

Prepared by the Department of Arts and Communication
Date of Departmental Approval: February 14, 2017
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Effective: Fall 2017

- 1. Course Number:** ART136
Course Title: Three-Dimensional Design
- 2. Description:** This course is an introduction to the elements of visual language (line, shape, tone, texture, color, light, volume, negative space) in 3D form. Students solve 3D design problems by creating modeled and constructed forms both in relief and free-standing form. Historical references are made to support the development and understanding of the work. This course can inspire students to explore their creative expression in sculpture.
- 3. Student Learning Outcomes.** Upon successful completion of this course, students are able to do the following:

CREATIVE DEVELOPMENT

- Identify the fundamental elements of visual language (line, shape, negative space, texture, color, perspective, space, composition and structure).
- Select elements of visual language and apply them in 3D design.
- Compose elements of visual language and principles of design in 3D design work (how to achieve visual organization, balance, unity and variety in the work).
- Investigate personal concepts/themes/ideas as visual reference to create two dimensional or three dimensional works.
- Develop methods of personal reflection through self-evaluation, portfolio review, and peer critique.
- Demonstrate discipline, repeated practice, experimentation, and risk taking when creating art work.

TECHNICAL COMPETENCE

- Use a variety of materials and tools to create 3D work.
- Demonstrate technical proficiency with a variety of media.
- Apply a variety of techniques to create 3D work.
- Develop an awareness and perception of seeing through creating 3D work.
- Demonstrate technical competence, craftsmanship, and attention to detail when preparing and finalizing art work for presentation.

CRITICAL ASSESSMENT

- Evaluate composition in art and design work in an historical context through images, discussions, and critique
- Identify visual elements in art or design work and evaluate them using written/oral presentation.
- Apply visual decision making in composition of art and design work.
- Appraise a broad historical and cultural perspective in 3D art and design
- Enhance problem-solving skills through projects that require a critique of process, content and vocabulary.
- Appraise ethical concepts and principles associated with 3D art in public places nationally and globally.
- Appraise ethical decision making and behaviors in relation to 3D art in public places
- Evaluate the cultural impact of 3D art and design in public places nationally and globally
- Identify design strategies for solving 3D design problems.
- Explore art in the Higgins Art Gallery and document critical analysis.

- 4. Credits:** 3 credits; may be repeated once for credit.
- 5. Satisfies General Education Requirement:** Humanities and Fine Arts
- 6. Prerequisite:** ENL025 (Reading & Writing Essentials) or satisfactory basic skills assessment scores
- 7. Semesters Offered:** Fall, Spring

- 8. Suggested General Guidelines for Evaluation:** Grades are based on student's attendance, class participation, completion of homework and class assignments, improved skill and development of a creative, personal form of expression and an ability to formulate and evaluate works of art. A portfolio of 3D work will result and be assessed by the instructor.
- 9. General Topical Outline (Optional):**
- Work with a wide range of materials dealing with 3D designs.
 - Analysis of works of major artists and works of the past as well as the 21st century.
 - Studio assignments dealing with the elements and principles of design and the development of creativity towards individual expression in 3D work.
 - 3D work is achieved through a series of problem-solving assignments, provocative ideas and approaches to sculptural form and construction and ways of thinking, seeing and appreciating the visual arts.