

MODULES DESCRIPTIONS • YEAR 3

INTERNATIONAL PROGRAM • SEMESTER 1

Retail and Interior Design		
COMPULSORY CLASSES	HOURS	ECTS
Sociology An introduction to the notions and tools of sociology that can be used in a design project.	18	3
Sketching for space designers Sketching techniques for spatial design. Creative practices and approaches applied to all means of expression, learning to explore your personal artistic approach.	18	3
Technology and Materials Technology basics, focussing on the study of materials. Research, evaluation, practice, experimentation of materials. Implementation of personal project	16	2
Tools and digital language 3D Modeling: Vray. Using digital tools and languages for the design project.	20	1
Video workshop Photography, recording, writing and montage in a group project.	28	2
Long project Students learn how to use all the skills of a space designer in a complex professional project, in context, with an industrial partner. Working together in groups on a complex topic related to a professional field. Students learn to develop their own approach.	56	4
Modelling Students are given a topic and are asked to create a model based on the topic. Students work in the workshops to develop knowledge and skills relating to processes, drawing and materials etc	18	2
Spatial design workshop Set and Exhibit design workshop	28	2
TOTAL	202	19
OPTIONAL CLASSES	HOURS	ECTS
FRENCH LANGUAGE AND CULTURE	20	4
PHOTOGRAPHY OR DRAWING (observation drawing, life model drawing etc)	20	4
GRAPHIC DESIGN OR ILLUSTRATION (various drawing techniques to illustrate a story)	20	4
PERSONAL PROJECT	140	8