

**ART 9 - 3-D Foundation****Catalog Description****Transfer Status:** CSU/UC**Unit(s):** 3.00**Lecture:** 25.50 Contact hours/51.00 Out of class hours/76.50 Total hours/1.50 Unit(s)**Lab:** 76.50 Contact hours/0.00 Out of class hours/76.50 Total hours/1.50 Unit(s)**Total:** 102.00 Contact hours/51.00 Out of class hours/153.00 Total hours/3.00 Unit(s)

Course Description: This course is an introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to three-dimensional space and form. Development of a visual vocabulary for creative expression through lecture presentations and use of appropriate materials for non-representational three-dimensional studio projects. (C-ID ARTS 101).

Objectives

Upon successful completion of this course, the student should be able to:

1. Identify and understand the formal elements and organizing principles of three-dimensional art.
2. Independently produce objects, forms, and problem-solving projects that successfully incorporate the basic elements and organizing principles of three-dimensional art.
3. Discuss, describe, analyze and critique three-dimensional works of art through references to the formal elements and principles of design.
4. Make individual aesthetic decisions and judgments related to their own design work.
5. Translate ideas and visual experience into tactile forms and objects using both formal and conceptual approaches.
6. Recognize the presence of specific design elements and principles in works of art as well as in the everyday physical world around them, throughout history and across cultures.
7. Compose in three dimensions and work with a variety of media which may include but is not limited to clay, wood, metal, paint, plaster, paper, fibers, mixed media, and in the use of digital technology such as 3D scanners and printers in an appropriate and safe manner.

Course Content**Topic Titles / Suggested Time Topic****Lecture**

<u>Topics</u>	<u>Lec Hrs</u>
Fundamental theoretical concepts and terminology common to all three-dimensional art and design activities, including the elements of design which may include line, shape, form, space, value, texture, and color	2.50
Organizing principles of three-dimensional design, which may include balance, proportion, repetition, variety, scale, and emphasis	2.50
Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional elements	2.50
Dynamic relationships of three-dimensional elements and organizing principles	2.50
Introduction to a variety of three-dimensional materials and techniques	2.50
Translation of ideas or visual experience into tactile forms using both formal and conceptual approaches	2.50
Evaluation and critique of historical examples of three-dimensional design from various cultures, historical periods, and aesthetic sensibilities	2.50
Written assignments and/or exams in which students must clearly articulate comprehension of the basic elements and principles of three-dimensional design	2.50
Critical evaluation (practical, written and/or oral) of three-dimensional works through references to formal elements and principles of design	3.00
Contemporary trends, materials, and approaches in three-dimensional design	2.50
Total Hours:	25.50

Lab

<u>Topics</u>	<u>Lab Hrs</u>
Lab orientation	2.50
Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional materials	20.00
Studio projects that explore the elements and organizing principles of three-dimensional design	22.00
Total Hours:	76.50

Topics**Lab Hrs**

Development of skills and processes using a variety of artistic materials, techniques and tools appropriate to an introductory study in design, which may include paper, wood, plaster, wire, metal, clay, fibers, mixed media, etc.	20.00
Participation in group and individual critiques	12.00

Total Hours: 76.50**Methods of Instruction**

- A. Class Activities
- B. Demonstrations
- C. Group Discussions
- D. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- E. Lecture
- F. Reading Assignments

Methods of Evaluation

- A. Exams/Tests
- B. Portfolios
- C. Projects
- D. Homework
- E. Class participation
- F. Written Assignments

Examples of Assignments**Reading Assignments**

1. Read the chapter about Elements of Design. Create a thumbnail sketch of an example artwork for each element of design. These thumbnail sketches can be used for a group vocabulary quiz on the elements of design in class.
2. Read handout on the Principles of Design. Prepare to critique the way in which artists employed these design elements in their artworks.

Writing Assignments

1. Select a three-dimensional artwork in the Butte College Art Gallery and sketch it. Write a 1-2-page paper that analyzes the visual language employed by the artist, and explain how the visual language communicates the meaning of the artwork. Be prepared to share your findings with the class.
2. Write an Artist Statement using the format given in class. Be prepared to share and critique your statement and those of fellow students.

Out-of-Class Assignments

1. Research an assigned artist and describe in your sketchbook how the artists uses materials and visual language. Share your findings with the class.
2. Create a three-dimensional collage using objects in your kitchen by employing the Elements and Principles of Design. Discuss your choices with fellow students during critique.

Recommended Materials of Instruction

Field, J. (2018). An Illustrated Field Guide to the Elements and Principles of Art + Design. *Lulu.com*, 1st. 9781387997312.

Mary, S. (2019). Launching the Imagination: A Comprehensive Guide to Basic Design. *McGraw-Hill Higher Education*, 6th. 9781259603631.

Other Learning Materials

Paper, clay, wood, wire, glue, fiber, cardboard, found objects, carving tools, hot glue gun and other tools and materials as needed based on projects. Books films, and periodicals are available in the ARTS Resource Center.

Minimum Qualifications

Art (Masters Required)

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