

**T.C.
MİLLİ EĞİTİM BAKANLIĞI**

KUYUMCULUK

MESLEKİ YABANCI DİL 1

ANKARA, 2016

- Bu modül, mesleki ve teknik eğitim okul / kurumlarında uygulanan Çerçeve Öğretim Programlarında yer alan yeterlikleri kazandırmaya yönelik olarak öğrencilere rehberlik etmek amacıyla hazırlanmış bireysel öğrenme materyalidir.
- Millî Eğitim Bakanlığınca ücretsiz olarak verilmiştir.
- **PARA İLE SATILMAZ.**

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AÇIKLAMALAR

ALAN	Kuyumculuk
DAL/MESLEK	Takı Tasarımı
MODÜLÜN ADI	Mesleki Yabancı Dil 1
MODÜLÜN TANIMI	Takı tasarım için araştırma yapma, tasarım ilkelerine uygun materyallerin İngilizce karşılıklarının öğrenilmesi amaçlanmıştır.
SÜRE	40/30
ÖN KOŞUL	
YETERLİK	Tasarım ilkelerini mesleki yabancı dilde öğrenmek
MODÜLÜN AMACI	Genel amaç Bu modül ile öğrenci, gerekli tasarım atölyesi sağlandığında takı tasarımı için araştırma yaparak tasarım ilkelerine uygun materyallerin ve terimlerin İngilizcedeki karşılıklarını öğrenecektir. Amaçlar <ol style="list-style-type: none">1. Tasarım konusunu belirleyip konuya uygun piyasa araştırması yapabilecektir.2. Belirlenen konuya uygun materyal toplayabilecektir
EĞİTİM ÖĞRETİM ORTAMLARI VE DONANIMLARI	Takı tasarım atölye ortamı, tasarım materyalleri
ÖLÇME VE DEĞERLENDİRME	Modülün içinde yer alan her öğrenme faaliyetinden sonra, verilen ölçme araçlarıyla kazandığımız bilgileri değerlendireceksiniz. Öğretmen, modül sonunda size ölçme aracı (Test, çoktan seçmeli, doğru yanlış vb.) uygulayarak modül uygulamaları ile kazandığımız bilgileri değerlendirecektir.

INTRODUCTION

Dear Student,

We know that there is a jewelry tradition throughout the history of mankind. The art of jewelry, which has survived until today driven with belief, magic power and beautiful appearance, shows richness. The jewels made of natural materials in the ancient times were firstly made from metal and precious stones. When we look at the perception of design from the past to the present, it is seen that the design based on trying is very effective in jewelry culture. The designer tries to give shape to the material at hand using trial and error. Jewelry design and shaping have been survived by using different methods and shapes. Today the mechanization in jewelry production like metal processing technology and stone processing techniques is a fast developing sector.

Even if the developments in the jewelry sector and mechanization take an important part in jewelry production, the human factor preserves its importance, especially during the design phase.

The creation of jewelry and preferred products that can compete in the global markets depends on the skill of a good jewelry designer above all, and it is only possible with employees who are well trained with research and creative thoughts. We need successful and trained jewelry designers in the jewelry sector.

The designer should be able to research the means that will enrich the thoughts and solutions for the jewelry design to be made. While designing jewelry, s/he should follow a path that prepares creative solutions and concentrate on features that force the limits of creativity. Jewelry design is not just taking a pencil and drawing. A successful jewelry designer is a sophisticated individual who researches because s/he is not content with what s/he has, follows novelties and activities like fairs, exhibitions and shows, is able to think modern and compatible with the world trends while also being able to transform the traditional jewelry culture into the modern style.

The purpose of this module is to make the students comprehend the importance of research, data collection and its usage by telling what a designer, design and creativity mean and learn their equivalents in English.

LEARNING ACTIVITY-1

AIM

When there is an environment compatible with the direction of the information given in this activity, you will be able to determine the design subject and make market research compatible with the subject in English.

RESEARCH

- ➤ **Research the printed** and visual sources about design and phases of design. You can observe the works about this subject by visiting exhibition galleries, museums and design divisions of various jewelry production workshops.
- ➤ Organize the data you acquired from your research and the observations you made.

1. DESIGN

1.1. Description and Importance of Design

The animal figures drawn by carving on the cave walls are the oldest visual artifacts of mankind. (Lascaux Cave, France 15000 BC). There are hunting scenes and hand images in these drawings. They are the first visual communication samples related to the effect of symbols on humans by drawing shapes.



Image 1.1: Animal figures in the Lascaux Cave

Design is a simulation you make until you are sure about its result before evaluating or creating the thing you want to make. It is a problem solving method oriented for a purpose. Design is an intellectual and material work process where a creative process occurs in order to form a product that meets the personal desires intended for exalting the life standards. They are followed by the realization of the product. It is very important for a new and successful jewelry design to meet the expectations of sophisticated users, integrate with them and contain their personal wishes.

