

ART 117 : BASIC DESIGN: 3-D

Transcript title

Basic Design: 3-D

Credits

3

Grading mode

Standard letter grades

Total contact hours

60

Other hours

60

Course Description

Explores the elements and principles of three-dimensional design. Studio projects offer hands-on experience by which to explore basic elements such as scale, proportion, mass, volume, line, physical texture and planes in space. A foundation course for students interested in ceramics, sculpture, architecture and other three-dimensional fields. For art and non-art majors.

Course learning outcomes

1. Develop visual literacy and use design vocabulary to exhibit understanding of the Elements and Principles of 3D Design.
2. Develop creative and critical thinking skills to solve a variety of projects.
3. Learn a number of construction methods by which to build basic 3D sculptures.
4. Understand and apply sound craftsmanship with several different materials.

Content outline

1. Elements and principles of three-dimensional design
2. Strategies for developing ideas (i.e. experiencing and playing with materials, imagining, dreaming, visualizing, symbolizing, writing, reading, researching, studying historical and cultural examples, sketching, collaborating, discussing)
3. Strategies for problem solving towards concretion of ideas in sculptural form (i.e. sketches, plans, maquettes, test pieces, models)
4. Construction Methods (additive process, subtractive process, constructive process)
5. Material selection
6. Form and function
7. Historical and contemporary perspectives in the use of three-dimensional visual elements and art principles and their relationship to content and manifestation of ideas

Required materials

See syllabus for complete materials list.

General education/Related instruction lists

- Arts and Letters