks)*: The table lists only the primary / most specific modules to which this course is assigned.