

111-2 清華「金屬藝術與設計四」課程進度表 (藝設三華)

◎授課教師：江怡瑩 ijchiang@mx.nthu.edu.tw

◎上課時間：每周一(9am-12pm)

◎課程目標：加強金屬工藝設計鑑賞能力、掌握金工技法進階能力、提升跨域整合應用能力。以生活器物、文化產品為載體，培養學生具有獨立進行金作品之設計、製作的實踐能力，並引導學生以地方文化轉譯之創新設計方法與國際對話。

週次	課程主題	所需週數	講分佔比
1	<ul style="list-style-type: none"> •課程說明 •環境安全衛生教育訓練 	必須出席，未出席者無法修課。	
	單元 1：設計競賽 (國內外至少各一次)	16	10+10%
2-9	單元 2：文化資源與設計轉譯	8	20%
3-8	單元 3：材質觸感與語意表達	6	20%
6-11	單元 4：造型眼鏡組 (壓克力染色)	6	20%
11-16	單元 5：晚宴包 (刺繡)	6	20%
17	★期末共評	必須參加	
18	★學期成果展 (ZE Gallery)	必須參展	

◎評分要項：

*上課出席：每次缺席扣該科學期成績 1 分 (遲到以 0.5 次缺席計)；4 次以上 (含第 4 次) 缺席 (或請假) 者，學期成績以原所得分數之 50% 計算。

*設計討論：每單元作業之參考資料、草圖、草模須按課表規劃時間前完成，並依序整理成冊於「資料夾」中，且每次皆須攜至課堂討論，缺漏者每次每項扣學期成績 1 分。

*課後實習：自第二周起每周需固定安排至少兩晚課後實習 (至少 8 小時)，並由 TA 抽查考核，每次缺席扣該科學期成績 1 分；4 次以上 (含第 4 次) 缺席 (或請假) 者，學期成績以原所得分數之 50% 計算。

*獎勵策略：視每位修課同學之校外參賽等榮譽表現情形，酌情加分。

◎ 期末共評：單元 1-5：參賽影像 + 實作 + 形象照 (輸出 A3 彩色裱板)，以上所有實作及紙本皆須清楚標示學號姓名，未出席期末共評者學期成績以原所得分數之 50% 計算。

◎ 成果展覽：展示於 Ze Gallery 或校外展場 (須自行提早預約展場)

◎ 參考書目、網站：

* 玩金術 1&2- 金屬工藝入門，趙丹綺、王意婷著

·The Encyclopedia of Jewellery Making Techniques. (ISBN:0-7472-7679-X)

·Silversmithing. (ISBN:0-8019-7232-9)

·Enamels, Enameling, Enamelists. (ISBN:0-8019-7285-X)

·Chasing. (ISBN:0-9644262-0-X)

·The Complete Metalsmith. (ISBN:0-87192-240-1)

·Practical Casting. (ISBN:0-9615984-5-X)

·Jewelry Concepts and Technology. (ISBN:0-385-04185-3)

·Jewelry Making. (ISBN:910280-01-0)

·Jewelry of Our Time. (ISBN:0-8478-1914-0)

·Color on Metal. (ISBN:1-893164-06-3)

·Metalsmithing. (季刊)

<http://www.beatrice-pinklab-nthu.com/>

<http://www.beatrice-pinklab-nthu.com/pinklab/>

<https://eyesonplace.net/2018/06/15/8259/>

<https://www.lib.nthu.edu.tw/>

<https://ndltd.ncl.edu.tw/cgi-bin/gs32/gswweb.cgi?o=d>

◎ 課後實習與金工教室開放時間：須使用固定座位，未經教師教導之設備、器材不得擅自取用。

(1) 日間使用：周一～五(8am～6pm)，教室未排課程且自己座位有空檔時即可前來使用 (若同時兩人以上皆要使用固定共用座位，請自行協商)。

(2) 固定實習：周一～五(6:30pm～10:30pm)，大三金工組每週皆必須選填兩晚為固定實習時段。

(3) 專案申請：請洽江老師或管理廠長。

◎ 關鍵字：金屬工藝、地方創生、文化產品設計、文化資源、設計轉譯

Metal Art and Design IV

© Teacher: Prof. I-Ying Chiang (Beatrice) iychiang@mx.nthu.edu.tw

© Credits: 3 ©Class Hours: Mon. (9:00 am - 12:00 pm)

© Classroom: Metal Studio, Dept of Arts and Design, Nanda Campus, NTHU

© **Course Description:**

This course aims to enhance the student's appreciation of Metal Arts & Design, advanced Metalsmithing skills, and cross-boundary integration. This course will employ empirical projects in object creation and product design, and the students will be educated and carry the abilities in Metal product design and craft execution. As well as the advisor will extend the students' local-global vision via the innovative design method with the local cultural resource transformation.

Week	Topic	Length	Evaluation
1	<ul style="list-style-type: none"> • Introduction to the syllabus • Introduction to Safety and Hygiene Management in Labs & Studios, Hazard Communication of Dangerous and Harmful Materials 	Students must participate in person for the course introduction in the first week.	
	<ul style="list-style-type: none"> • Topic A: Competition Requirements (Students have to attend national & international competitions related to major subjects at least once each semester respectively.) 	16	10+10%
2-9	<ul style="list-style-type: none"> • Topic B: Cultural Resource & Design Transformation 	8	20%
3-8	<ul style="list-style-type: none"> • Topic C: Material Experience & Haptic Expression 	6	20%
6-11	<ul style="list-style-type: none"> • Topic D: Stylish Eyeglasses (acrylic & dying) 	6	20%
11-16	<ul style="list-style-type: none"> • Topic E: Clutch (embroidery) 	6	20%
17	★ Final Critic	In-Person	
18	★ Outcome Exhibition (ZE Gallery)	In-Person	

◎ Requirement & Evaluation:

- * Attendance Requirement: Each absence from the course will subtract 1 score from the semester mean score (each late arrival will subtract 0.5 scores). More than 4 times (including the 4th) of absences or excuses will result in a 50% reduction in the final score.
- * Discussion Preparation: Every topic discussion should prepare references, drafts, and models as well as bring them in well-organized to the studio for the advisor's review and discussion weekly. Each proposal with an unprepared debate will subtract 1 score from the semester mean score.
- * Studio Internship: Every student must regularly arrange and execute the weekly Internship of 2 nights (total 8 hours) at the Metal Studio. Each absence from the intern will subtract 1 score from the semester mean score. More than 4 times (including the 4th) of absences or excuses will result in a 50% reduction in the final score.
- * Encouragement Policy: Every related honor will add the scores depending on the professional performance respectively.

◎ Bibliography & Research Resources:

- * 玩金術1&2- 金屬工藝入門，趙丹綺、王意婷著
- The Encyclopedia of Jewellery Making Techniques. (ISBN:0-7472-7679-X)
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- <https://ndltd.ncl.edu.tw/cgi-bin/gs32/gsweb.cgi?o=d>

◎ **Keywords:** Metalsmithing, Placemaking, Cultural Product Design, Cultural Resources, Design Transformation