

**SOUTHEAST COMMUNITY COLLEGE  
DIVISION OF ARTS AND SCIENCES**

**Humanities**

**Revision Date: 07-01-19**

[Syllabus Statements](#)

**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%)