

1/13/2025

DATE

HUM DIVISION

☐

REQUIRED COURSE

☐ NEW COURSE☒

ELECTIVE COURSE

☒ REVISION

# Lake Land College

## Course Information Form

COURSE NUMBER:	ART-111		TITLE: (30 Characters Max)		3-D Design						
SEM CR HRS:	3	Lecture:	0		Lab:	6			ECH:	6	
Course Level:	<input type="checkbox"/> Gen Ed / IAI <input checked="" type="checkbox"/> Baccalaureate /Non-IAI		<input type="checkbox"/> Career/Technical <input type="checkbox"/> Dev Ed/ Not in Degree Audit		Clinical Practicum:	0	Work-based Learning:	0	WBL ECH:	0	
Course PCS & CIP:	11 - 50.0401		IAI Code		ART 908		Contact Hours (Minutes/Week)				
Repeatable (Y/N):	N	Pass/Fail (Y/N):	N	Variable Credit (Y/N):	N	Min:	Max:	16 Wks	300	8 Wks	600
Prerequisites:	None										
Corequisites:	None										
Catalog Description: (40 Word Limit)	Students will complete a comprehensive study of the elements and principles of a three-dimensional design through assignments and individual and group critiques. Experience with a variety of tools, materials and techniques will also be employed.										

List the Major Course Segments (Units)	Contact Lecture Hours	Contact Lab Hours	Clinical Practicum	Work-based Learning
Working with organic/synthetic in-the-round additive closed forms using armatures (modeled clay bust)		15		
Working with subtractive method to carve a non-figurative volume		15		
Wood and found object assemblage in relief or in the round		15		
Cast project using oil base clay, plaster, paper casting technique		15		
3-D line project using wire illustrating kinetic/static ideas		15		
Foam core board/paper modular fabrication		15		
<b>TOTAL</b>	<b>0</b>	<b>90</b>	<b>0</b>	<b>0</b>

## EVALUATION

QUIZZES <input type="checkbox"/>	EXAMS <input type="checkbox"/>	ORAL PRES <input type="checkbox"/>	PAPERS <input checked="" type="checkbox"/>
LAB WORK <input checked="" type="checkbox"/>	PROJECTS <input checked="" type="checkbox"/>	COMP FINAL <input checked="" type="checkbox"/>	OTHER <input type="checkbox"/>

## COURSE MATERIALS

TITLE:	Shaping Space: The Dynamics of 3-D Design
AUTHOR:	Paul Zelanski & Mary Pat Fisher
PUBLISHER:	Harcourt Brace
VOLUME/EDITION/URL:	3rd Edition
COPYRIGHT DATE:	2007

MAJOR COURSE SEGMENT	HOURS	LEARNING OUTCOMES
		<i>The student will be able to:</i>
Modeled clay over on armature (ideas include self-portrait, expressive character or fantasy creature)	15	1. Prepare and work with clay using the additive method of modeling using both tools and their hands. 2. Understand how to work with an armature. 3. Understand the design concepts proportion, in the round, organic/synthetic, mass, volume, plastic and balance. 4. Work with the idea of a human bust illustrating correct proportion or fantasy idea with distorted proportion.
Carving a non-figurative 3-D form from a plaster block	15	1. Cast a solid block of plaster. 2. Mix plaster based on a specific volume. 3. Use the subtractive method to carve a non-figurative volume using appropriate tools (chisels, gouges, knives, files, hammers, etc.). 4. Illustrate the design concepts concave/ convex, light modulation, positive/negative areas, non-figurative (non-objective), harmony (repetition), in the round, axis, mass and rhythm.
Wood and found object assemblage in relief or in the round	15	1. Combine unlike materials and wood by using different ways to join and attach (construction method) 2. Use different tools (hand and power) to cut materials to the desired size. 3. Choose to work in relief or in the round. 4. Illustrate how to create harmony through repetition and variety through contrast. 5. Illustrate the concepts of emphasis and movement (rhythm) in the design.

Cast project using oil base clay, plaster and paper casting techniques	15	<ol style="list-style-type: none"> <li>1. Create an idea for an original pattern by modeling oil base clay and working with wood framing devices to prepare oil clay pattern for mold making.</li> <li>2. Prepare plaster and pour it onto the framed clay pattern to create a mold.</li> <li>3. Perform the steps to pull "wet" paper using mold and deckle.</li> <li>4. Cast "wet" pulled paper into plaster mold (3 times).</li> <li>5. Illustrate the design concepts motif/pattern, unity, color schemes (neutrals, complementary, triad, analogous, mono chromatic), relief and abstract (economy).</li> </ol>
3-D line project using wire to illustrate kinetic and static ideas	15	<ol style="list-style-type: none"> <li>1. Study and resolve the correct proportions of a still-life object.</li> <li>2. Mimic the line descriptions of the object through the use of wire; interior descriptive line is shown and the main exterior descriptive line is shown.</li> </ol>
Foam core board/paper modular fabrication	15	<ol style="list-style-type: none"> <li>1. Use foam core board and heavy weight paper using proper cutting and joining techniques.</li> <li>2. Illustrate the design concepts: fabrication, unit to whole, contour/plane, light modulation, modular, organic/synthetic and unity.</li> </ol>
90		

Outcomes*	At the successful completion of this course, students will be able to:
Course Outcome 1	Produce three-dimensional artwork that successfully demonstrates the usage of the Elements and Principles of Design.
Course Outcome 2	Compose artwork in engaging and expressive ways.
Course Outcome 3	Demonstrate effective use of hand tools and three-dimensional construction processes.
Course Outcome 4	Visualize and organize the Elements based upon the Principles in a variety of three-dimensional media.
Course Outcome 5	Develop and critique the introductory techniques used in their work and the work of others.
Primary Laker Learning Competency	Creative Thinking & Problem Solving: Students think creatively and solve problems by successfully combining knowledge in new ways.
Secondary Laker Learning Competency	Critical Thinking: Students connect knowledge from various disciplines to formulate logical conclusions and judgments.

\*Course and program outcomes will be used in the software for outcomes assessment and should include at least 1 primary and 1 secondary Laker Learning Competency. Limit to 3-5.