ART A111: COLOR AND DESIGN: THREE-DIMENSIONAL

Item	Value
Curriculum Committee Approval Date	03/08/2023
Top Code	100200 - Art
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S)
Associate Arts Local General Education (GE)	• Area 3 Arts and Humanities 3B Active Participation (OC2)
Associate Science Local General Education (GE)	• Area 3A Arts (OSC1)

Course 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Introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to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. Required for art majors and recommended for certificate programs. Transfer Credit: CSU; UC. C-ID: ARTS 101.**C-ID:** ARTS 101.

Course Level Student Learning Outcome(s)

1. Fabricate a three dimensional artwork using a variety of techniques and media.
2. Analyze and critique a three dimensional artwork based upon the following criteria: Technique, Media, Genre, Form, Structure.

Course Objectives

- 1. Apply an historical appreciation for the three-dimensional arts, both fine and applied.
- 2. Demonstrate the ability to manipulate three-dimensional concepts and ideas.
- 3. Apply research skills.
- 4. Apply and demonstrate technical skills.
- 5. Articulate verbal and written skills that explain and layout and solve a given problem.
- 6. Apply cultural knowledge in the critique and identification of artwork
- 7. Present completed projects that show the creative and technical understanding and exploration.
- 8. Identify and understand the formal elements and organizing principles of three-dimensional art;
- 9. Independently produce objects, forms, and problem-solving projects that successfully incorporate the basic elements and organizing principles of three-dimensional art;
- 10. Discuss, describe, analyze and critique three-dimensional works of art through references to the formal elements and principles of design;
- 11. Make individual aesthetic decisions and judgments related to their own design work;
- 12. Translate ideas and visual experience into tactile forms objects using both formal and conceptual approaches;
- 13. 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;
- 14. 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 3-D scanners and printers in an appropriate and safe manner.

Lecture Content

Introduction to Three-Dimensional Design: Experiencing three-dimensionality,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. Explore two and three-dimensional design Historical overview Height, width and depth and time Fundamentals of Three-Dimensional Design: Gravity Setting Size Materials Planning Notebook sketches showing idea development, fabrication, materials and cost Maquette Form vs. function Organizing Principles of Design:Organizing principles of three-dimensional design, which may include balance, proportion, repetition, variety, scale, and emphasis. Repetition Variety Rhythm Balance Emphasis and visual economy Proportion Elements of Three-Dimensional Design: Form: Exterior vs. interior forms Primary and secondary contours Positive and negative forms Static forms and dynamic forms Representational, abstract, and non-objective forms Space: Delineated shapes in space Activated Surrounding Space Confined Space Spatial Relationships Scale Spatial Illusion Lines: Examples of linear works Lines within forms Implied and dimensional lines Qualities of line Texture: Natural texture Worked texture Visual texture Color: Vocabulary of color Natural color Applied color Psychological effects of color Light: Value Natural lighting Artificial lighting Reflective lighting Light as a medium Time: Growth or decay Kinetic sculpture Controlling viewer s movements Changes by the viewer Construction Methods: Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional elements. Introduction to a variety of three-dimensional materials and techniques. Found objects: Junk Assemblage Individual found objects Addition and Manipulation: Plaster Cement Malleable metals Wood fabrication Metal fabrication Fiber Plastic fabrication Industrial foam Subtraction Plaster carving Wood carving Industrial foam Tools: Hand tools/hand electric power tools Machine shop Glues and adhesives Translation of ideas or visual experience into tactile forms using both formal and conceptual approaches. Evaluation and critique of historical examples of three-dimensional design from various cultures, historical periods, and aesthetic sensibilities. Written assignments and/or exams in which students must clearly articulate comprehension of the basic elements and principles of three-dimensional design. Critical evaluation (practical, written and/or oral) of three-

dimensional works through references to formal elements and principles of design. Contemporary trends, materials, and approaches in three-dimensional design.

Lab Content

A. Demonstration of organizing visual elements and principles in the construction of three-dimensional designs, which may include use of: 1. Elements: a. line b. value c. color d. shape e. mass f. volume g. texture h. light i. time 2. Principles a. rhythm and repetition b. unity and variety c. balance d. scale e. proportions f. emphasis and visual economy g. space style="font-size: 10.3999996185303px; B. Explore and manipulate a variety of three-dimensional construction materials and techniques which may include: 1. Found objects 2. Additive materials 3. Subtractive materials

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

1. Lecture 2. Slide lecture/videos 3. Demonstration 4. Critique of student s completed work 5. Library research 6. Field trips

Reading Assignments

Additional reading assignments such as: Design Basics by David A. Lauer and Stephen PentakPrincipls of Form and Design by Wucius WongPrinciples of Three-Dimensional Design by Wucius WongDesigning with Models by Criss B. Mills Instructor provided handouts

Writing Assignments

Museum reports based on field trips that address student evaluation of one or more art works in terms of FORM and CONTENT.Written critical evaluations of student work during critiques.

Out-of-class Assignments

Field trips to museums and galleries such as: Laguna Beach Art MuseumFrank M. Doyle Arts PavilionNoguchi GardensGrand Central Art Center

Demonstration of Critical Thinking

Portfolio of completed work Group and individual critiques in oral or written formats; Written assignments, which may include quizzes, essays, exams, or reports.

Required Writing, Problem Solving, Skills Demonstration

Written assignments, which may include quizzes, essays, exams, or reports. Group and individual critiques in oral or written formats;

Eligible Disciplines

Art: Master's degree in fine arts, art, or art history OR bachelor's degree in any of the above AND master's degree in humanities OR the equivalent. Note: 'master's degree in fine arts' as used here refers to any master's degree in the subject matter of fine arts, which is defined to include visual studio arts such as drawing, painting, sculpture, printmaking, ceramics, textiles, and metal and jewelry art; and also, art education and art therapy. It does not refer to the 'Master of Fine Arts' (MFA) degree when that degree is based on specialization in performing arts or dance, film, video, photography, creative writing, or other non-plastic arts. Master's degree required.

Other Resources

1. Wabi-Sabi For Artists, Designers, Poets and Philosophers by Leonard Koren https://blogs.baruch.cuny.edu/translationandexperience/files/2020/08/Leonard-Koren-Wabi-Sabi-for-Artists-Designers-Poets-Philosophers-Exceprt-1994.pdf 2. Creative Practices for visual Artists_ Time, Space, Process by Kenneth Steinbach https://dokumen.pub/creative-practices-for-visual-artists-time-space-process-1138299197-9781138299191.html