Humanity didn't contend with what nature had given them and tried to facilitate and beautify their lives by transforming the shapes into objects they planned in their minds. Design is the feature and result of being human.

Constant developments in the field of communication and technology of our time brought changes to the needs in human life as well. The pleasures, lifestyles and positions of the people caused different needs to arise.

Design is one of the most basic elements in the jewelry sector like all other fields. Appealing to all human societies that have different cultures, belong to different religions and races, live in different countries while giving shape to precious metals and stones like gold and silver; reaching out to the masses with unique jewelry designs; providing the creation of jewelries special for everyone are the products of a qualified and modern thinking designer who completely trained himself well and able to follow the technology and world trends. No matter how much mechanization and technology in the jewelry sector advance, human factor and trained employees are very important. No matter how much the metal is expensive and how many precious stones are used if a good design and technical features compatible with that design are not applied, this jewelry doesn't have any beauty, attractiveness or specialty. Design has got a meaning for the user. The new design must be useful and safe. It should be easily used and provide a personal choice opportunity for the user. A jewelry produced in the quality of invention should be able to be used for a period without any disruptions. The methodical work oriented for creating a solution not known until that moment is called an invention.



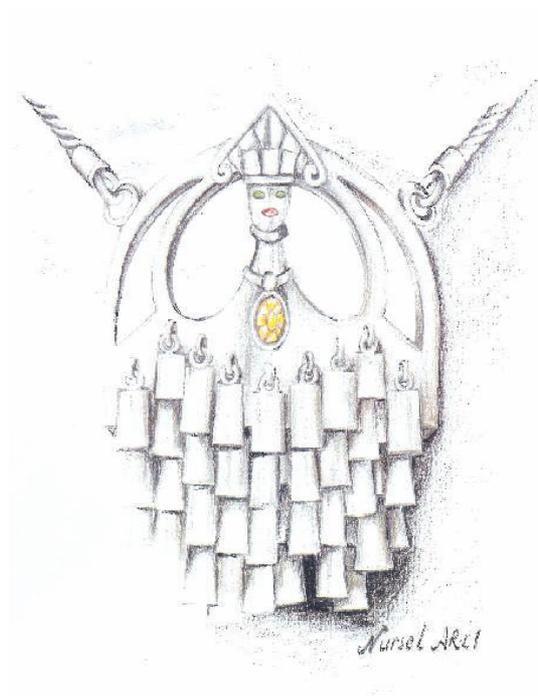
Technology, formal values and symbolism have always existed in jewelry. Therefore, jewelry design has also gained a creative medium of expression by developing in parallel with the other visual art activities.

Jewelry design is a three-dimensional work. With that feature, material command and concepts, it shows most resemblance with the art of sculpture. Looking from this viewpoint, it must be a work of art so powerful that it should deserve a status which we can qualify as a work of art whose exhibition space is human body.





1.2. Creativity in Design



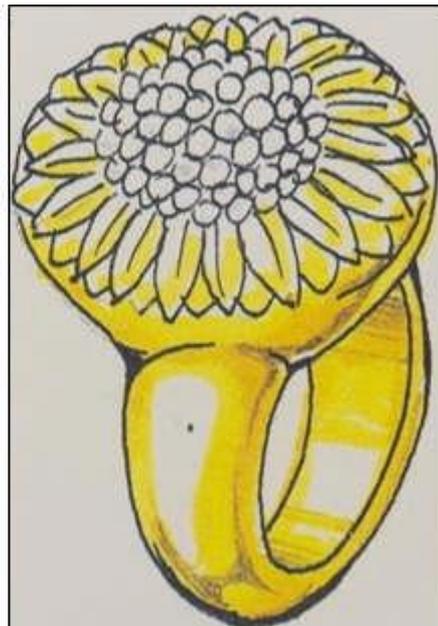
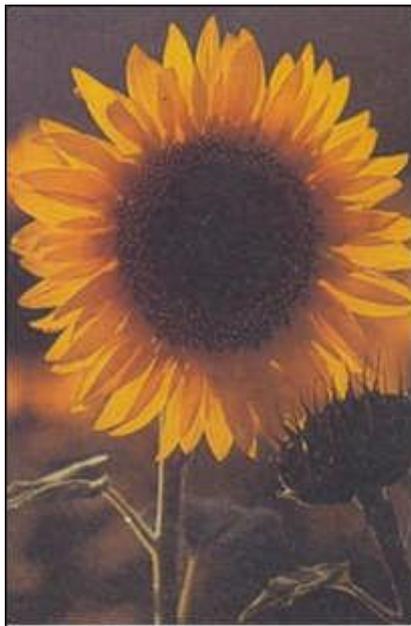
Some of us go into our shells and keep observing the things in the universe from existence to nothingness as a habit. For them, anything in life is ordinary. A creative person, however, possesses feeling and excitement. He looks at everything with the same curiosity and excitement of a newborn child's first encounter with an object. In jewelry design,

