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ABOUT

The School of Design at Victoria University offers students a unique opportunity to study within a multi-disciplinary environment. Located in Wellington, New Zealand the creative capital, we attract the best and brightest from all over the world.

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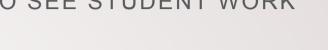




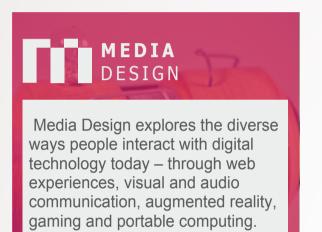




TOGGLE THE ICONS TO SEE STUDENT WORK



Filters: Media and Master of Design Innovation



Adam Ben-Dror ...

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Adam Ben-Dror and Shanshan Zhou 🗖 🗊

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MEDIA DESIGN

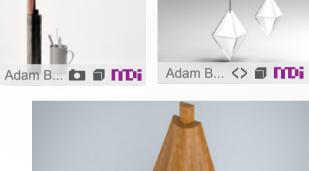
PINOKIO

a dynamic range of behaviour...

Pinokio is an exploration into the expressive and

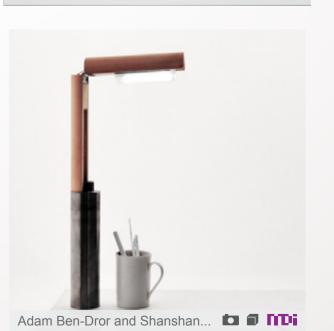
design imbues Pinokio with the ability to be aware of its environment, especially people, and to expresses

behavioural potentials of robotic computing.















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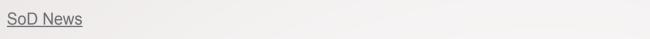
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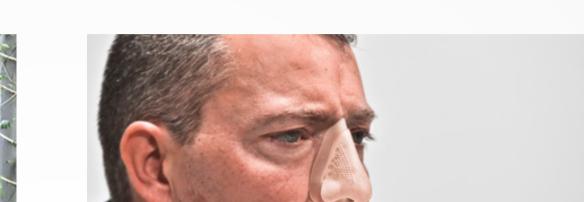
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3D PRINTED NOSE WINS

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DESIGN AWARD Zach Challies, under the supervision of Bernard Guy and Ross

Stevens from Victoria's School of Design, has created a shock-absorbing scaffold that sits under a traditional....

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MEDIA DESIGN STUDENT SECURES INTERNSHIP AT CREATIVE COMMONS

MEDIA DESIGN STUDENT SECURES

Commons Aotearoa New Zealand this summer.

INTERNSHIP AT CREATIVE COMMONS

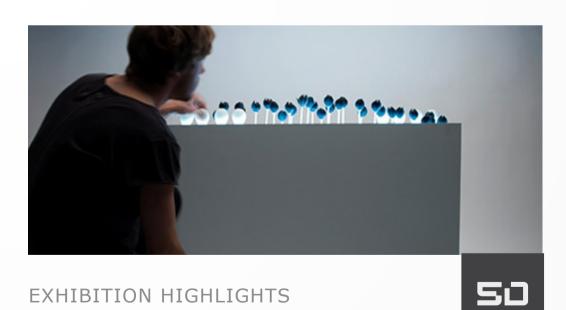
Second year Victoria University of Wellington Media Design

student Rachel Mataira has secured an internship at Creative

The three year Marsden-funded research titled Counting Sheep: NZ Merino in an Internet of Things, aims to understand how collecting and sharing farm data online can reshape how....

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EXHIBITION HIGHLIGHTS FUTURE OF 3D PRINTING

Work by students and staff exploring the future of 3D printing is on show in an exhibition co-curated by one of the country's leading researchers into 3D prototyping, Victoria University's Tim

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SCHOOL OF DESIGN NEWS











TOGGLE THE ICONS TO SEE DEPARTMENT NEWS

Filters: Media and Industrial

EVENTS & KEY DATES:

October 2015

Application deadline to have a qualification awarded at the December graduation ceremonies.

Enrolment opens for 2016.

Trimester Two and full-year teaching period ends. Fri 16

End-of-year study period begins. End-of-year examinations begin. Labour Day (University closed).

November 2015

Closing date for Round Three applications for doctoral admission and doctoral scholarships.

Thu 12 International Students' Orientation. Sat 14 End-of-year examinations end.

