



UNIVERSITI TEKNOLOGI MARA

IDT651: TRANSPORT DESIGN 4

<b>Course Name (English)</b>	TRANSPORT DESIGN 4 <b>APPROVED</b>
<b>Course Code</b>	IDT651
<b>MQF Credit</b>	3
<b>Course Description</b>	This course will develop the skills to make effective representations of automobile designs with emphasis on 3D representations using traditional and digital tools. Students will use physical and virtual 3D modelling skills allied to the appropriate automotive design knowledge and understanding in line with current automotive design practice. They should be keen to work with their hands exploring three-dimensional form and sculpture from first-principles, and have a particular interest in, or passion for, model making with an underlying enthusiasm for automotive design. Students should also have begun to develop critical visual sense, constructional understanding and demonstrated a growing perception of 'good' and 'bad' 3D form and interaction of surfaces, particularly in the automotive context.
<b>Transferable Skills</b>	Designing skills, innovative & creative thinking, creative problem solving.
<b>Teaching Methodologies</b>	Lectures, Studio, Demonstrations, Field Trip, Case Study, Problem Based Learning (PBL), Presentation, Supervision
<b>CLO</b>	CLO1 Manage their own self-interest project through the lecturers and supporting staff guidance. CLO2 Develop a systematic application and approach of relevant information to the design process. CLO3 Identify, evaluate, understand and classified the problem identification and propose the solution. CLO4 Make use of design creativity as a tool to enhance or resolve the project problem and weaknesses in the contact of safety, appearance, image, identity, usage, material and manufacturing application.
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Reading List</b>	This Course does not have any book resources
<b>Article/Paper List</b>	This Course does not have any article/paper resources
<b>Other References</b>	This Course does not have any other resources