

ART 004: THREE-DIMENSIONAL DESIGN

Originator

Emily Maddigan

Justification / Rationale

Adding Hybrid

Effective Term

Fall 2020

Credit Status

Credit - Degree Applicable

Subject

ART - Art

Course Number

004

Full Course Title

Three-Dimensional Design

Short Title

3 DIMENSIONAL DESIGN

Discipline**Disciplines List**

Art

Modality

Face-to-Face

Hybrid

Catalog Description

Introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to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.

Schedule Description

Introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to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.

Lecture Units

2

Lecture Semester Hours

36

Lab Units

1

Lab Semester Hours

54

In-class Hours

90

Out-of-class Hours

72

Total Course Units

3

Total Semester Hours

162

Required Text and Other Instructional Materials**Resource Type**

Book

Author

Ocvirk,Stinson,Wigg,Bone,Clayton

Title

Art Fundamentals: Theory and Practice

Edition

Eleventh Edition

City

New York

Publisher

McGraw Hill

Year

2009

College Level

Yes

ISBN #

978-0073526522

Resource Type

Web/Other

Description

Recommended text: Shaping Space The dynamics of three-dimensional design. Third edition. Zelanski/Fisher. Thompson and Wadsworth 2007. ISBN #0-534-61393-4

Resource Type

Web/Other

Description

Basic three-dimensional design tools, materials and sketch book/notebook.

Class Size Maximum

25

Course Content

1. 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. Organizing principles of three-dimensional design, which may include balance, proportion, repetition, variety, scale, and emphasis.

3. Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional elements.
4. Dynamic relationships of three-dimensional elements and organizing principles.
5. Introduction to a variety of three-dimensional materials and techniques.
6. Evaluation and critique of historical examples of three-dimensional design from various cultures, historical periods, and aesthetic sensibilities.
7. Written assignments and/or exams in which students must clearly articulate comprehension of the basic elements and principles of three-dimensional design.
8. Critical evaluation (practical, written and/or oral) of three-dimensional works through references to formal elements and principles of design.
9. Contemporary trends, materials, and approaches in three-dimensional design

Lab Content

1. Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional materials.
2. Studio projects that explore the elements and organizing principles of three-dimensional design.
3. 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.
4. Participation in group and individual critiques.

Course Objectives

	Objectives
Objective 1	Identify and understand the formal elements and organizing principles of three-dimensional art.
Objective 2	Independently produce objects, forms, and problem-solving projects that successfully incorporate the basic elements and organizing principles of three-dimensional art.
Objective 3	Discuss, describe, analyze and critique three-dimensional works of art through references to the formal elements and principles of design.
Objective 4	Make individual aesthetic decisions and judgments related to their own design work.
Objective 5	Translate ideas and visual experience into tactile forms objects using both formal and conceptual approaches.
Objective 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.
Objective 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.

Student Learning Outcomes

	Upon satisfactory completion of this course, students will be able to:
Outcome 1	Identify three-dimensional materials and their properties, using the elements and principles of design.
Outcome 2	Evaluate and compare the aesthetic and technical components of three-dimensional forms.
Outcome 3	Create a cohesive physical and digital portfolio of finished works.

Methods of Instruction

Method	Please provide a description or examples of how each instructional method will be used in this course.
Experiential	Students are given new materials and design challenges to experiment possible outcomes.
Discussion	Discussions on the creative process, techniques and application to the materials, and course material from lecture and the book.
Demonstration, Repetition/Practice	Physical demonstrations are given on equipment, safety, materials and assignments.
Participation	Students participate in critiques, classroom discussion, and construction.
Observation	Students are observed as they use the machines, construct projects, interact and present reports using appropriate terminology in the field.

Lecture	Lectures on historical and contemporary art, projects, design challenges, procedures and policies in the arts.
Journal	Journaling and research gathering for the assignments are logged in their journal and graded using a rubric.
Activity	This is an active lab course. Activities related to the curriculum are performed during the course.
Collaborative/Team	Students work collaboratively critiquing and assessing their own work as well as the work of others.
Technology-based instruction	Students use technology to document and promote their portfolio, and their physical process.
Other (Specify)	Internet resources

Methods of Evaluation

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Critiques	Critiques are both entire class and small group. Students are given a rubric to evaluate the learning outcomes for the assignment along with design requirements and evaluate their own and others work.	In and Out of Class
Oral and practical examination	Critiques are both entire class and small group. Students are given a rubric to evaluate the learning outcomes for the assignment along with design requirements and evaluate their own and others work. This is written and oral.	In Class Only
Self-paced testing	Students prepare weekly for assignments by researching, practicing, preliminary drawings, and creating maquettes.	In and Out of Class
Student participation/contribution	Students participate in demonstrations, hand on application of the materials and verbal discussion.	In Class Only
Mid-term and final evaluations	Students take a mid term and final on the art terminology and history of key movements and artists in the design field, and present their mid term and final designs.	In and Out of Class
Tests/Quizzes/Examinations	Students take a mid term and final on the art terminology and history of key movements and artists in the design field. Students also complete weekly quizzes on artists and key design movements.	In Class Only
Self/peer assessment and portfolio evaluation	Students present a digital portfolio of the research alongside of the final outcome of the design. Graded with a rubric. Prepare outside of class, present in class.	In and Out of Class
Product/project development evaluation	Students develop projects and pitch their ideas, share their progress and final outcomes. Documented in and out of class, final outcome graded with a rubric.	In and Out of Class
Group activity participation/observation	Students as a group practice discussing the designs of others on the class and present an additional designer to the group. Graded with a rubric. Researched in and out of class, presented in class, graded with a rubric.	In and Out of Class
Presentations/student demonstration observations	Students professional present their designs, graded with a rubric. Both online presenting with social media as well as in class presentation.	In and Out of Class

Assignments

Other In-class Assignments

1. Assigned projects; Line defines plane
2. Assigned projects; Line, plane and volume
3. Assigned projects; Mass and volume
4. Assigned projects; Form follows function
5. Assigned projects; Green design
6. Assigned projects; Wearable design
7. All projects focus on the principles and elements of design.
8. Lecture topics include an examination of form in architecture, industrial design, crafts and the environment as it relates to each of the topics above.

Other Out-of-class Assignments

1. Review of class notes, project drawings, project models, reading handouts, and lab information presented by the instructor.
2. Reading on historical and contemporary design movements in art and architecture.
3. Research of artists, terms and techniques as needed in relation to individual projects and class assignments.
4. Completing assigned creative projects.

Grade Methods

Letter Grade Only

Distance Education Checklist

Include the percentage of online and on-campus instruction you anticipate.

Online %

50

On-campus %

50

Instructional Materials and Resources

If you use any other technologies in addition to the college LMS, what other technologies will you use and how are you ensuring student data security?

NA

Effective Student/Faculty Contact

Which of the following methods of regular, timely, and effective student/faculty contact will be used in this course?

Within Course Management System:

Timely feedback and return of student work as specified in the syllabus
Private messages
Online quizzes and examinations
Weekly announcements

External to Course Management System:

Direct e-mail
Posted audio/video (including YouTube, 3cm mediasolutions, etc.)

For hybrid courses:

Scheduled Face-to-Face group or individual meetings
Supplemental seminar or study sessions

Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.

The course will be offered with hybrid. Students will read, watch demos, take quizzes submit preliminary sketches online for the course. This will prepare them for the face to face review of demonstrations and the lab of applying the theory that is being researched each class period. Students will be given feedback online on their projects and application of techniques as well as their understanding of the regions that are presented and researched. Students will share preliminary sketches online with one another and participate in feedback sessions

If interacting with students outside the LMS, explain how additional interactions with students outside the LMS will enhance student learning.

The timeline of the hybrid course will further encourage students to prepare visually, by watching the demonstration, written, by answering questions and researching historical content prior to the application or building process during the lab time.

Other Information

Provide any other relevant information that will help the Curriculum Committee assess the viability of offering this course in an online or hybrid modality.

Students will be more prepared on arriving to the lab, with a set online schedule that offers a "preview" of the historic references, and research as well as demonstrations of techniques. Students will be able to schedule this course more effectively and provide easier access to their pathway

Comparable Transfer Course Information

University System

CSU

Campus

CSU San Bernardino

Course Number

101

Course Title

ARTS

MIS Course Data

CIP Code

50.0701 - Art/Art Studies, General.

TOP Code

100200 - Art

SAM Code

E - Non-Occupational

Basic Skills Status

Not Basic Skills

Prior College Level

Not applicable

Cooperative Work Experience

Not a Coop Course

Course Classification Status

Credit Course

Approved Special Class

Not special class

Noncredit Category

Not Applicable, Credit Course

Funding Agency Category

Not Applicable

Program Status

Program Applicable

Transfer Status

Transferable to both UC and CSU

C-ID

ARTS 101

Allow Audit

No

Repeatability

No

Materials Fee

No

Additional Fees?

No

Approvals**Curriculum Committee Approval Date**

12/03/2019

Academic Senate Approval Date

12/12/2019

Board of Trustees Approval Date

1/17/2020

Course Control Number

CCC000286569

Programs referencing this course

Art History AA-T Degree (<http://catalog.collegeofthedesert.eduundefined?key=1/>)

Studio Arts AA-T Degree (<http://catalog.collegeofthedesert.eduundefined?key=2/>)