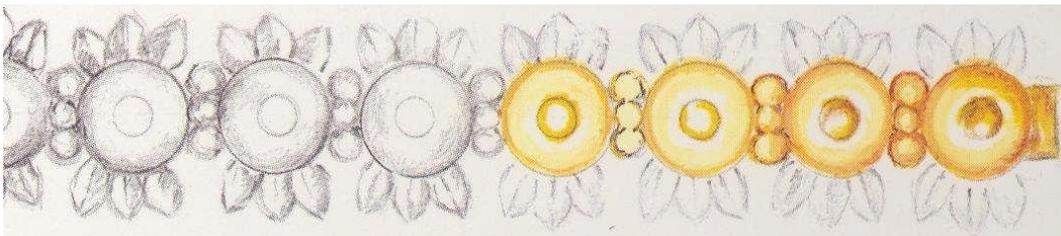
creative thought is important. A thinking and application process based on new and valid ideas is called design creativity.

Besides, creativity is not just a wording of a thought expressed with material. It is a process of thought and application resulted in the clarification of new and valid ideas. The extent of novelty of a product is based on how much the thought is new. A designer must follow and watch the new tendencies, technological advances and contemporary, artistic, philosophical, sociological, etc. problems in his age closely as a good observer. It is an absolute necessity for all the ideas used in the design to be valid and invention to be realized in the designed product. He has to interpret the current fashion trends (about clothes, accessories, materials, etc.), equipments, technical information in a modern sense of taste and offer them to the consumer.

⇒ Look at the examples below regarding creativity in design.

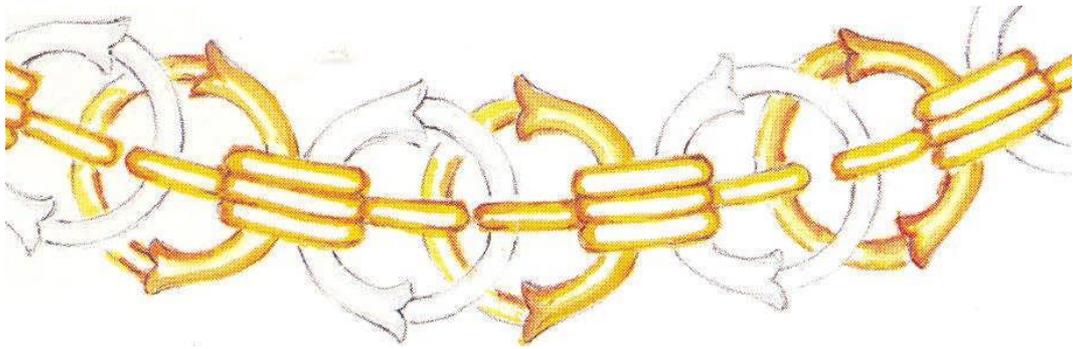
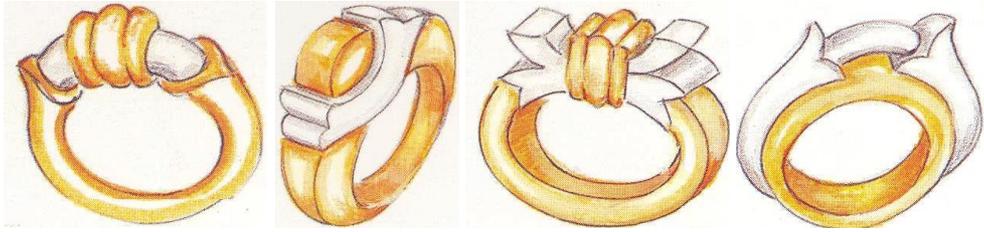
Example 1



