

Las Positas College
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Course Outline for ARTS 24

3-D DESIGN

Effective: Fall 2018

I. CATALOG DESCRIPTION:

ARTS 24 — 3-D DESIGN — 3.00 units

Introduction to the concepts, applications, and historical references related to 3-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to 3-dimensional space and form. Development of a visual vocabulary for creative expression through lecture presentations and use of appropriate materials for 3-dimensional studio projects.

1.50 Units Lecture 1.50 Units Lab

Grading Methods:

Letter or P/NP

Discipline:

- Art

	<u>MIN</u>
Lecture Hours:	27.00
Expected Outside of Class Hours:	54.00
Lab Hours:	81.00
Total Hours:	162.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 1

III. PREREQUISITE AND/OR ADVISORY SKILLS:

IV. MEASURABLE OBJECTIVES:

Upon completion of this course, the student should be able to:

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

V. CONTENT:

- Fundamental theoretical concepts and terminology common to all 3-dimensional art and design activities, including the elements of design which may include line, shape, form, space, value, texture, and color.
- Organizing principles of 3-dimensional design, which may include balance, proportion, repetition, variety, scale, and emphasis.
- Problem solving visual exercises that develop 3-dimensional awareness and require exploration and manipulation of the basic 3-dimensional elements.
- Dynamic relationships of 3-dimensional elements and organizing principles.
- Introduction to a variety of 3-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 3-dimensional design from various cultures, historical periods, and aesthetic sensibilities.
- Articulate comprehension of the basic elements and principles of 3-dimensional design.
 - Critical evaluation (practical, written and/or oral) of 3-dimensional works through references to formal elements and principles of design.
- Contemporary trends, materials, and approaches in 3-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, and mixed media.
- Problem solving visual exercises that develop 3-dimensional awareness and require exploration and manipulation of the basic

- 3-dimensional materials.
M. Studio projects that explore the elements and organizing principles of 3-dimensional design.

VI. METHODS OF INSTRUCTION:

- A. **Field Trips** - To see current exhibitions, gallery shows, speakers, and films relevant to the projects viewed and discussed in class.
- B. **Critique** - Analyze master and student works
- C. **Lecture** - with slides and other visual aids
- D. **Observation and Demonstration** - One-on-one instruction related to studio assignments

VII. TYPICAL ASSIGNMENTS:

- A. Create a relief sculpture that demonstrates visual hierarchy.
- B. Create a modular design.
- C. Create a design that explores dynamic asymmetrical space.
- D. Create a design that explores formal symmetry
- E. Design and construct functional cardboard furniture.
- F. Write an analysis of how you used the formal elements to create your 3 dimensional project.

VIII. EVALUATION:

- A. **Methods**
 - 1. Portfolios
 - 2. Projects
 - 3. Other:
 - a. Group and individual critiques in oral or written formats
- B. **Frequency**
 - 1. Four to six studio projects
 - 2. Four to six critiques
 - 3. One portfolio of work

IX. TYPICAL TEXTS:

- 1. Roth, Richard and Pentak, Stephan (2013). *Design Basics 3-D Design*. Belmont, CA: Wadsworth.
- 2. Fullmer, D. (2013). *3D Design Basics Studio Companion Series* (1 ed.). New York, New York: Fairchild Books/Bloomsbury Publishing.
- 3. Malpass, M. (2017). *Critical Design in Context* (1 ed.). New York, New York: Fairchild Books/Bloomsbury Publishing.
- 4. Farrelly, L. (2015). *Representational Techniques for Architecture* (2 ed.). New York, New York: Fairchild Books/Bloomsbury Publishing.

X. OTHER MATERIALS REQUIRED OF STUDENTS:

- A. As required: various tools and materials appropriate to the course content and class assignments, which may include foam core, cardboard, paper mache, wood, clay, found objects, and or stone.