

Lassen Community College Course Outline

ART 1B Fundamentals of Three-Dimensional Design 3.0 Units

I. Catalog Description

An introductory (no previous art experience required) studio design course based on communicating visually through practical applications of design, color, spatial relationships and imagery in three dimensions. This class will introduce students to computer design methods and basic computer design Software. Assignments will rely on student access to a computer and basic computer proficiency will be expected. Traditional construction methods and mediums plus digital imaging using industry standard computer software will be emphasized. Graphic design, commercial art and fine art principles will be explored from historical, aesthetic and cultural points of view. This course has been approved for hybrid, and online delivery. To cover materials cost including printing, a \$10.00 lab fee will be charged at the time of registration. This course uses an Open Educational Resource textbook.

Recommended Preparation: ART 1A Fundamentals of Two-Dimensional Design, Successful completion of ENGL105 or equivalent multiple measures placement.

Transfers to both UC/CSU

General Education Area: C

CSU GE Area: C1

C-ID ARTS 101

25.5 Hours Lecture, 76.5 Hours Lab

Scheduled: Spring (even)

II. Coding Information

Repeatability: Not Repeatable, Take 1 Time

Grading Option: Graded or Pass/No Pass

Credit Type: Credit - Degree Applicable

TOP Code: 100200

III. Course Objectives

A. Course Student Learning Outcomes

Upon completion of this course the student will be able to:

1. Solve basic problems of visual expression, using formal 3-dimensional design principles.
2. Describe 3-dimension design productions, using appropriate terminology.
3. Demonstrate basic knowledge of 3-dimensional design used in past and non-European societies.
4. Use basic computer design software to render assignments.

B. Course Objectives

Upon completion of this course the student will be able to:

1. Discuss a wide range of three-dimensional design applications.
2. Demonstrate an ability to imagine visual alternatives, to decide among, and make qualification judgements of visual alternatives, and to explain verbally the basis of those decisions and judgements.

3. Demonstrate through studio projects an ability to organize a given area of three-dimensional space with respect to some specific, clearly stated, aesthetic and/or communicative purpose.
4. Demonstrate through studio projects an ability to impose strict standards of craftsmanship upon their visual construction.
5. Demonstrate through studio projects an ability to incorporate within their design's elements of chance and surprise. (A matter of discovery)
6. Demonstrate an increased personal awareness of three-dimensional design, color and composition.
7. Examine examples of three-dimensional design in a global holistic context.
8. Use the vocabulary of design to describe, analyze, and interpret art.
9. Use their knowledge of design to describe, analyze, and interpret art.
10. Demonstrate an increased awareness of the interrelationships between culture and three-dimensional design.
11. Discuss the works of significant design artisans. (e.g. Frank Lloyd Wright, Frank Gallo, Christo, Ai Weiwei)
12. Compare and contrast various art periods and cultures in terms of their uses of three-dimensional design.
13. Critically evaluate student and professional work for composition, effective communications, historical and cultural context through written and oral class critiques.
14. Use computer 3-dimensional design software, (Autodesk Maya)

IV. Course Content

- A.** Introduction to the world of the design professional
- B.** Definitions
- C.** Elements of three-dimensional design (form, repetition, variety, rhythm, balance, emphasis, size, proportion, location within a visual field, texture)
- D.** Historical perspective of three-dimensional design
 1. Non-western contributions to the development of principles of three-dimensional design.
 2. Western contributions to the development of principles of three-dimensional design.
- E.** Artisans/designers
 1. Significant contributions to the field of three-dimensional design.
 2. Artists and their works (e.g. Frank Lloyd Wright, Frank Gallo, Ai Weiwei)
- F.** The critical evaluation of three-dimensional design
 1. Application of design concepts
 2. Analysis of the subjective response
- G.** Personal discovery through visual problem solving
 1. Paper string
 2. Wire and metal
 3. Wood shapes and dowels

V. Assignments

A. Appropriate Readings

Reading of the textbook and other appropriate materials.

B. Writing Assignments

Students will prepare a written proposal for a three-dimensional design for a client.

Students will prepare assignment designs prior to construction using basic 3-dimensional computer software and upon approval construct their design from appropriate materials.

C. Expected Outside Assignments

Students will be expected to relate the concepts of and the vocabulary used in three-dimensional design to forms and environments out of the classroom.

D. Specific Assignments that Demonstrate Critical Thinking

Students will be expected to make judgements and critiques about artistic endeavor, their own work and the work of other students.

VI. Methods of Evaluation

Traditional Classroom Delivery

Students will demonstrate their ability to apply the principles of three-dimensional design by completing the assigned studio problems. Students will be evaluated on the critiques of their own work, works of other students and performance on mixed format exams.

Hybrid Evaluation

All quizzes and exams will be administered during the in-person class time. Students will be expected to complete online assignments and activities equivalent to in class assignments and activities for the online portion of the course. Electronic communication, both synchronous and asynchronous (chat/forum) will be evaluated for participation and to maintain effective communication between instructor and students.

Online Delivery

A variety of methods will be used, such as: research papers, asynchronous and synchronous (chat/forum) discussions, online quizzes and exams, posting to online website and email communications.

VII. Methods of Delivery

Check those delivery methods for which, this course has been separately approved by the Curriculum/Academic Standards Committee.

Traditional Classroom Delivery Correspondence Delivery

Hybrid Delivery Online Delivery

Traditional Classroom Instruction

Lectures, illustrated lectures, demonstrations, group discussions and critiques, and project assignments.

Hybrid Delivery

A combination of traditional classroom and online instruction will be utilized. Each semester a minimum of 17 hours will be taught face-to face by the instructor and the remaining hours will be instructed online through the technology platform adopted by the District. Traditional class instruction will consist of exercises/assignments, lectures, visual aids, and practice exercises. Online delivery will consist of exercises/assignments, lecture posts, discussions, adding extra resources and other media sources as appropriate.

Online Delivery

Participation in forum-based discussions. Online exercises/assignments contained on website. Web based video vignettes with discussion paper, email communications, postings to forums, online lecture notes and web links will compromise the method of instruction.

VIII. Representative Texts and Supplies

OER text - Designers to Mastering Autodesk Maya 2016 by Palamar, Todd. Here is the URL for the book: <https://ebookcentral-proquest-com.ezproxy.lassencollege.edu/lib/lassencollege-ebooks/detail.action?docID=4180376>

IX.

Traditional Classroom Delivery

Materials and Supplies estimated cost: \$20

Sketch book/Pencil*

USB Memory Stick – Flash Drive 8G minimum*

**May be used in other related courses*

Hybrid and Online Delivery

Materials and Supplies estimated cost: \$20

Sketch book/Pencil*

USB Memory Stick – Flash Drive 8G minimum*

Download Autodesk Maya (for free at <https://www.autodesk.com/education/home>)

**May be used in other related courses*

Note: you will also need a computer and internet service (not included: in materials cost breakdown)

X. Discipline/s Assignment

Art

XI. Course Status

Current Status: Active

Original Approval Date: 4/3/1990

Revised By: James Kleckner

Curriculum/Academic Standards Committee Revision Date: 05/05/2020