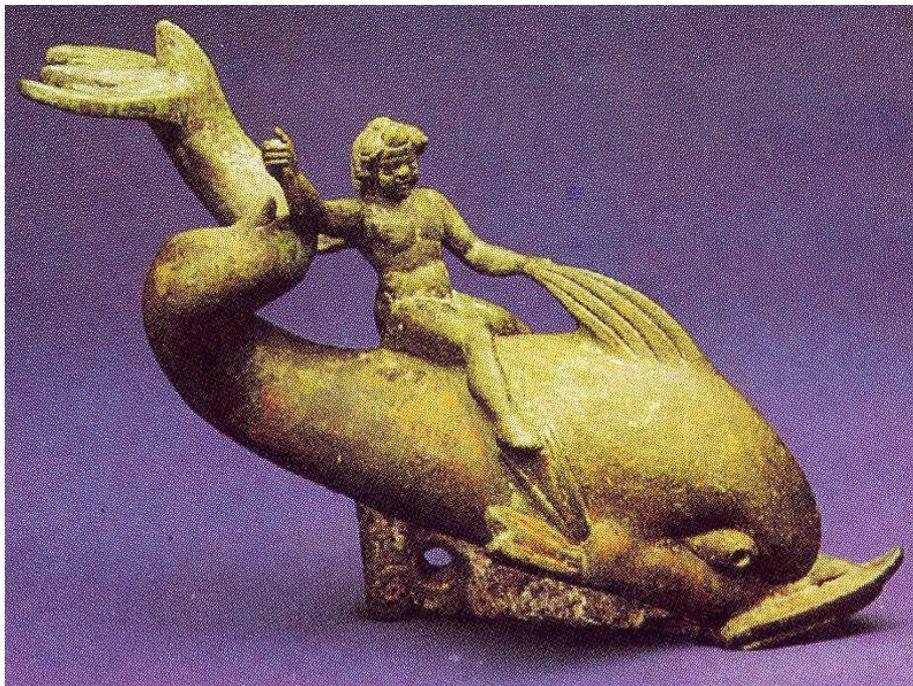


Example 2





Example 3





1.3. Basic Terms Used in Design

1.3.1. Design

Design is to make preparations in the mind in order to realize a thought.

1.3.2. Projection

Projection is the simulation of the thing you want to make before evaluating or creating it until you are sure about its result. It is a problem solving method oriented for a purpose.

Projection is the intellectual and material working process where a creative process is formed in order to make a product that meets personal desires oriented for exalting the living standards.

1.3.3. Sketch

It means the first shape that is drawn. In other words, it means drawing the simulation realized in the mind on a two dimensional plane.

The first view is acquired by transferring the projection imagined in the mind on the paper. By drawing we start seeing that a shape doesn't really exist but is created in our thoughts. Therefore, we acquire the possibility to compare the shape we draw with the shape we projected in our minds by forming a bridge between the mind and the eyes. By detecting the shortages and excesses in the shape which appeared in our mind, we improve it with repetitions and turn it into a scheme.

1.3.4. Project

A design first turns into a projection and then is formed into a project by development. No matter how much a project is visually beautiful, in order to be called a real project, it needs to serve a purpose, be the product of a good observation and thought, have reproducibility and creative values which mean having unique features different from the usual, previously produced shapes.

1.3.5. Designer

Designer is the person that has technological, technical, artistic knowledge and skills on the field of jewelry and designs jewels compatible with the consumer's wishes, trends and areas of use.

1.3.6. Visual Perception

While the projection becomes a sketch, the imaginary bridge formed between the eye and mind to control, if they match, is called visual perception.

While our eyes almost see the projection in our mind from one side, our brain commands our hands to draw something. While our eyes see the drawn sketch, our brain controls whether this view matches with the projection from the other side.

With the bidirectional function of visual perception, transfer and control from both mind to paper and paper to mind is assured.

1.3.7. Surface

The effects of various intensities of light are different in perception. Therefore, some objects that are in our line of sight appear more striking to our eyes while others don't attract so much attention and remain in the background. While weakly affected areas remain in the second plan and make the effect of a surface, the strongly affected areas form a modal and volumetric effect.

For this reason the shapes, shape groups or areas that give two dimensionalities to the basic design are called surface.

1.3.8. Figure

The shapes or shape groups that are seen at the front of visual perception are perceived as volumetrical which means similar to three dimensional. The objects that are two dimensional make the effect as if they have a third dimension but aren't seen yet. This kind of shape or shape groups are called figures.

1.3.9. Shape

Any figure that becomes notable with surrounding lines means that it has a shape. A square and a rectangle are different shapes. Even if their sizes can be equal, a right triangle and an isosceles triangle have different shapes. As opposed to that, two circles with different sizes have the same shape but different dimensions. For a shape to be formed, those things must have notable or powerful surrounding lines.

1.3.10. Creation

Work of creating, a thing that is created or an invention is called creation.

1.3.11. Collection

A conjunction of objects brought together for learning, benefit or pleasure and classified by their features.

1.3.12. Style

Used as mode, shape, manner.

1.3.13. Fashion

Temporary innovations that enter social life for a need of change or desire of ornamentation are called fashion.

1.4. Design Phases

The jewelries used by people since ancient times for various purposes show differences. Many different equipments (feather, bead, leather, etc.) and precious stones are used in jewelries for expressions like different beliefs, symbols of cultures, status indications, etc. Both for its importance due to the power of jewelry's expression and for the richness of the equipment and techniques used, jewelry design phases require a very good observation, research and systematic work. Jewelry design shouldn't be thought as using the metal and stone together or making a drawing alone.

