

ART 132 - 3-D DESIGN

Course Description

This course will introduce the basics of three-dimensional design and creation. It will cover elements and principles of design, visual perception, and the application of these concepts in a 3-D art setting. A wide variety of materials and their functions will be explored in this course. Group 2 course.

Credit Hours

3

Contact Hours

4

Lab Hours

4

Recommended Prerequisites or Skills Competencies

Students are encouraged to have good reading skills or seek help

Course Learning Outcomes

Knowledge:

- Demonstrate the fundamentals of design principles and elements inclusive of line, value, proportion, medium and composition.

Application:

- Use 3D tools, techniques and mediums in a controlled manner using good craftsmanship.
- Apply 3D principles of design to course projects.

Integration:

- Synthesize design elements and principles to create innovative, original artwork.
- Transfer skills learned in 3D Design to other mediums; both technical and traditional.

Human Dimension:

- Use the content in this course to inform and help others and themselves.
- Critique sculpture artwork with peers and others.
- Resolve issues in their artwork through self-reflection and feedback from others.

Caring - Civic Learning:

- Explain the importance of improving skills to develop their talent.

Learning How to Learn:

- Correlate research and imagination to develop unique art objects.