

**what's an idea?**

in this class we'll ask ourselves a question rarely asked: what is an idea? Furthermore, how is the concept born, and at which point should the story start turning into architecture?

**March**

■ x2

**model making**

this class is about experimenting with different materials, textures and shapes. Students will develop their own product from design all the way to production, guided by the talented designers of Co Laboratory.

**March**

■ x3

**3D modelling**

being the largest course of the program, these classes introduce the student to a variety of digital tools relevant to the field of design. It starts with a series of 3D modelling lessons and progresses with composition rules, rendering, post-production and layout.

**April**

■ x12

**writing**

whether we develop poetic concepts and strong narratives or simply wish to express our ideas clearly, writing well is essential, be it in an academic context or in terms of creating catchy, powerful presentations of our work.

**May**

■ x3

**public speaking**

good design deserves excellent presentations! We prepared a designer oriented public speaking class focused on how to talk about your projects in front of anyone - with courage and good vibes, of course!

**June**

■ x3

M	T	Wednesday	T	Friday	Saturday	Sunday
		19:00-22:00 course		19:00-22:00 course	11:00 - 19:00  studio	18:00 - 20:00 conference

	M	T	W	T	F	S	S
<b>FEBRUARY</b>	17	18	19	20	21	22	23
	24	25	26	27	28	29	1
<b>MARCH</b>	2	3	4	5	6	7	8
	9	10	11	12	13	14	15
	16	17	18	19	20	21	22
	23	24	25	26	27	28	29
	30	31	1	2	3	4	5
<b>APRIL</b>	6	7	8	9	10	11	12
	13	14	15	16	17	18	19
	20	21	22	23	24	25	26
	27	28	29	30	1	2	3
<b>MAY</b>	4	5	6	7	8	9	10
	11	12	13	14	15	16	17
	18	19	20	21	22	23	24
	25	26	27	28	29	30	31
<b>JUNE</b>	1	2	3	4	5	6	7
	8	9	10	11	12	13	14
	15	16	17	18	19	20	21

**event opening**  
 model making  
 what's an idea?  
 3D software  
 writing  
 public speaking  
 lecture  
 studio