Jewelry design is interpreting the features like metal, technique, location to be used, power to be expressed, etc. as a whole together with the creative talent of the designer. A design must always have creativity, uniqueness and functionality.

The design phases applied to be successful in jewelry design can be listed as follows:

- ➤ Defining the subject of the design.
- ➤ Making research and collecting data about the subject.
- ➤ Preparing a design panel
- ➤ Choosing a jewelry shape
- ➤ Making sample drawings
- ➤ Developing a model from the model
- ➤ Deciding the model of the jewelry
- ➤ Preparing a mold for the sample product
- ➤ Analyzing the mold
- ➤ Making product control (Trial)
- ➤ Preparing real product (Prototype)
- ➤ Making production drawing
- ➤ Making quality assurance
- ➤ Calculating the cost
- ➤ Preparing exhibition drawings
- ➤ Preparing design report
- ➤ Filing

1.5. Defining the Subject and Making Market Research

In choosing the subject, contemporary fashion inclinations suitable for consumer demands and current technological developments must be noted.

Ottoman era, Republic era, artistic movements, nature and similar subjects can be chosen. But limitations must be made in the chosen subject. If we are starting out from a historical era, a piece unique to that era must form the main title of our subject. If we say the Seljuk era, our subject shouldn't be the Seljuk era in general but a part of it which draws our attention and gives excitement in our imagination like the door knobs or clothes.

After determining the design subject, a market research must be made in order to research and determine features like the applicability of the chosen subject to the customers, determination of its supply and demand status in the market, competition position, sales policy, etc.

For the jewelries that will be produced as designed to reach the right audience and answer the needs and become products that contain the sought qualities, the data in the market research must be determined and evaluated correctly.

A good designer must follow the competition environment and sales policies in the market. He should be able to act determined in choosing current themes, features of the metal used, production technologies with the right quality and price as much as he knows how to draw.

Being able to evaluate the marketing phases before and after the production as a whole can be realized with a good market research and observation. The products to be produced as a result of successful market research will reach the customer in a short time as quality products sought in the market.

We can list the factors to be considered as follows:

- ➤The effect of current fashion trends on jewelry
- ➤The sales policies of the shops found in the market
- ➤Bottom price and ceiling price of the product which will be sold (what will be the highest and lowest price sought in the product that will be made)
- ➤The kind of group it appeals to (tourism, export, working force, countryside, etc.)
- ➤Equipments like machines and tools found in the businesses (machine park)
- ➤Production methods used in the businesses (techniques used, manual labor, local technique, etc.)
- ➤Their relation with the new technology, the level of benefiting technological development
- ➤Future projects of the business, their trends and productions of the future
- ➤Applying the principals of quality assurance (adjustment accounts, last control phases, etc.)
- ➤Conformity with the quality cycle (It is the conjunction of the product's conformity with its purpose and quality to be able to meet the expectations and other operations that ensure meeting similar features.)
- ➤The opinion of the consumers about jewelry (their purpose to purchase it such as investment, present, pleasure.)
- ➤Jewelry trend of the consumers according to their education and income

EXERCISE ACTIVITY

Determining the Subject and Making Market Research

Equipments to be used:

- ➤ Visual and printed publications
- ➤ Metal samples
- ➤ Stone samples
- ➤ Trends
- ➤ Surface samples

1. Make a search for resources.

About resources you can seek help from your teacher.

2. Examine carefully the publications like magazine catalogs, brochures, etc.

Examine the old and new jewelry samples from all the sources you found.

3. Examine the printed and visual publications in the libraries that define art movements.

You should carefully note and document the data you acquired.

4. Determine the design subject according to the data you acquired.

You need to review your data in order to remember the points you should pay attention to during the subject determination.

5. Determine the research methods in the direction of the subject you determined.

You need to be careful that the subject you determined is unique and compatible with the trends.

6. Examine the jewelry production and sales shops found in the market (Image 2).



Image 2: Views from a sales shop

-
- 7.** Research the sales policy of the shops.
You need to determine what kind of jewelry they produce and which consumers they appeal to.
 - 8.** Determine how the technological opportunities of the shops are and which production techniques they use.
You should carefully note the data you acquired.
 - 9.** Determine the future plans of the shops and their compatibility with the quality assurance principles.
 - 10.** Research the features of the metals and stones used in jewelry production.
 - 11.** Research all the topics in detail and put your documents together.
You should check the data you acquired and complete the insufficient points with debates.
 - 12.** Put together all the data, documents and photos you acquired as a result of your market research, make a report and file it.
You should define all the details in your report.
 - 13.** Review and check your market research report, reconsider the parts you find insufficient.

TEST AND EVALUATION

Test your knowledge and skills that you gained as a result of this activity by answering the questions below.

