Lecture Contact Hours: 32-36; Outside-of-Class Hours: 64-72;
Laboratory Contact Hours: 64-72; Outside-of-Class Hours: 0;
Total Student Learning Hours: 160-180

CUYAMACA COLLEGE
COURSE OUTLINE OF RECORD

Art 129 – Three-Dimensional Design

2 hours lecture, 2 units
4 hours laboratory, 1 unit
Total units: 3

Catalog Description
Introduction to the fundamental principles of three-dimensional composition emphasizing the formal elements and language of design. Basic visual, tactile and conceptual methods of defining space are examined in a series of compositional exercises. A variety of materials are used to explore the elements of line, shape, mass, texture and volume through the application of design principles such as balance, emphasis, rhythm, harmony, contrast, repetition, proportion, scale and unity. The historical development of design and aesthetics is studied along with how social, political and cultural beliefs have influenced artists and design professionals. Assignments are non-technical and do not require prior knowledge of tools and equipment. This is a comprehensive introductory course that could lead to future study in a diverse range of art and design professions.

Prerequisite
None

Course Content
1) The formal elements and language of design
2) Basic visual, tactile and conceptual methods of defining space are examined in a series of compositional exercises
3) A variety of materials are used to explore the elements of line, shape, mass, texture and volume through the application of design principles such as balance, emphasis, rhythm, harmony, contrast, repetition, proportion, scale and unity
4) The historical development of design and aesthetics is studied along with how social, political and cultural beliefs have influenced artists and design professionals

Course Objectives
Students will be able to:
1) Identify the use of design elements and principles in contemporary design.
2) Compose designs that employ the fundamentals of basic three-dimensional composition.
3) Identify the material and equipment required to implement proposed designs.
4) Formulate and assemble design projects in a systematic manner that employs design concepts used in traditional and contemporary sculpture.
5) Appraise and revise compositions through critical analysis and self-evaluation.
6) Evaluate all completed projects in a group critique with the instructor and fellow students.
7) Apply safety techniques when using basic hand and power tools.
8) Identify contemporary styles and discuss the diverse social, economic, and political developments reflected in the works of art examined.
9) Identify contemporary artists worldwide who have achieved regional, national, or international recognition and discuss ways in which their work reflects, plays a role in, and influences present-day culture.

Method of Evaluation
A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system.
1) Studio demonstrations and preparation and final exam project which measure students' ability to employ and demonstrate the elements and principles of design.
2) Exams, quizzes, critiques and/or writing prompts which measure students' ability to analyze and respond to sensory information through the language and skills unique to the visual arts.
3) Exams, quizzes, critiques and/or writing prompts which measure students' ability to analyze, assess, and derive meaning from works of art, including their own original work, according to the elements of art, the principles of design, and aesthetic qualities.

Special Materials Required of Student
Students may be required to purchase safety equipment such as face shields, welding gloves, ear protection, safety shoes, and specific materials necessary to complete each assignment.

Minimum Instructional Facilities
1) Smart classroom: Sculpture classroom designed and outfitted with tools and equipment for working with wood, welding, cutting and shaping metal, and a foundry for bronze casting. Adequate lighting, electric power with GFI circuits, sinks with traps, environmental controls (heating and air conditioning), dust removal and ventilation, emergency telephone and secured storage areas are required.
2) Audiovisual: Slide projector, AV monitor with Blue line, Macintosh compatible AV, computer capable of scanning color slide images and editing and manipulating video images of student design projects in class.

Method of Instruction
1) Lecture and demonstration
2) Group discussion
3) Individual instruction
4) Field trips

Out-of-Class Assignments
1) Readings
2) Writing reports and/or journaling
3) Collect reference materials and/or other information as assigned
4) Research themes and/or concepts as assigned
5) Computer searches
6) Museum or gallery visits

Texts and References
1) Required (representative examples):
   a. Sweeney, R. *Paper Sculpture: Fluid Forms.* Schiffer Craft, 2021.
   b. Elam, K. *Introduction to Three-Dimensional Design: Principles, Processes, and Projects (Design Brief).* Princeton Architectural Press, 2020.
   c. Saar, B., and Cochran, S., Still Tickin'. Scottsdale Museum of Contemporary Art. 2017.
   d. Stewart, M., *Launching the Imagination*. 5th edition. McGraw-Hill, 2014.
2) Supplemental: Films, handouts and other references as assigned

Student Learning Outcomes
Upon successful completion of this course, students will be able to:
1) Create three-dimensional designs that demonstrate and apply both the principles of design and the elements of art.

2) Articulate complex relationships between major works or significant individuals in art, from various historical periods, and their cultural, historical, and economic contexts.
3) Evaluate and critically analyze works of art in individual and peer-to-peer settings.