



UNIVERSITI TEKNOLOGI MARA

ADE434: JEWELLERY AND METALSMITHING RENDERING

Course Name (English)	JEWELLERY AND METALSMITHING RENDERING APPROVED
Course Code	ADE434
MQF Credit	3
Course Description	Focus on drawing skill in rendering jewellery ideas, making used the elements of design using different media which can be presented to the clients prior to production.
Transferable Skills	Student will be able to demonstrate and apply all the rendering techniques in jewellery and metalwork design presentation and ideas development.
Teaching Methodologies	Lectures, Studio, Demonstrations
CLO	CLO1 Identify basic knowledge on manual jewellery and metalsmithing rendering CLO2 Display skill on presentation drawing, which has metal quality. CLO3 Initiate ideas on paper to be presented to the client prior to production.
Pre-Requisite Courses	No course recommendations
Topics	
1. 1. Overview of the course 1.1) 1.1. Objective of the course 1.2) 1.2. Introduction to jewellery and metalwork rendering. 1.3) 1.3. Introduction to tools, material and media	
2. 2. Free Hand Drawing 2.1) 2.1 Exercises - Free hand line drawing practice -3D drawing. 2.2) 2.2 3D drawing of round shape, triangle, square, etc. 2.3) 2.3 Exercises Free hand drawing on geometric shapes. 2.4) 2.4 Tonal application of 3D geometric form. Medium: pensil.	
3. 3. Exercise Practices for jewellery rendering. 3.1) 3.1 Exercises Practice perspective drawing on jewellery forms. 3.2) 3.2 Exercises- Understanding of lights on jewellery forms. 3.3) 3.3 Exercises- Tonal application on jewellery forms showing different types of lights using different media and techniques of colorings. 3.4) 3.4 Exercises- Study and practice on background and shadows application on jewellery forms. 3.5) 3.5 Exercises-Tonal application on gemstones rendering.	
4. 4. Exercise Practices for metalwork rendering. 4.1) 4.1 Exercises Practice perspective drawing on metalwork forms. 4.2) 4.2 Exercises- Understanding of lights on metalwork forms. 4.3) 4.3 Exercises- Tonal application on metalwork forms showing different types of lights using different media and techniques of coloring. 4.4) 4.4 Exercises- Study and practice on background and shadows application on metalwork forms	
5. 5. 1st project - jewellery product. 5.1) 5.1 Applying the lights, tonal and shadow on jewellery product drawing. Selection of jewellery product (any).	
6. 6. 2nd project – metalwork product. 6.1) 6.1 Applying the lights, tonal and shadow on metalwork product drawing. Selection of metalwork product (any).	
7. 7. Graphic presentation layout. 7.1) 7.1 Showing the creativity on typo selection, background and color arrangement.	
8. 8. Mounting presentation. 8.1) 8.1 Showing the cleanness, detailing, precision and accuracy in mounting preparation.	

9.9. Submission of portfolio and graphic presentation.

9.1) 9.1 Final assessment

Assessment Breakdown		%	
Continuous Assessment		100.00%	

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Exercise on the different types of medium and material in rendering.	20%	CLO1
	Assignment	Manage to differentiate the quality of tone color according to the requirements and standard in jewellery design.	30%	CLO2
	Assignment	Visualized the ideas in rendering design to ensure that the standard align with the client requirements.	50%	CLO3

Reading List	Recommended Text
	<ul style="list-style-type: none"> • Manuela Brambatti, Casimo Vincci,, <i>Jewellery Illustration and Design: From Technical Drawing to Professional Rendering</i>, 1st Edition Ed. [ISBN: 978-841685157] • Maria Josep Forcadell Berenguer,Josep Asunción Pastor 2012, <i>Drawing for Jewelers</i>, Schiffer Publishing [ISBN: 0764340581] • 2016, <i>Jewellery Design, Sketches Notes Renderings</i>,, First Edition Ed., Alchimia Books Florence [ISBN: 978-88-941242] • Maria Josep Forcadell Berenguer,Josep Asunción Pastor 2012, <i>Drawing for Jewelers</i>, Schiffer Publishing [ISBN: 9780764340581]

Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources