

ART 0003 - THREE-DIMENSIONAL DESIGN FOUNDATIONS

Catalog Description

Hours: 90 (36 lecture, 54 laboratory)

Description: Introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements of art and principles of design as they apply to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

Course Student Learning Outcomes

- CSLO #1: Discuss, describe, analyze, and critique own art and the three-dimensional artworks of other students through references to the formal elements of art and principles of design.
- CSLO #2: Identify and evaluate the formal elements of art and organizing principles of three-dimensional design.
- CSLO #3: Analyze the presence of specific elements and principles in works of art as well as in the everyday physical world, throughout history and across cultures.
- CSLO #4: Compose in three dimensions and work with a variety of media, which may include but not be limited to clay, plaster, paper, cardboard, fibers, wire, wood, metal, and mixed media.
- CSLO #5: Apply proper material handling, use, storage, and clean-up safety standards in the classroom & work environments.

Effective Term

Fall 2024

Course Type

Credit - Degree-applicable

Contact Hours

90

Outside of Class Hours

72

Total Student Learning Hours

162

Course Objectives

Lecture Objectives:

1. Identify and understand the formal elements and organizing principles of three-dimensional art;
2. Discuss, describe, analyze, and critique three-dimensional works of art through references to the formal elements of art and principles of design;
3. Identify the presence of specific elements and principles in works of art as well as in the everyday physical world around, throughout history and across cultures.

Laboratory Objectives:

1. Independently produce objects, forms, and problem-solving projects that successfully incorporate the basic elements and organizing principles of three-dimensional art;
2. Make individual aesthetic decisions and judgments related to own design work;
3. Translate ideas and visual experience into tactile forms and objects using both formal and conceptual approaches;
4. Compose in three dimensions and work with a variety of media, which may include but are not limited to clay, wood, metal, paint, plaster, paper, cardboard, fibers, mixed media, and in the use of digital technology such as 3D scanners and printers.
5. Practice appropriate and safety standards while working with materials and techniques in this course.

General Education Information

- Approved College Associate Degree GE Applicability
 - AA/AS - Fine Arts
- CSU GE Applicability (Recommended-requires CSU approval)
- Cal-GETC Applicability (Recommended - Requires External Approval)
- IGETC Applicability (Recommended-requires CSU/UC approval)

Articulation Information

- CSU Transferable
- UC Transferable

Methods of Evaluation

- Classroom Discussions
 - Example: Students will be evaluated on a combination of their participation in classroom discussions and formal critiques (a process of discussion based upon informed, structured analysis of the strengths and improvements of each work), the presentation of their artwork, their critical written evaluations of personal work, and their participation in group activities.
- Objective Examinations
 - Example: Each student will fill out a safety test. The test will cover safety in the classroom, woodshop or plaster room. An example of a questions would be: Disposing of liquid plaster - True or False, You can pour unused plaster down the sink.
- Projects
 - Example: Both short and more extensive projects will be given throughout the course. Handouts or online instructions along with rubric will be given for each project. Based on course objective: Identify the presence of specific elements and principles in works of art as well as in the everyday physical world around, throughout history and across cultures. Create a low relief 3-Dimensional paper tile that uses symmetrical, asymmetrical, or radial balance.
- Reports
 - Example: Students will submit artist research for their curatorial design of a mini gallery exhibition. This will include Artist bios, gallery statement and a reflection of their choices.
- Skill Demonstrations
 - Example: Students will be evaluated on their ability to choose relevant techniques and materials to create and complete artworks of their concepts.

Repeatable

No

Methods of Instruction

- Laboratory
- Lecture/Discussion
- Distance Learning

Lab:

1. Instructor will present the concepts of three-dimensional design through lecture, including visual examples, and then demonstrate the extension of line into two-dimensional shape and shape into actual three-dimensional forms using sticks and glue to demonstrate the concepts of three-dimensional form. Students will then be guided in a lab activity designing and creating three-dimensional forms based on linear and two-dimensional shapes.

Lecture:

1. Instructor will lecture and demonstrate the proper use of power tools to cut lumber and other materials using basic construction methods for creating three-dimensional design structures.

Distance Learning

1. Visually oriented image lecture demonstrating the creation of a 3-D composition to study one of the basic elements of a three-dimensional design such as texture. Video examples of contemporary artists using texture (implied and actual) in their artworks. Students will then be guided through project work to create a 3-dimensional composition using texture. Students submit progress to the instructor for feedback. Completed projects are posted to the discussion board and critiqued through written format using relevant vocabulary and terminology pertaining to the basic elements and organizing principles of three-dimensional design. Active and relevant participation includes students responding to each other's comments on the discussion board.

Typical Out of Class Assignments

Reading Assignments

Read provided article covering theories and practical applications of the elements of art as used in actual three-dimensional designs in art, architecture, package design, etc. Apply information in class discussions and compositions.

Writing, Problem Solving or Performance

Participation in various critique formats demonstrating an understanding of one's own design concepts and those of other students.

Other (Term projects, research papers, portfolios, etc.)

A minimum of one assignment to cover each of the following concepts: 1. Translation of 2-dimensional shape into 3-dimensional form; 2. Use of negative space as a major element in a 3-D work; 3. Use of preliminary drawings and maquettes in a 3-D design; 4. Use of pattern/repetition/rhythm in a 3-D work; 5. Development of a portfolio of all work and design plans for the semester.

Required Materials

- **Shaping Space: The Dynamics of Three-Dimensional Design**
 - Author: Zelanski, Paul & Mary Fisher
 - Publisher: Cengage Learning
 - Publication Date: 2007
 - Text Edition: 3rd
 - Classic Textbook?: No
 - OER Link:
 - OER:
- **Principles of Three-Dimensional Design**
 - Author: Wong, Wucius
 - Publisher: Wiley & Sons, Inc.
 - Publication Date: 1977
 - Text Edition:
 - Classic Textbook?: Yes
 - OER Link:
 - OER:
- **Launching the Imagination**
 - Author: Stewart, Mary
 - Publisher: McGraw-Hill Higher Ed.
 - Publication Date: 2019
 - Text Edition: 6th
 - Classic Textbook?: No
 - OER Link:
 - OER:
- **Vitamin 3-D: New Perspectives in Sculpture and Installation**
 - Author: Adriano Pedrosa, Jens Hoffmann, and Laura Hoptman
 - Publisher: Phaidon
 - Publication Date: 2014
 - Text Edition: 1st
 - Classic Textbook?:
 - OER Link:
 - OER:
- **Introduction to Three-Dimensional Design: Principles, Processes, and Projects**
 - Author: Kimberly Elam
 - Publisher: Princeton Architectural Press
 - Publication Date: Oct 6, 2020
 - Text Edition: 1st
 - Classic Textbook?: No
 - OER Link:
 - OER:

Other materials and-or supplies required of students that contribute to the cost of the course.

Notebook/sketchbook, pen, pencil, metal ruler, and various other basic tools and materials as needed.