Sun 15 Trimester Two ends.

Mon 16 Trimester Three begins (limited selection of courses).

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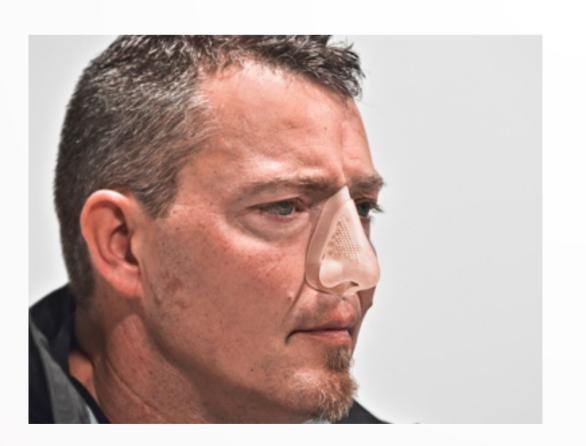
MEDIA DESIGN STUDENT SECURES INTERNSHIP AT CREATIVE COMMONS

Second year Victoria University of Wellington Media Design student Rachel Mataira has secured an internship at Creative Commons Aotearoa New Zealand this summer.

She has joined the non-profit organisation as a Graphic Designer for three months, tasked with revamping their website templates. Matt McGregor, Public Lead at Creative Commons says Rachel has been a great addition to the team.

"We've thrown her in the deep end, and asked her to design resources that will go out to thousands of schools, heritage and

m



3D PRINTED NOSE WINS **DESIGN AWARD**

Zach Challies, under the supervision of Bernard Guy and Ross Stevens from Victoria's School of Design, has created a shock-absorbing scaffold that sits under a traditional.... prosthetic nose. His printed prosthesis will be New Zealand's entry in the international design award, which will be judged in the United Kingdom with the winner announced in November.

In collaboration with a maxillofacial surgeon and a prosthetic wearer, Zach identified several issues with a traditional prosthesis

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MDDN 241 3D MODELING & ANIMATION

Introduction to fundamental topics in 3D modelling and animation, including industry standard software, the process and theories relating to the genre, and experimenting with hybrid techniques relating to other design approaches. This course

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MDDN 242 CREATIVE CODING

Topics include parameterized design, generative modelling, and essential elements of creative 2D and 3D coding, with a focus on working with simple algorithms in generating visuals, as well as compositing different media, such as 3D and video.



MDDN 251 PHYSICAL COMPUTING

Electronics, circuit design, material fabrication and programming as design tools to build 'intelligent' objects and systems. Techniques using microcontrollers allow students to think beyond the mouse/keyboard/screen paradigm in exploring

WEARABLE TECHNOLOGY

based on historical concepts, contemporary

developments, the work of professional

An investigation of the notion of audio-visual space

practitioners, and practical experimentation. This

course develops an understanding of the processes



MDDN 211 – Digital Video Creation

MDDN 243 – Introduction to Computer Game Design

MDDN 311 – Postproduction and Special Effects

MDDN 314 – Audio-Visual Space

MDDN 343 – Advanced Computer Game Design

MDDN 352 – Mobile Media

POSTPRODUCTION & SPECIAL EFFECTS

Digital media products such as film special effects and games often require the creation of novel visual experiences while working within large professional graphics software packages. In this course students will gain experience stretching the boundaries of

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MDDN 314 AUDIO-VISUAL SPACE

Second year Victoria University of Wellington Media Design student Rachel Mataira has secured an internship at Creative Commons Aotearoa New Zealand this summer.

She has joined the non-profit organisation as a











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OVERVIEW

Digital media technology has opened up new and exciting opportunities within the design world. Media Design explores the diverse ways people interact with digital technology today – through web experiences, visual and audio communication, augmented reality, gaming and portable computing.