Test Questions

Some phrases are given in order to determine what knowledge you acquired in the context of this activity. If the phrase is true, put T inside the parenthesis; if it is false, put F inside the parenthesis.

1. () **Creativity** is a new existence which has a unique shape, functionality and purpose formed by transforming the objects a person saw in the nature in his imagination world.
2. () **While** determining the design subject, a subject must be compatible with consumer demands, current technological developments and fashion trends.
3. () The act of creating, the object created or the invention is called creation.
4. () A **good** designer should follow the competition environment and sales policies in the market as much as he knows how to draw.
5. () Quality assurance is not important in market research.

Evaluation

Compare your answers with the answer key. Evaluate yourself by determining the number of your correct answers. Repeat the learning activities related to the subjects you answered wrongly. If all of your answers are correct, move on to the next learning activity.

LEARNING ACTIVITY-2

AIM

When compatible environment is provided in the direction of the information given in this activity, you will be able to collect materials compatible with the determined subject.

RESEARCH

- ➤Research the material collection techniques and features. In the direction of the subject determined for jewelry design, collect materials (stone, metal, cord, beads, wood barks).
- ➤While collecting the materials compatible with the subject determined in jewelry design, research the importance of using the materials and techniques that carry traditional and local features.

2. MATERIAL COLLECTION TECHNIQUES

2.1. Making Research and Collecting Data

- **Collecting Data:** International fashion trends, business and consumer needs, technological and technical knowledge necessary for the production, functionality of the product, nature and magazines, museums, libraries, cultures and shops must be researched. The designer must collect all the data in a notebook.
- **Research drawings:** The designer must make drawings in his notebook as notes during the market research. S/he should take notes that s/he can use as source of inspiration by catching the outer lines which have fashion quality in the market and found at the first lines in the customer demand.
- **Material:** The next phase after subject determination is material collection. Detailed information about the subject must be collected. They contain information, picture, stone-metal samples, plants, cloth pieces, photos and all similar materials to be used in the design board that have an important place in the formation of the design. For this reason, material collection must be made in the direction of a subject decided in a conscious and systematic way.

2.2 Inspiration Sources in Design Research

- **Fashion trends:** They are current trends.

It should be started out thinking that the chosen subject is related with current trends. There is not much point in making the same designs over and over again around the subjects that continue for years. For this reason, prospective and innovative works that follow the current trends should be targeted in creative thinking.

Therefore the designer must be informed about the trends determined one year ago in the jewelry sector and must form qualified designs that contain cultural features for the new season.

- ➤**Printed and visual sources:** Encyclopedia, newspaper, magazine, publications about the subject, catalogues are examined. Information and photos acquired from published sources are arranged.



Visual sources include exhibitions, fairs and museums. All visual sources suitable for the chosen subject should be used. For example, watching a jewelry show or visiting fairs to make observations will provide an important source of inspiration in jewelry design. It is not sufficient to visit exhibitions or shows related to jewelry alone. It is necessary to follow different art branches, visit painting or sculpture exhibitions, join clothing exhibitions that complete jewelries or other similar artistic activities. In order to gain different points of view, visual sources and new technological developments must be followed closely to collect materials.

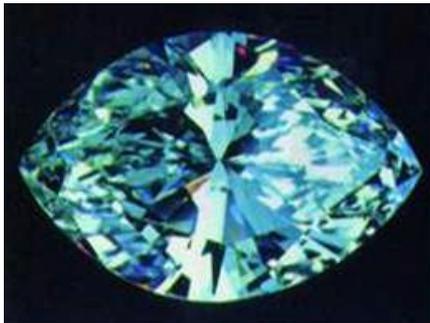
- **Color stories:** Collection of various colors chosen from trends determined in the jewelry sector and putting them in order. This is usually made with a story panel.
- **Design panel:** It contains information, pictures, stone/metal samples, plants, cloth pieces, photos and all other materials like them.
- **Various stones, beads, metals:** While designing a jewelry model either a suitable model for the stone at hand is prepared or if there is no desired stone after the model is designed, a stone is prepared that is compatible with the metal of that model, metal color and form. The jewelry form and the stone must integrate and one of them must rise above the other.



Alexandrite stone



Amethyst



Diamond



Emerald



Citrine



Turquoise (Sky Blue)



Coral



Pearl



Jade

The metals that will reflect the model and take shape in the desired form, in the desired color and features should be chosen well in the jewelry design and the fabric to be used on the metal surface should be determined.

Fabric is the structure of the outer surface that is felt when you touch an object and see when you look.

Generally we can define the fabric used in art products as an element of impact that can be effectively perceived by seeing and touching. While formerly the works of art were given previously determined shapes by surface, paint and various operations; today a material can be given shapes according to its own organizational shape by defining it based on its interior structure and evaluating it in terms of its own possibilities.

