This course syllabus is intended as a set of guidelines for (Course). Both North Lake College and your instructor reserve the right to make modifications in content, schedule, and requirements as necessary to promote the best education possible within prevailing conditions affecting this course.

Instructor Information:

Instructor Name: Steven Benezue  
email address: sbenezue@dcccd.edu  
Office Phone Number: 972-273-3574  
Office: P215  
Office Hours: M & W 12:30-1:30 p.m. or by appointment.

Course Information

Course title: Three Dimensional Design  
Course number: ARTS1312  
Section number: 73201  
Credit hours: 3  
Class meeting time: 9:30 a.m. - 12:15 p.m.  
Course description: Basic concepts of design with three-dimensional materials are explored. The use of mass, space, movement, and texture, line, plane, volume, color, and scale is considered. (2 Lec., 4 Lab.)

Course prerequisites: No prerequisites or co-requisites required for this course.

Required or Recommended Textbooks and Materials

There is no required textbook for this class. See appendix A "Supplies & Materials”

Course Objectives

This course will focus on the exploration of materials & techniques and applications of design principles related to the three dimensional form. Students will use a variety of materials including (but not limited to), wire, clay, wood, plaster, and found objects. Assignments and critiques will involve consideration of the elements of design: (line, texture, color, space, shape, volume and plane) and the principles of design: (repetition, variety, balance, and unity). The importance of content and idea within the work will also be stressed. Students will also be introduced to important artists and influences that have affected the three-dimensional form. Students in this class will also be exposed to a brief history of sculpture and to the current condition of the 3D Arts by way of slide or PowerPoint presentations, lectures, field trips, and class discussions.

Your consistent creative involvement and attention to craftsmanship are important in the evaluation of your projects. Sustained effort in problem solving and creative solutions are always evident in finished work and will ultimately affect how they are graded.
Exams and Assignments
Students will complete 8 major projects. Each project or a combination of projects will have a predetermined due date. On that due date completed work will be evaluated (critiqued) by the instructor and the class, in the form of an oral group critique.

Grading Scale

<table>
<thead>
<tr>
<th>Project</th>
<th>Points</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project#1</td>
<td>100</td>
<td>5%</td>
</tr>
<tr>
<td>Project#2</td>
<td>100</td>
<td>15%</td>
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<td>Project#3</td>
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<tr>
<td>Project#4</td>
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<td>10%</td>
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<td>Project#5</td>
<td>100</td>
<td>10%</td>
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<tr>
<td>Project#6</td>
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<td>10%</td>
</tr>
<tr>
<td>Project#7</td>
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</tr>
<tr>
<td>Project#8</td>
<td>100</td>
<td>10%</td>
</tr>
<tr>
<td>Field trip</td>
<td>50</td>
<td>1%</td>
</tr>
<tr>
<td>Participation</td>
<td>100</td>
<td>10%</td>
</tr>
<tr>
<td>Attendance</td>
<td>100</td>
<td>10%</td>
</tr>
<tr>
<td>Research</td>
<td>50</td>
<td>1%</td>
</tr>
</tbody>
</table>

Total semester average 1100 points 100%

Extra credit may obtained by a visiting an art gallery on your own (visiting the North Lake Gallery will not count toward extra credit). Bring a flyer or brochure from the exhibit accompanying a one page paper (at a minimum) explaining the show, what piece moved you and why, and/or what piece did you not like and why. Include a sketch of the piece on a second page. (10 point type, Times New Roman, no bold type, single spaced, 1” top, side margins.)

A  100 – 90  Excellent: work ethic/ craftsmanship/ thought /creativity
B  89 - 80  Good, above average work ethic/ craftsmanship/ thought /creativity
C  79 - 70  Average work ethic/ craftsmanship/ thought /creativity
D  69 - 60  Below average/only meets  project requirements
F  59 - 0   Fails to meet any or all project requirements

(Classic grading rubric for each project in Appendix D, below)

Classroom Rules / Regulations / Discipline / Policies

1. **ATTENDANCE and PUNCTUALITY:**
   Attendance is mandatory! There is no textbook required for this class. All of the information about Sculpture and 3D Design will be presented during class time in the form of: lectures, PowerPoint presentation, book reviews, and demonstrations. Lectures and demonstrations usually begin at the start of class and will not be repeated, so if you are late, or miss a class lecture, you must get the information from classmates or ecampus. Any emergency situation should always be discussed with your instructor.
   Each class day will be worth 3.7 points for attendance. Attendance will be 10% of your final grade. (perfect attendance will result in extra credit) Excessive or habitual tardiness or “sneaking-out early” will not be counted as a “present” and will not earn 3.7 points. **Excessive absences will result in a failing grade!**