200 LEVEL COURSES:

MDDN 201 – Internet Design

MDDN 241 – 3D Modelling and Animation

MDDN 242 – Creative Coding II

MDDN 251 – Physical Computing

300 LEVEL COURSES:

MDDN 351 – Wearable Technology

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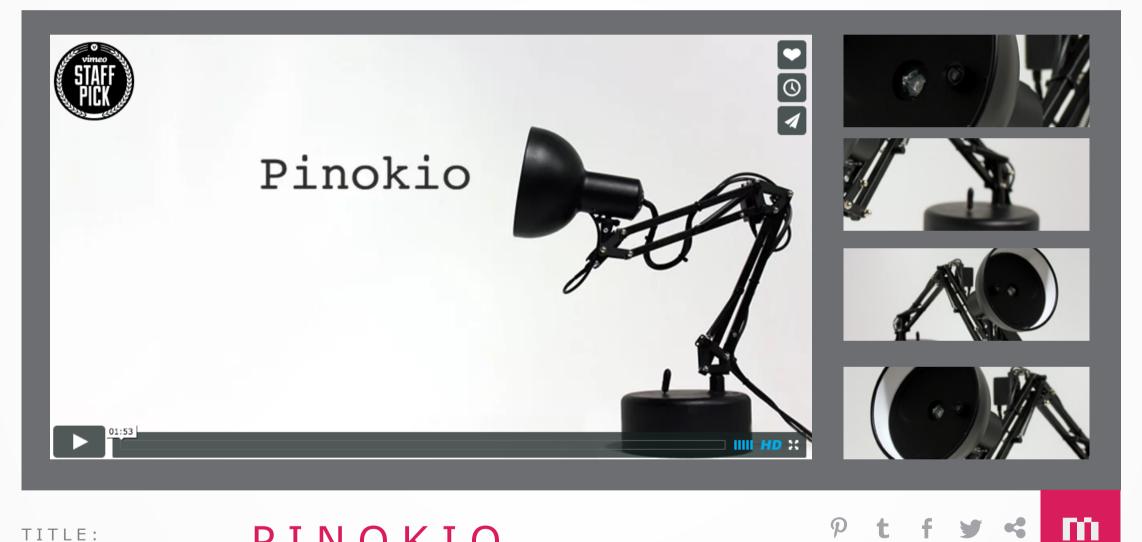
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Filters: Media and Master of Design Innovation



PINOKIO

Adam Ben-Dror & Shanshan Zhou DESIGNER:

Industrial and Media DISCIPLINE:

Walter Langelaar LECTURER:

PAPER: Physical Computing [MDDN 251]

20/06/2013 DATE:

TITLE:

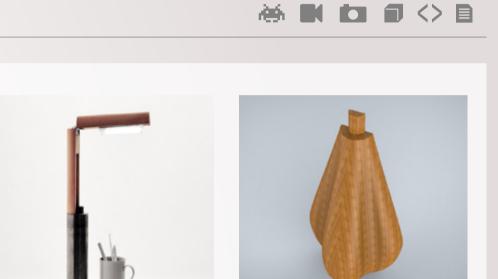
DESCRIPTION: Pinokio is an exploration into the expressive and behavioural

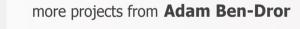
potentials of robotic computing. Customized computer code and electronic circuit design imbues Pinokio with the ability to be

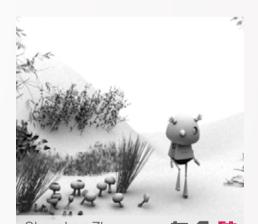
Robotic Lamp MEDIA:

RESOURCES: Arduino

Processing









Adam Ben-Dror ...

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more projects from **Shanshan Zhou**





more projects from Physical Computing [MDDN 251]





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PINOKIO TITLE:

Adam Ben-Dror & Shanshan Zhou DESIGNER:

Industrial and Media DISCIPLINE:

Walter Langelaar LECTURER:

Physical Computing [MDDN 251] PAPER:

DATE: 20/06/2013

DESCRIPTION: Pinokio is an exploration into the expressive and behavioural potentials of robotic computing. Customized computer code and electronic circuit design imbues Pinokio with the ability to be

> aware of its environment, especially people, and to expresses a dynamic range of behaviour....

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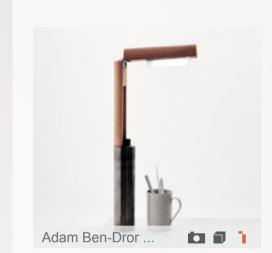
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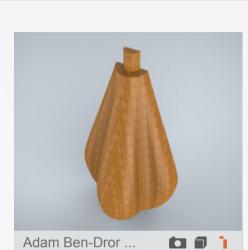
PROJECT LINKS:

Promotional Video Project Page Festival Exhibition

DOWNLOAD:

Processing sketch





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more projects from **Adam Ben-Dror**





more projects from **Shanshan Zhou**





more projects from Physical Computing [MDDN 251]