

College of San Mateo
Official Course Outline

1. **COURSE ID:** ART 401 **TITLE:** Three-Dimensional Design **C-ID:** ARTS 101
Units: 3.0 units **Hours/Semester:** 24.0-27.0 Lecture hours; 72.0-81.0 Lab hours; and 48.0-54.0 Homework hours
Method of Grading: Letter Grade Only
Recommended Preparation:
 Eligibility for ENGL 838 or ENGL 848

2. **COURSE DESIGNATION:**
Degree Credit
Transfer credit: CSU; UC
AA/AS Degree Requirements:
 CSM - GENERAL EDUCATION REQUIREMENTS: E5c. Humanities

3. **COURSE DESCRIPTIONS:**
Catalog Description:
 Introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to three-dimensional space and form. Development of a visual vocabulary for creative expression through lecture presentations and use of appropriate materials for non-representational three-dimensional studio projects. A materials fee as shown in the Schedule of Classes is payable upon registration.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**
 Upon successful completion of this course, a student will meet the following outcomes:
 1. Identify and understand the formal elements and organizing principles of three-dimensional art.
 2. Independently produce objects, forms, and problem-solving projects that successfully incorporate the basic elements and organizing principles of three-dimensional art.
 3. Discuss, describe, analyze and critique three-dimensional works of art through references to the formal elements and principles of design.
 4. Make individual aesthetic decisions and judgments related to their own design work.
 5. Translate ideas and visual experience into tactile forms objects using both formal and conceptual approaches.
 6. Recognize the presence of specific design elements and principles in works of art as well as in the everyday physical world around them, throughout history and across cultures.
 7. Compose in three dimensions and work with a variety of media which may include but is not limited to clay, wood, metal, paint, plaster, paper, fibers, mixed media, and in the use of digital technology such as 3D scanners and printers in an appropriate and safe manner.

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**
 Upon successful completion of this course, a student will be able to:
 1. Formulate fundamental theoretical concepts and terminology common to all three-dimensional art and design activities, including the elements of design which may include line, shape, form, space, value, texture, and color.
 2. Organize principles of three-dimensional design, which may include balance, proportion, repetition, variety, scale, and emphasis.
 3. Problem solve visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional elements.
 4. Create dynamic relationships of three-dimensional elements and organizing principles.
 5. Recognize and use a variety of three-dimensional materials and techniques.
 6. Translate ideas or visual experience into tactile forms using both formal and conceptual approaches.
 7. Evaluate and critique historical examples of three-dimensional design from various cultures, historical periods, and aesthetic sensibilities.
 8. Articulate comprehension of the basic elements and principles of three-dimensional design through written assignments and/or exams.
 9. Critically evaluate (practical, written and/or oral) three-dimensional works through references to formal elements and principles of design.
 10. Identify contemporary trends, materials, and approaches in three-dimensional design.

6. COURSE CONTENT:

Lecture Content:

1. Fundamental theoretical concepts and terminology common to all three-dimensional art and design activities.
2. Elements of design including line, shape, form, space, value, texture, volume, mass, and color.
3. Organizing principles of three-dimensional design including balance, proportion, repetition, variety, scale, and emphasis.
4. Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional elements.
5. Dynamic relationships of three-dimensional elements and organizing principles.
6. Introduction to a variety of three-dimensional materials and techniques.
7. Translation of ideas or visual experience into tactile forms using both formal and conceptual approaches.
8. Evaluation and critique of historical examples of three-dimensional design from various cultures, historical periods, and aesthetic sensibilities.
9. Contemporary trends, materials, and approaches in three-dimensional design.

Lab Content:

1. Problem solve visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional materials.
2. Work on studio projects that explore the elements and organizing principles of three-dimensional design.
3. Develop skills and processes using a variety of artistic materials, techniques and tools appropriate to an introductory study in design, which may include paper, wood, plaster, wire, metal, clay, fibers, mixed media etc.
4. Participate in group and individual critiques.

7. REPRESENTATIVE METHODS OF INSTRUCTION:

Typical methods of instruction may include:

- A. Lecture
- B. Lab
- C. Activity
- D. Critique
- E. Directed Study
- F. Discussion
- G. Field Trips
- H. Individualized Instruction
- I. Observation and Demonstration

8. REPRESENTATIVE ASSIGNMENTS

Representative assignments in this course may include, but are not limited to the following:

Writing Assignments:

Term paper or research paper in which students clearly articulate comprehension of the basic elements and principles of three-dimensional design.

Reading Assignments:

Students will be required to read college-level material, from textbooks, technical publications and materials, online blogs, and instructor-generated materials.

9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

- A. Class Participation
- B. Class Performance
- C. Class Work
- D. Exams/Tests
- E. Group Projects
- F. Homework
- G. Lab Activities
- H. Oral Presentation
- I. Papers
- J. Portfolios

- K. Projects
- L. Quizzes
- M. Written examination

10. **REPRESENTATIVE TEXT(S):**

Possible textbooks include:

- A. Roth, R., Pentak, S.. *Design Basics: 3D*, 1st ed. Stamford: Cengage Learning, 2012
- B. Stewart, M.. *Launching the Imagination: A Guide to Three-Dimensional Design* , 4th ed. New York City: McGraw-Hill Humanities/Social Sciences/Languages, 2011

Origination Date: October 2016

Curriculum Committee Approval Date: October 2016

Effective Term: Fall 2017

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