2. **EXAMS & ASSIGNMENTS:**
   There are no scheduled exams in this class. At the completion of each project the entire class will participate in a class critique (see “Means of Assessment of Course Learning Outcomes & Evaluation Procedures”). Each person is expected to give some input or feedback. Every student is expected to attend critiques. Missing a critique will lower your project grade by one letter grade.
3. **LATE PROJECTS:**
   All projects must be turned in and on time, to receive credit for this class. Any projects that are turned in late, will have 10 points taken off of the grade, for each class meeting that it is late, after the due date. **All projects must be completed and turned in to receive credit for the project.** You must attend the critique on the scheduled day even if your project is not complete. Late projects will not be given a class critique or written review.

4. **CLASSROOM CLEAN-UP RESPONSIBILITIES OF STUDENTS:**
   This classroom is shared with several other classes. Cleanliness of your work space is very important! You may make as much of a mess during class as you need to get your work done, but your work area must be cleaned-up at the end of class. Repeated failure to clean up after yourself will result in a lowering of your final grade.
   
   ! ! ! Near the end of the semester we will have a “clean the lab day.” !! **Failure to show-up, or participate in “clean the lab day” will result in the loss of (two) 2 letter grades from your final average!!**

5. **CELL PHONES IN THE CLASSROOM**
   Talking on your cell phones in class is **not permitted** in this classroom. Any student talking on a cell phone in class will be asked to leave and will be counted absent. If you have an emergency and need to use your cell phone, please alert the teacher in advance, set your cell phone to vibrate and leave the room to carry on a conversation. Text messaging is also **not** allowed during class. **PLEASE SILENCE YOUR RINGTONE!**

6. **ABOUT CLOTHING IN THE J211 CLASSROOM:**
   This is a messy class and a somewhat dirty room. Please wear appropriate clothing to class. Black and white are the worst colors to wear. Iron stains white clothes, and every dot of clay and plaster dust shows up on black clothes. So wear old clothes that are expendable!
   It would be best to remove your jewelry at the beginning of class, especially rings and long necklaces. Store your jewelry in your purse or backpack. (earrings are ok). **Please don’t put your jewelry on the table, they disappear, are orphaned, or worse; show up in the reclaim clay!**
   Long fingernails “should” be trimmed. This class will do terrible things to your manicure.
   Long hair should be kept away from all of the equipment and machines. Bring a hat or a hair tie for long hair.
   Bare feet and/or sandals are discouraged in the lab. There are too many things to hurt bare feet.
   Always be aware of your safety and the safety of others, around any of the equipment!

7. **EXTRAS:**
   To excel in this class students must perform work outside of the scheduled class time. Student may take work home and or utilize the open lab times to work on their projects.
   
   No Grade of Incomplete will be given for this class. Your final grade will be a combination of the above criteria, effort, skill, quality of your finished work, attendance, and class participation.
   
   Near the end of the semester we will have a “clean the lab day.” Failure to show-up, or participate in “clean the lab day” will result in the loss of (two) 2 letter grades from your final average!(see #3 above)
   
   The final exam day will be our final critique (no written exam). We will have a pot luck brunch during final critique. All students will be require to attend final critique (on time!) and will be require to present the require work assignments (completed).
INSTITUTIONAL POLICIES

DCCCD EMERGENCY OPERATING PROCEDURES
http://video.dcccd.edu/rtv/DO/emergency_dcccd.wmv

ACADEMIC DISHONESTY
The Student Code of Conduct prohibits academic dishonesty and prescribes penalties for violations. According to this code, which is printed in the college catalog, "academic dishonesty", includes (but is not limited to) cheating, fabrication, facilitating academic dishonesty, plagiarism, and collusion.

1) The Vice-President of Academic & Student Affairs may initiate disciplinary proceedings against a student accused of academic dishonesty.
2) Academic dishonesty includes, but is not limited to, cheating on a test, plagiarism and collusion.
3) Cheating on a test includes:
   a) Copying from another student’s test paper;
   b) Using, during a test, materials not authorized by the person giving the test;
   c) Collaborating with another student during a test without permission to do so;
   d) Knowingly using, buying, selling, stealing, transporting, or soliciting in whole or part the contents of an un-administered test.
   e) Substituting for another student, or permitting another student to substitute for you to take a test; and
   f) Bribing another person to obtain an unadministered test or information about an unadministered test.

4) “Plagiarism” means the appropriation of another’s work (ideas and/or words) and the unacknowledged incorporation of that work in one’s written work offered for credit. Quotes not identified as quotes constitute a form of plagiarism even if the borrowed ideas are documented.

