

GROSSMONT COLLEGE

Official Course Outline

ART 129 – THREE-DIMENSIONAL DESIGN

<u>1. Course Number</u>	<u>Course Title</u>	<u>Semester Units</u>	<u>Hours</u>
ART 129	Three-Dimensional Design	3	2 hours lecture 4 hours laboratory

2. Course Prerequisites

None.

Recommended Preparation

None.

3. Catalog Description

Three-Dimensional Design is an 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 and principles of design. The historical development of design and aesthetics is studied along with how social, political and cultural beliefs have influenced artists and design professionals. Assignments in this course 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.

4. Course Objectives

The student will:

- a. Examine the use of design elements and principles in contemporary design.
- b. Compose designs that employ the fundamentals of basic three-dimensional composition.
- c. Calculate the material and equipment required to implement proposed designs.
- d. Formulate and assemble design projects in a systematic manner that employs design concepts used in traditional and contemporary sculpture.
- e. Appraise and revise compositions through critical analysis and self-evaluation.
- f. Develop the ability to critique completed projects and effectively articulate the basis of evaluation in a group setting.
- g. Demonstrate and apply the ability to safely use basic hand and power tools.
- h. Examine the historical and contemporary development of sculpture theories.

5. Instructional Facilities

- a. 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.
- b. Slide projector, VCR, 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.

6. 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.

7. Course Content

- a. Each student will be assigned five specific exercises that explore the theory of contemporary design. In the process of constructing these assignments, each student will become familiar with common tools and methodology used in art and design.
- b. In completing each assigned exercise, the student will employ the elements and principles of design to create aesthetic compositions and to examine methodology of visual communication.
- c. Devise strategies and develop skills to carry a work from conception to completion.
- d. Discuss and analyze students' projects in a group discussion format.
- e. Historical and contemporary development of sculpture will be discussed.
- f. Learn basic skills with hand and power tools.

8. Method of Instruction

This course will use lecture, demonstrations and group discussion as well as individual instruction in a lab setting. Visits to museums, galleries and art lecture/field trips will be used when appropriate.

9. Methods of Evaluating Student Performance

- a. Instructor evaluation of hands-on methodology that demonstrates student proficiency within the specific parameters of each assignment.
- b. Written gallery reports on selected topics.
- c. 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.
- d. Final exam project that employs and demonstrates the elements and principles of design.

10. Outside Class Assignments

- a. Students may be required to attend exhibitions at local art museums when relevant to course content.
- b. Written gallery and museum reports.

11. Texts

- a. Required Text(s):
 - (1) Stewart, Mary. Launching the Imagination: 3-Dimensional Design. New York, NY: McGraw-Hill Higher Education, 2002.
 - (2) Oei, Loan and Cecile DeKeget. The Elements of Design. New York, NY: Thames and Hudson, 2002.
- b. Supplementary texts and workbooks:
Handouts and selected reading materials provided by instructor.

Date approved by the Governing Board: 4/04