Fabric is an important factor for jewelry. We can call fabric in jewelry the element that gives meaning to it. In the process of creating a unique design, it won't be possible to provide its uniqueness and expression by its shape only. We must understand that the fabric of the product is as important as its shape.

It is a fact that fabrics leave psychological effects depending on the object that the person feels. Fabric is also the result of the jewelry's characteristic quality. A person is affected with the surface of the object s/he sees and defines it according to its visible fabric. This general way of perception must be known by the designer and he must consider it in the process of creating the product and decorate the jewelry with fabrics which are compatible with its spirit. Apart from creating the shape of the jewelry, the designer must calculate its impact on the audience. Moving from the fabric that will be formed on the surface, it is expected for the designer to emphasize the shape which will present its unique features.

What is indispensable in all works of art is the condition of being unique. We face this issue in the subject of jewelry as well. Jewelry is also a work of art that depends on the designer's imagination and definitions. For jewelry to have unique qualities, it is necessary for the materials to be compatible with each other. Apart from that, the surface fabric should be formed by considering the characteristics of its shape.

Like in all artistic activities, the first problem in jewelry design is creating a new product. The creation forms the essence of the work. Artistic creation is a process that ends with a product or work of art. Because a work of art is born in the imagination of the artist and after it is formed by materializing a certain idea; it is separated from its creator and starts to exist independently. Lots of fabric examples have appeared depending on coincidences like that and are currently being used.

f- Jewelries that belong to different periods

Below are given jewelry examples from different periods:

Name : Ring, signet
Type : Gold and garnet
Location : Tokat
Arrival : Unknown
Dimensions : Load: 3,8 cm
Weight : 32,6 gr
Period : 1st century BC – 1st century AD



The interior of the thin circle of the ring is flat and the outer part is cambered. The circle makes a slight elevation right under the middle. The reason for that elevation is a small emerald that is placed under the outer ring circle. The ring is united with a cone shaped circle by solder. A garnet is mounted in the middle of the nest of this hexagon shaped, transversely parallel, grooved gold cone.

Name : Ring, signet
Type : Gold and corneol
Location : Unknown
Arrival : Unknown
Dimensions : Height: 2,6 cm, Width: 3,2 cm
Weight : 18,85 gr
Period : 1st century BC – 1st century AD



The intersection of the hollow ring circle is round. A straight cut corneal is placed in the elliptical nest. There is a standing woman figure on the stone. In her left hand she holds a horn of plenty (cornucopiae) and in her right hand she carries a scepter. It could be Felicitas because it appears to be leaning on somewhere.



Name : Earring (pair) boat shaped
Type : Gold
Location : Unknown
Arrival : Unknown
Dimensions : Load.: 4,4 cm, width: 3.8 cm
Weight : 13,5 gr
Period : Byzantine

They are single earrings which are both put on the right ear and registered under the same inventory number. Both of them have five little spheres around it. One of them is missing two spheres. On both sides of the plant motif, there are two stylized peacocks standing side by side.



Name : Earring (single) disc
Type : Gold, garnet and colored glass
Location : Unknown
Arrival : Unknown
Dimensions :Length.: 4,5 cm, Width.: 1,7cm
Weight : 5,1 gr
Period : 3-4 century AD

The interior of the reverse pattern on the top attached to a simple ring and the round golden plates on the bottom are enriched with colored stones and granules. There are three round stones inside the heart and one huge stone inside the round. The stones are green, red and wine. There is one row of granule around the big round plate and the stone inside it. Other pendulums must also have been attached to the three little rings placed around. Also, there are glass beads formed at the tip of the strings attached to the rings and there are spheres made from granules in the bottom.

Jewelry samples from different periods



In order to get detailed information about this subject, examine the Development of Jewelry module.

g- Current trend

h- Magazine

i- Films

EXERCISE ACTIVITY

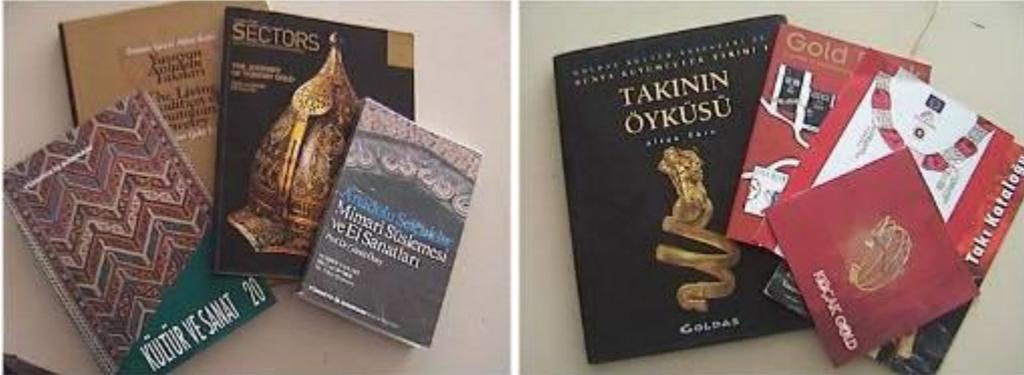
Collecting Materials Compatible with the Subject

Materials to be used:

- Visual and printed publications about the subject
- Metal samples appropriate for the subject
- Stone samples compatible with the topic
- Trends
- Surface samples

⇒ When you make the processes below, you will also be able to collect materials according to your subject.

