Raritan Valley Community College Academic Course Outline

ARTS 108-THREE-DIMENSIONAL DESIGN

I. Basic Course Information

A. Course Number and Title: ARTS-108 THREE-DIMENSIONAL DESIGN

B. Proposal Revision: **JANUARY 2007**

C. Sponsoring Department: VISUAL AND PERFORMING ARTS

D. Semester Credit Hours: 3

E. Weekly Contact Hours: 4 Lecture 2

Laboratory 2

F. Prerequisites: **NONE**

G. Laboratory Fees: YES

II. Catalog Description

This course emphasizes basic design vocabulary as well as the concepts and history specific to three-dimensional design. Coursework includes classroom exercises, readings, discussions and critiques. Students will work in a variety of materials and employ a variety of processes. Some art supplies will need to be purchased.

III. Statement of Course Need

- Three-Dimensional Design is a required course for students majoring in the A.A. Liberal Arts/Studio Arts Option, Associate of Fine Arts: Visual Arts and Associate of Fine Arts: Graphic Design.
- Three-Dimensional Design is required in all two and four-year college art programs.

IV. Place of Course in College Curriculum

A.

- Free elective
- The course meets a core program requirement for the A.F. A. Visual Arts, A.F.A. Graphic Design, A.A. Studio Arts Degrees.
- B. Course transferability: Based on the colleges that reviewed this course at www.njtransfer.org this course will transfer as either a studio course, or a free

elective at most institutions.

V. Outline of Course Content

- A. Lectures on Principles of Three-Dimensional Design, composition, process and safety.
- B. Technical demonstrations

This may include:

- Clay modeling as a sculptural material
- Mould making (using clay, plaster and silicone)
- Use of power tools (band saw, scroll saw, drill press belt and disk sander, jig saws, palm sander)
- Use of hand tools (chisels, files and carving tools)
- C. Slide lectures on historical and contemporary sculptors and movements.
- D. Regular in-class critiques.
- E. Reading assignments and in-class reports from the assigned course textbook chapters.
- F. One gallery or museum visit.
- G. One written report in response to museum or gallery visit.
- H. Assignments

Should develop a use of the basic visual elements:

- Line
- Planes
- Mass
- Volume
- Texture
- Color

Address composition though experimentation with:

- Unity
- Variety
- Balance
- Emphasis and Economy
- Scale

Introduce students to methods of working:

- Additive Process
- Subtractive Process

Students should be exposed to the following materials:

- Clay
- Plaster
- Wood

VI. Educational Goals and Learning Outcomes

A. General Educational Goals

Students will:

- produce original creative works by following structural/process guidelines (G.E. 1)
- analyze/deconstruct and critique student and professional artist's works both verbally and in written form (G.E. 2)
- draw from other disciplines to aid in the conceptual development of their work (G.E. 4)

B. Student Learning Outcome Objectives:

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

- Safely operate several common power tools.
- Safely use many common hand tools.
- Work with a variety of traditional and nontraditional sculptural materials.
- Employ formal design principles and color theory in completing works.
- Employ observational skills to recreate subject matter three-dimensionally.
- Identify key artists and movements in the history of sculpture.
- Critique or evaluate one's own work and classmates' work.

VII. Modes of Teaching and Learning

- Lecture/discussion
- Technical Demonstrations
- Studio work time
- Museum/galley visit
- Studio and homework projects

VIII. Papers, Examinations, and other Assessment Instruments

- Art Work
- Tool Proficiency
- Understanding of Safety Protocol
- Written Work
- Oral Discussions
- Critiques
- Quizzes

IX. Grade Determinants

 Grade determinates including projects, technique, craftsmanship, general safety protocol, paper, quizzes, critique discussions, attendance, participation, preparedness and effort will be used to assess the student according to the learning outcomes listed above.

X. Text and Materials

• Textbooks such as:

Kelly, James J., <u>The Sculptural Idea</u>, Fourth Edition, Waveland Press, 2004; Zelanski, Paul, <u>Shaping Space The Dynamics of Three-Dimensional Design</u>, Third Edition, Thomson/Wadsworth Publishing, 2007; Lueckink, Stephen, <u>Priciples of Three-dimensional Design</u>, <u>Objects</u>, <u>Space and Meaning</u>, Prentice Hall, 2002.

- Hand-outs
- Videos/DVDs

XI. Resources

- Studio space with worktables, sinks, ventilation, dust collection system, material/tool storage space, student work storage space and machine/tool space.
- Table Saw
- Band Saws
- Chop Saw
- Scroll Saws
- Drill Press
- Belt/Disk Sander
- Handheld Power Tools including: drills, palm sanders, jig saws
- Chalk/Writing Board
- Projection Screen
- VCR/DVD Player
- Portable Computer