

CUYAMACA COLLEGE
OFFICIAL COURSE OUTLINE

ART 129 – THREE-DIMENSIONAL DESIGN

2 hours lecture, 4 hours laboratory, 3 units

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. Three-dimensional design is a comprehensive introductory course that could lead to future study in a diverse range of art and design professions.

Prerequisite

None

Course Objectives

Students will be able to:

- 1) Examine the use of design elements and principles in contemporary design
- 2) Compose designs that employ the fundamentals of basic three-dimensional composition
- 3) Calculate 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) Demonstrate the ability to 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) Demonstrate and apply the ability to safely use basic hand and power tools

Special Materials Required of Student

Students may be required to purchase personal safety equipment such as face shields, welding gloves, ear protection and safety shoes as well as specific materials necessary to complete each assignment.

Minimum Instructional Facilities

- 1) Classroom: A 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 G.F.I. circuits, sinks with traps, environmental controls (heating and air conditioning), dust removal and ventilation, emergency telephone and secured storage areas are required.
- 2) Special Requirements: Slide projector, VCR/monitor, AV monitor with Blue line, and a single Macintosh compatible AV. Computer capable of scanning color slide images and editing and manipulating video images of student design projects in class.

Course Content

- 1) Each student will be assigned five specific exercises that explore the theory of contemporary design. In the process of constructing these assignments, the student will become familiar with common tools and methodology used in art and design.
- 2) In completing each assigned exercise, the student will employ the elements and principles of design to create aesthetic compositions and to examine the methodology of visual communication.
- 3) Historical and contemporary development of sculpture will be discussed.

Method of Instruction

- 1) Lecture and demonstration
- 2) Group discussion
- 3) Individual instruction
- 4) Field trips and visits to museums and galleries when appropriate

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) Instructor evaluation of hands on methodology that demonstrates student proficiency within the specific parameters of each assignment
- 2) Written gallery reports on selected topics
- 3) Evaluation of student performance through class critiques in which projects will be analyzed and evaluated as to completion and comprehension of project parameters, complexity of conceptual development, and technical competence and proficiency
- 4) Final exam project that employs and demonstrates the elements and principles of design

Texts and References

- 1) Required: Stewart, Mary. Launching the Imagination. McGraw-Hill Higher Education, 2002.
- 2) Supplemental: Handouts and selected reading provided by instructor