- Consider the material collection techniques.
- Observe the visual publications.



You should join activities like exhibitions and fairs about your subject.

- Scan the printed publications and collect photos related to the subject.
- Choose the metal samples suitable for the subject that you will use.



- Research the stone styles and detect the stone color suitable for your subject that you will use.



You should be careful that the stone you choose matches with the metal.



- Choose jewelry samples suitable for the subject.

While making your choice, you should consider fashion trends and consumer demands.

- Detect the surface samples you will use for the jewelry and the techniques that will give fabric.

In forming the fabric, you should use technological possibilities and creative ideas..

- Prepare the auxiliary materials you will use.



- Classify all the documents you collected from written and visual sources. You should work regularly and planned.

TEST AND EVALUATION

Test the knowledge and skills you acquired as a result of this activity by answering the questions below.

Test Questions

Some phrases are given to determine which knowledge you acquired. If the phrase is True, put T inside the parenthesis, if not put F.

1. () Printed sources include activities like exhibitions, shows and fairs.
2. () Trends are real.
3. () Stones used in jewelry are divided into five groups among themselves.
4. () Coral, pearls and amethyst are among the precious stones used in jewelry.
5. () Apart from precious metals like gold, silver and platinum, semi-precious metals like alpaca, brass, copper and nickel are used in jewelry making, too.

(Complete the phrases given below by writing the appropriate words in the blanks.)

6. The condition of being is indispensable for all works of art.
7. It is a fact that the fibers leave effects regarding the object felt by the person.
8. We can call the element that gives meaning to the jewelry.
9. Trend, fiber, metals, printed sources,, are material collection techniques.
10. must be made according to the decided subject.

Evaluation

Compare your answers with the answer key. Evaluate yourself by determining the number of correct answers. Repeat the learning activities about the questions you answered wrong. If all of your answers are correct, move on to the next learning activity.

MODULE EVALUATION

Proficiency Test

At the end of this activity, test your information and experiences by answering the questions below.

Test Questions

Some phrases are given in order to determine which knowledge you acquired as a result of this activity. If the phrase is True, put T inside the parenthesis, if not put F.

1. () Design is the conjunction of projects, drawings, models and similar products directive during the formation of the new shape into a work of art that appeared as a result of being fictionalized in the world of imagination for a purpose.
2. () Jewelry design is a three dimensional work.
3. () In terms of material domination and concepts, jewelry design shows similarity with the art of painting.
4. () Creativity is just the form of expression of the thought with materials.
5. () Design means the act of designing or designed shape and imagination.
6. () The first shape drawn is called a design.
7. () A projection must first turn into a sketch and then develop into a project.
8. () A person who designs jewelry according to consumer demands, trends and area of use is called a jewelry designer.
9. () The imaginary bridge formed between the eye and the mind in order to check if the projection matches with the sketch during the formation of the projection into a sketch is called visual perception.
10. () The shapes, shape groups or fields that give the effect of two-dimensionally are called surface.
11. () For the formation of a shape, it is necessary to have specific or powerful surrounding lines.
12. () The permanent novelties that enter the social life for the need of change or the desire of ornamentation are called fashion.
13. () A subject that is compatible with the current technological developments and consumer demands and that reflects the current fashion trends must be chosen.
14. () While making a market research, you don't need to concentrate on which people the product appeals to.
15. () In jewelry design, materials must be collected before determining a subject and the subject must be chosen according to the collected materials.
16. () Metals that will reflect the model well take form in the desired quality. Color should be chosen and the fiber that will be used on the metal surface should be determined.
17. () Films and magazines are not sources of inspiration in jewelry design.

ANSWER KEY

Learning Activity 1 Answer Key

1	True
2	True
3	True
4	True
5	False

Learning Activity 2 Answer Key

1	False
2	True
3	False
4	False
5	True
6	Unique
7	Psychological
8	Fabric
9	Stones, visual sources
10	Material collection

Module Evaluation Answer Key

1	True
2	True
3	False
4	False
5	Ture
6	True
7	False
8	False
9	True
10	True
11	True
12	False
13	True
14	False
15	False
16	Trye
17	False

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