SOUTHEAST COMMUNITY COLLEGE
DIVISION OF ARTS AND SCIENCES
Humanities
Revision Date: 07-01-19

I. CATALOG DESCRIPTION

Course Number:	ARTS1220
Course Title	3-Dimensional Design
Prerequisite(s):	None
Catalog Description:	This is a foundation course in three-dimensional design. We will explore problems that help develop understanding of and sensitivity to the use of three-dimensional design fundamentals. Additionally, we will focus on the analysis of concepts as a basis for sculpture, ceramics, architecture, and industrial design.
Credit Hours:	3.0
Class Hours:	15
Lab Hours:	60
Total Contact Hours:	75

II. COURSE OBJECTIVES: *Course will*:

A. Explore value, shape, color, line, texture, and space as basic principles in three-dimensional design.
B. Use critical thinking skills to transform concepts into three-dimensional art.
C. Develop problem-solving skills through the practice of artistic processes and procedure including concept, planning/sketching, exploration of materials, and construction.
D. Explore the basic materials and techniques used in creating three-dimensional art.

III. STUDENT LEARNING OUTCOMES AND GENERAL EDUCATION LEARNING OUTCOMES

A. Student Learning Outcomes**:** *Student will be able to:*
- **1**. Understand the basic principles of 3D Design.
- **2**. Demonstrate a variety of art making techniques in the construction of 3D art.
- **3**. Choose and understand appropriate construction materials used in creating 3D art.
- **4.** Understand and use the appropriate tools required in creating 3D art.
- **5.** Conceptualize ideas and through artistic process and procedure produce 3D art.
- **6.** Develop a vocabulary of art terms when discussing 3D art.
- **7.** Critically discuss (critique) their own artwork as well as the artwork of others.

B. General Education Learning Outcomes
- **1.** GELO #3: Critical Thinking & Problem Solving
  - Outcome: Collect, identify, interpret and analyze data.
  - Outcome: Synthesize information to arrive at reasoned solutions to problems.
  - Outcome: Evaluate ideas presented in artistic presentations.
  - Outcome: Evaluate the validity of arguments, alternatives, data, outcomes

IV. CONTENT/TOPICAL OUTLINE (*course outline may provide more detailed information)*

You will have projects assigned to you each week – you are expected to complete these assignments by their due date. Assignments not completed on time will not receive full credit.

A. Studio Projects
- **1**. Collages/Paper Construction
- **2**. Clay Tile (Bas Relief)
- **3**. Wire Sculpture (Armature)
- **4**. Plaster/Paper Mache (Armature/Skin)

5. Assemblage
6. Clay Sculpture
7. Free Choice

V. INSTRUCTIONAL MATERIALS

A. Required Text(s):

1. Design Basics: 3D (with Art Design CourseMate with eBook Printed Access Card), 1st Edition, Wadsworth: Cengage Learning, 2012. ISBN-10:0495915785, ISBN-13:9780495915782.

B. Other Resources:

1. Sketchbook/Journal
2. Apron
3. Dust mask

VI. METHODS OF PRESENTATION/INSTRUCTION

A. Methods of presentation typically include a combination of the following:

1. Lecture
2. Videos
3. Demonstration

VII. METHODS OF EVALUATION

A. Grades are determined by; attendance, completion of assignments in a timely manner, and completion of assignments according to format

B. Attendance is mandatory. Late assignments are not accepted.

C. More than 2 absences will result in a course grade reduction of 5% for each additional absence. 3 instances of tardiness will count as one absence. Late work will not be accepted.

D. SCC GRADING SCALE

A+	95-100	C+	75-79	F	59 or less
A	90-94	C	70-74		
B+	85-89	D+	65-69		
B	80-84	D	60-64		

VIII. SPECIFIC COURSE REQUIREMENTS

A. Assigned Projects (80%)

The student must show;

1. 20% = regard for good craftsmanship
2. 20% = evidence of creativity, planning and research
3. 20% = efficient use of classroom time, comes in during open studio, practices
4. 20% = works that are completed on time
5. 20% = works created to challenge your abilities

B. Clean up (20%)