ART C111: COLOR AND DESIGN - 3-D

Item	Value
Curriculum Committee Approval Date	04/15/2016
Top Code	100220 - Sculpture
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

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Introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to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

Course Level Student Learning Outcome(s)

1. Solve visual problems based on the analysis of historical/ contemporary practices in form, surface design, and craftsmanship using a variety of media and tools.
2. Analyze diverse historical and cultural approaches to three-dimensional form and be able to articulate how these works express significant cultural ideas and belief systems.
3. Demonstrate creative problem-solving skills, processes, and methods to the visual elements and principles of 3-D design.

Course Objectives

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

Lecture Content

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. Organizing principles of three-dimensional design, which may include balance, proportion, repetition, variety, scale, and emphasis. Problem-solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional elements. Dynamic relationships of three-dimensional elements and organizing principles. Introduction to a variety of three-dimensional materials and techniques. 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

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

Method(s) of Instruction

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

Instructional Techniques

Image Presentations Material Demonstrations Group Projects/ Assignments Peer Review Reading Assignments Video Presentations Studio time

Reading Assignments

Websites and Periodicals Including blogs, art magazines and creative/ industry forums

Writing Assignments

Notebook/journal, research papers, written critiques and analyze, and photo essays

Out-of-class Assignments

Field trips to museums and galleries, such as other college galleries, arts centers and trade show

Demonstration of Critical Thinking

Portfolio of completed workGroup and individual critiques in oral or written formatsWritten assignments, which may include quizzes, essays, exams, or reports.

Required Writing, Problem Solving, Skills Demonstration

Portfolio of completed workGroup and individual critiques in oral or written formatsWritten assignments, which may include quizzes, essays, exams, or reports.

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.

Textbooks Resources

1. Required Stewart, Mary. Launching the Imagination 3D, 5th ed. McGraw Hill, 2014 Rationale: - Legacy Textbook Transfer Data: Legacy text 2. Required Zelanski, P. Shaping Space, 3rd ed. Holt, Rinehart and Winston, 2007 Rationale: As a guide to introductory three-dimensional design or sculpture, SHAPING SPACE offers an in-depth exploration of the aesthetic and practical considerations of working in three dimensions. Discussions of technique cover a range of media, including assorted fibers, ceramics, and even virtual design using the computer as a tool. Suggested studio projects provide structured assignments that relate directly to textual materials. Legacy Textbook Transfer Data: Legacy text

Other Resources

1. Coastline Library