ART 121: THREE-DIMENSIONAL DESIGN

Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2021
Credits:	3
Total Contact Hours:	108
Lecture Hours :	36
Lab Hours:	72
Hours Arranged:	0
Outside of Class Hours:	72
Strongly Recommended:	ENGL 101.
Transferable to CSU:	Yes
Transferable to UC:	Yes - Approved
Grading Method:	Standard Letter, Pass/No Pass

Catalog Course Description

Experiments involving the design elements and principles of art, in the creation of three-dimensional form and spatial relationships. Critical evaluation of designs for aesthetic, technical, and theoretical concerns. Required of all art majors. Material fee. 36 lecture hours, 72 lab hours.

Course Objectives

- Understand the basic principles of design in the three-dimensional application such as sculpture, environmental design, industrial design, exhibit design, advertising, and crafts.
- Recognize and distinguish the creative possibilities and limitations characteristic of various materials, such as wood, plaster, wire, metal, and common artist materials.
- Apply cumulative knowledge gained in each design problem to sequential design problems.
- Independently analyze and evaluate design problem solutions objectively in formal class critiques.
- Identify the process of design development from preliminary sketches to finished art.
- Analyze three-dimensional art in museums, architecture, products, etc. for design principles.
- Participate in critical analysis of designs to include discussion of technical concerns and content (cultural, historical, and other possible readings).

Major Course Content

1. Use of materials
    a. Material characteristics to include any of those listed under materials and supplies, plus others per instructor option
    b. Various addition and subtraction methods
2. Three dimensional form and spacial relationships
    a. Relief and full round forms
    b. Texture and color
    c. Use of elements and principles of design
    d. Design aspects of three-dimensional forms
        i. open vs. closed forms
        ii. actual and implied movement: space and time
    e. Computations for estimating and measuring amounts and dimensions used in planning and development
    f. Draw and develop an idea through preliminary thumbnail sketches and compositions
3. Critical analysis of the following factors in 3-D design:
    a. Aesthetic criteria
    b. Technical concerns
    c. Art-historical and theoretical concerns
    d. Cultural and other meanings

Lab Content

1. Demonstrate skill at manipulating wood, plaster, wire, metal and other common sculptural or architectural materials
2. Demonstrate skill in applying the elements of design to:
    a. Form in space
    b. Open and closed forms
    c. Actual and implied movement
    d. Sculptural techniques of addition and subtraction
    e. Computations
    f. Inside/Outside Composition

Suggested Reading Other Than Required Textbook

Instructor Provided Handouts

Examples of Required Writing Assignments

Formal Visual Analysis Paper discussing how an artist used the principles of design with a piece of three-dimensional artwork, or a Museum Paper reporting on the art viewed at a museum, 2-3 pages.

Examples of Outside Assignments

Complete 3-D art pieces Sketch ideas and solutions to design projects Read required materials Write critical responses to 3-D sculptures Observe activities related to course content, such as museums and galleries Participate in activities related to course content Visit art galleries and museums

Instruction Type(s)

Lecture, Lab, Online Education Lecture, Online Education Lab