

# Corso di Disegno

## Course in Technical Drawing for Jewellery

### Aims of the Jewellery Design Courses

The *Jewellery Design Courses* of the Metallo Nobile school are designed to furnish the graphic skills necessary for the profession of jewellery designer, and for an in-depth knowledge of the jewellery product in general.

The profession of **Jewellery Designer** features a high level of independence, allowing individuals to work both freelance and as employees of jewellery firms. However, in order to develop **creativity** and lay the foundations for a correct **design approach**, it is essential to have an adequate knowledge of the techniques of **graphic representation**, which operates at one and the same time as a system for interpreting reality and a system of communication operating through the language of Design. Consequently, the objective of the courses is to ensure an adequate knowledge of the **languages of graphic representation**: from freehand sketching to flat and descriptive geometry, from technical drawing to mixed illustration techniques.

### Technical Drawing Module

The *Course in Technical Drawing for Jewellery (32 hours a month - 8 hours a week)* is aimed at students who wish to master concepts of pure geometry using the method of orthogonal projections (Monge method) and the axonometric projection method in order to **represent the jewel with the greatest precision**, whatever its size and shape. The final objective is to design an object, complete with the preparatory drawings that make it possible to analyse its feasibility and wearability, before moving on to the final drafting of the technical drawings.

### Main topics of the course

- The languages of technical representation
- Languages – general rules – tools
- Drafting of the technical drawings
- Elementary geometry
- Elementary geometrical constructions – polycentric curves – conical curves
- Orthogonal projections (Monge method): elements of projective geometry – elements of descriptive geometry
- Orthogonal projections of two-dimensional and three-dimensional figures – true shape
- Axonometric projection: general rules – types of axonometric projection
- Isometric axonometric projection
- Oblique axonometric projection: cavalier and planometric
- Reversal and development
- Sections and intersections of solids
- Shadows