

ART 117 : BASIC DESIGN: 3-D

Transcript title

Basic Design: 3-D

Credits

3

Grading mode

Standard letter grades

Total contact hours

60

Other hours

60

Course Description

Introduces concepts and principles of visual language and basic design in three dimensions. Applies the elements of art and principles of design to communicate ideas and solve problems. Emphasizes critical thinking and creative problem solving in a variety of three-dimensional artistic media. Repeatable for credit.

Course learning outcomes

1. Use three-dimensional design as a form of visual communication.
2. Articulate three-dimensional design concepts, including the use of discipline specific visual arts vocabulary.
3. Apply the elements of art and principles of design in the creation of three-dimensional compositions in a variety of artistic media.
4. Learn a number of construction methods to build basic 3D artwork.
5. Analyze three-dimensional design compositions.
6. Contextualize work produced within the historical and cultural traditions of three-dimensional design.
7. Use media-specific terminology to receive and provide feedback.

Content outline

1. Beginning concepts and vocabulary of three-dimensional art and design
2. Introduction to the design process
3. Construction Methods: additive process, subtractive process, constructive process
4. Material exploration and selection
5. Form and function
6. Historical and contemporary examples of three-dimensional artwork
7. Constructive critiques, receiving and giving feedback between instructor and classmates

Required materials

Students will need to provide specific materials used in this course; please see the syllabus for a detailed list.

General education/Related instruction lists

- Arts and Letters