ART G109: COLOR AND DESIGN: 3D

Item	Value
Curriculum Committee Approval Date	03/02/2021
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
Grading Policy	Standard Letter (S), • Pass/No Pass (B)
Local General Education (GE)	• GWC Arts, Lit, Phil, Lang (GC)

Course Description

This course is an introduction to three-dimensional design and spatial composition. Students will study the concepts, applications, and historical references related to three-dimensional space and form. The elements and organizing principles of design will also be explored. Students will develop a visual vocabulary for creative expression and aesthetic judgment through 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. Course Outcomes
2. Construct a work of art using the principles of three-dimensional design.
3. Evaluate a work of art using the principles of three-dimensional design.
4. Identify the formal elements and organizing principles of three-dimensional art.

Course Objectives

- 1. Create expressive three-dimensional forms with a variety of materials and techniques that incorporate the basic elements and organizing principles of three-dimensional art
- 2. Develop three-dimensional awareness through problem-solving visual exercises
- 3. Evaluate historical examples of three-dimensional design from various cultures, historical periods, and aesthetic sensibilities
- 4. Formulate individual aesthetic decisions and judgments related to a students own design work
- 5. Demonstrate a professional work environment through set up, clean up, and the safe handling of studio equipment

Lecture Content

Safety and craftsmanship Handling of tools Handling of studio equipment Elements of art Form Line Shape and form Light Texture Color and value Time Space Motion Plane Volume Principles of design Purpose and function Unity and variety Dominance and subordinance Figure-ground reversal Positive and negative space Rhythm and repetition Balance Emphasis Compression and expansion Scale and proportion Contrast Opposing forces Degrees and forms of contrast Characteristics of successful three-dimensional design Form and function Subject and content Iconography Environment and place Surface and relief Organization Plane and space Mass and void Line and point Color and material Conceptual design Representational vs abstract Concepts intrinsic to three-dimensional design Subtractive sculpture Additive sculpture Modeling Casting Minimal volumetric form Enclosed space Embellishment of forms Conceptual design Design harmony with color Monochromatic Analogous Complementary Materials Stone Clay Metals Wood Glass Fibers Plastics Ephemeral materials Found objects Historical and contemporary global examples of three-dimensional design 19th century and earlier 20th century< / 21st century

Lab Content

Development of three-dimensional awareness Elements of art Principals of design Lighting and setting Material choice Color theory Surface and texture Linear vs planar form Modular form Organizing principals of three-dimensional design Balance Shape Value Color Pattern Proportion Repetition Rhythm Variety Scale Emphasis Positive and negative space Volume and mass Free-standing vs supported/hung Geometric vs organic forms Planes, space, and structures Serial planes Wall structures Prisms and cylinders Repetition Polyhedral structures Triangular planes Linear framework Linear layers Interlinking lines Exploration and manipulation of basic three-dimensional materials Wood Plaster Paper and cardboard Wire Foamcore Toothpicks Paint, ink, and pencil Metals Clay Fibers Mixed media Found objects Manipulation of basic three-dimensional materials Cut paper Rolled paper Stacked paper Free-standing cardboard Sculpted wire Found objects Mixed media Creating three-dimensional projects Translating ideas and visual experiences into objects Mock-ups, sketches, and scaled replicas Representational vs abstract Development and planning Material selection Fabrication Placement and installation Sketchbook and portfolio

Method(s) of Instruction

- Lecture (02)
- Lab (04)

Instructional Techniques

Demonstrations Lectures Slide shows Videos Field trips Guest speakers Group critiques Handouts One on one demonstrations/consultations Readings

Reading Assignments

Articles and excerpts from books and magazines on sculpture and 3-D design. Instructor prepared handouts on specific areas on 3-D design.

Writing Assignments

Written assignments and/or exams in which students clearly articulate comprehension of the basic elements and principles of three-dimensional design.

Out-of-class Assignments

A variety of study-oriented projects leading to involvement in the visual arts as informed, engaged, and caring viewers, such as: Studio projects

that explore the elements and organizing principles of three-dimensional design which may include texture, scale, composition, and a range of materials. Problem solving exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional materials. Three-dimensional design projects that demonstrate critical thinking in form, subject, and content coherence.

Demonstration of Critical Thinking

The completion of a series of studio projects will allow students to critically evaluate, discuss, describe, and analyze three-dimensional works of art through references to the formal elements and principles of design. Students will also make individual aesthetic decisions and judgments related to their own design work and participate in group and individual critiques.

Required Writing, Problem Solving, Skills Demonstration

The completion of problem-solving visual exercises will develop three-dimensional awareness. Students will also explore and manipulate basic three-dimensional materials and the elements and organizing principles of three-dimensional design.

Eligible Disciplines

Art: Masters degree in fine arts, art, or art history OR bachelors degree in any of the above AND masters degree in humanities OR the equivalent. Note: “masters degree in fine arts” as used here refers to any masters 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. Masters degree required.

Textbooks Resources

1. Required Zelanski, P. and Fisher, M. P. Shaping Space: The Dynamics of Three-Dimensional Design , ed. Wadsworth (classic), 2006 Rationale: This is a classic textbook. 2. Required Luecking, S. Principles of Three-Dimensional Design: Objects, Space, and Meaning, ed. Pearson (classic), 2002 Rationale: This is a classic textbook. 3. Required Stewart, M. Launching the Imagination 3D: A Comprehensive Guide to Three-Dimensional Design, ed. McGraw Hill, 2019 4. Required Wong, W. Principles of Form and Design, ed. Wiley (classic), 1993 Rationale: This is a classic text 5. Required Wong, W. Principles of Three-Dimensional Design , ed. Van Nostrand Reinhold (classic), 1977 Rationale: Classic text