ART 5 Course Outline as of Fall 1981

CATALOG INFORMATION

Dept and Nbr: ART 5 Title: 3 DIMENSIONL DESIGN Full Title: Three Dimensional Design Last Reviewed: 10/26/2020

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	1.50	Lab Scheduled	4.00	5	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 175.00

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	08 - May Be Taken for a Total of 6 Units
Also Listed As:	
Formerly:	

Catalog Description:

A problem solving approach to spatial organization. Experimental use of paper, cardboard, wood, plastic, wire, string and found objects. Problems designed to encourage personal growth through individual solutions.

Prerequisites/Corequisites:

Recommended Preparation:

Basic interest in art.

Limits on Enrollment:

Schedule of Classes Information:

Description: A problem solving experience in spatial organization & materials. Aesthetics & function will be considered integral to the design process. Investigation of the three dimensional model as a visualizing tool. A required Core course for the Fine Arts Certificate. Accepted for transfer to the UC & CSU systems. (Grade or P/NP) Prerequisites/Corequisites: Recommended: Basic interest in art.

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: CSU GE:	Area E Transfer Area C1	Humanities Arts		Effective: Fall 2019 Effective: Fall 1990	Inactive: Inactive:
IGETC:	Transfer Area			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Fall 1981	Inactive:	
UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:	

CID:

CID Descriptor:ARTS 101	3-D Foundations
SRJC Equivalent Course(s):	ART5

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

- 1. Explore the real, non illusory nature of 3D form.
- 2. Become proficient in making working models of ideas.
- 3. Design and build forms which satisfy conceptual and material limitations.
- 4. Develop a working vocabulary of 3D form and understand their meanings.
- 5. Employ creative thinking skills and exercise decision making skills inherent to the arts.
- 6. Develop visual perception skills to recognize plan, volume, texture and organizational systems.
- 7. Practice aesthetic criticism and analysis by participating in class critiques.

Topics and Scope:

- 1. Investigate form found in natural, sculptural and industrial objects.
- 2. Produce a series of 3D models as studies of form and function.
- 3. Assess form for economy of materials and strength of visual effect.
- 4. Apply knowledge of form to specific problems involving conceptual and material limits.

Assignment:

Various form building exercises which explore major principles of form function including:

1. Paper as a structural material.

- 2. Cardboard used as a modelmaking material for natural and architectural form.
- 3. Human scale as a factor in functional form.
- 4. Primitive form and its relationship to geometric design.
- 5. Fabrication and joinery as important details of form.
- 6. Kinetics and optics.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course.

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances

Exams: All forms of formal testing, other than skill performance exams.

None

Other: Includes any assessment tools that do not logically fit into the above categories.

A portfolio of completed work will be major basis for course grade. Other factors: attendance, effort, growth and class participation.

Representative Textbooks and Materials:

Principle of Three Dimensional Design by W. Wong The Art of 3D Design, by L. Wolchonok

Writing 0 - 0%	

Problem solving 0 - 0%

Skill Demonstrations 10 - 30%

Exams 0 - 0%

Other Category 80 - 100%