

Department of Art Syllabus

- I. ART 103 *Basic Design III*, 3 Credit Hours
- II. PREREQUISITES
ART 101
- III. TEXTBOOK
Roth, R., & Pentak. (2013). *Design basics 3D*. Boston, MA: Cengage Learning.
- IV. COURSE DESCRIPTION
This course is a lecture and laboratory course designed to explore the visual, physical, material, and conceptual aspects of three-dimensional design. Concepts of the elements and principles of design will be applied to develop and analyze the constructional methods, aesthetics, and conceptual parameters of three-dimensional design in sculpture, ceramics, architecture, and product and industrial design. (Lab fee required)
- V. RATIONALE
Three-dimensional design seeks to expand the understanding of design theory as it relates to the three-dimensional world. Working in paper (Bristol board, corrugated board, and foam core), clay, found materials, wood, wire, and plaster, we will explore concepts of modularity, sequence and series, relief, contour, structure, volume, mass, plane, and line. Sculptural issues will be explored through the solution of design problems. The main emphasis of this course is the development of critical thinking skills as they apply to three-dimensional art forms and to help the student gain a deeper understanding of visual art. By developing a vocabulary in art, the student is able to better articulate ideas and illuminate understanding of three-dimensional art including sculpture, ceramics, installation art, and architecture.
- VI. LEARNING OBJECTIVES AND OUTCOMES
 - A. Apply three-dimensional design principles and concepts in the process of art making.
 - B. To explore value, shape, color, line, texture, and space as basic principles in three-dimensional design.
 - C. To conceptualize ideas and use critical thinking skills to transform concepts into three-dimensional art.
 - D. To develop problem solving skills through the practice of artistic processes and procedures including concept development, planning/sketching, exploration of materials, and construction.

- E. To define the various aspects of three-dimensional design from a practical, logical, and aesthetic point of view.
- F. To explore the basic materials and techniques used in creating three-dimensional art.
- G. Understand and use appropriate tools required in creating three-dimensional art.
- H. Develop a vocabulary of art terms in three-dimensional art.
- I. Analyze and discuss (critique) the student's own artwork as well as the artwork of others.
- J. Come away with a physical and mental list of sculptural artists and approaches that excite and move the students as artists.

VII. COURSE TOPICS

- A. Introduction to three-dimensional design
- B. Materials and methods
- C. Basic design concepts
- D. Presentation techniques

VIII. GRADING SCALE

See Department of Art Syllabus Addendum for Grading Scale and Evaluation.

IX. LIST OF MATERIALS

Will be provided by the instructor

X. REFERENCES

- Adams, L. (2007). *The making and meaning of art*. London: Pearson.
- Bostrom, A. (2004). *The Encyclopedia of sculpture*. New York: Dearborn.
- Causey, A. (1998). *Sculpture since 1945*. New York: Oxford University Press.
- Fabri, R. (1966). *Sculpture in paper*. New York: Watson-Guption.
- Kopacz, J. (2004). *Color in three-dimensional design*. New York: McGraw-Hill.
- Lauer, D. A. (2015). *Design basics* (9th ed.). Boston, MA: Cengage Learning.
- Ocvirk, O. G. (2005). *Art fundamentals: Theory and practice*. New York: McGraw-Hill.

Reed, C. (1974). *Sculpture from found objects*. Worcester, MA: Davis.

Williams, A. (2004). *The sculpture reference illustrated: Contemporary techniques, terms, tools, materials, and sculpture*. Gulfport, MS: Sculpture Books.

Wolchonok, L. (1959). *The art of three-dimensional design: How to create space figures*. New York: Harper.