5) “Collusion” means an unauthorized collaboration with another person in preparing written work offered for credit.

Academic dishonesty may result in the following sanctions, including, but not limited to;
1. A grade of zero or a lowered grade on the assignment or course.
2. A reprimand.
3. Suspension from the college.

NOTIFICATION OF ABSENCE DUE TO RELIGIOUS HOLY DAY(S)
Students who will be absent from class for the observance of a religious holiday must notify the instructor in advance. Please refer to the Student Obligations section of the college catalog for more explanation. You are required to complete any assignments or take any examinations missed as a result of the absence within the time frame specified by your instructor.

REQUIREMENTS OF THE AMERICANS WITH DISABILITIES ACT (A430)
North Lake College provides academic accommodations to students with disabilities, as defined under ADA law. It is the student's choice and responsibility to initiate any request for accommodations. If you are a student with a disability who requires such ADA accommodations, please contact North Lake College's Disability Services Office in person (A430) or by phone at 972-273-3165.
http://www.northlakecollege.edu/resources/disability.html

FAMILY EDUCATIONAL RIGHTS AND PRIVACY ACT OF 1974 (FERPA)
In compliance with the Family Educational Rights and Privacy Act of 1974 (FERPA), the College may release information classified as "directory information" to the general public without the written consent of the student. Directory information includes: (1) student name, (2) student address, (3) telephone numbers, (4) date and place of birth, (5) weight and height of members of athletic teams, (6) participation in officially recognized activities and sports, (7) dates of attendance, (8) educational institution most recently attended, and (9) other similar information, including major field of student and degrees and awards received. Students may protect their directory information at any time during the academic year. If no request is filed, directory information is released upon written inquiry. No telephone inquiries are acknowledged. No transcript or academic record is released without written consent from the student, except as specified by law.

ADMINISTRATIVE WITHDRAWAL
Students with valid extenuating circumstances may be eligible for an administrative withdrawal by the Dean of the Division in which the course or courses are taught. An administrative withdrawal will not be awarded to students who simply fail to withdraw prior to the last day to receive a “W.” The request for an administrative withdrawal must be made in writing to the Dean of the Division with any supporting documentation attached. This must occur before the last official day of the semester.

DROP POLICY
If you are unable to complete this course, you must officially withdraw by: Thursday, April 16, 2015. Withdrawing is a formal procedure which you must initiate; your instructor cannot do it for you. All Dallas County Community Colleges charge a higher tuition rate to students registering the third time for a course. This rule applies to the majority of credit and Continuing Education / Workforce Training courses. Developmental Studies and some other courses are not charged a higher tuition rate. Third attempts include courses taken at any DCCCD college since the fall 2002 semester. For further information, go online to:
http://www.DCCCD.edu/thirdcourseattempt

STOP BEFORE YOU DROP
For students who enrolled in college level courses for the first time in the fall of 2007, Texas Education Code 51.907 limits the number of courses a student may drop. You may drop no more than 6 courses during your entire undergraduate career unless the drop qualifies as an exception. Your campus counseling/advising center will give you more information on the allowable exceptions. Remember that once you have accumulated 6 non-exempt drops, you cannot drop any other courses with a “W”. Therefore, please exercise caution when dropping courses in any Texas public institution of higher learning, including all seven of the Dallas County Community Colleges. For more information, you may access:
https://www1.dcccd.edu/coursedrops
Campus, NO CLASSES BEFORE 5:00 p.m.

Instructor: Steven A. Benezue  email: sbenezue@dcccd.edu  Office P215  Phone: 972-273-3574

FINANCIAL AID STATEMENT
Students who are receiving any form of financial aid should check with the Financial Aid Office prior to withdrawing from classes. Withdrawals may affect your eligibility to receive further aid and could cause you to be in a position of repayment for the current semester. Students who fail to attend or participate are also subject to this policy.

To apply for financial aid in the DCCCD, students must complete FAFSA (Free Application for Federal Student Aid) on the web at:
http://www.fafsa.ed.gov

COUNSELING SERVICES (A311)
Counseling services for personal issues are provided to all students currently enrolled at North Lake College at NO CHARGE. These services are provided by licensed professionals who are bound by confidentiality (within ethical parameters). With the assistance of a counselor, students are able to identify, understand, resolve issues and develop appropriate skills. To make an appointment call 972-273-3333 or visit A311. For additional information, go to:
http://northlakecollege.edu/services-and-resources/health-and-wellness/counseling-services/Pages/default.aspx

THE ACADEMIC SKILLS CENTER (ASC)
The ASC is designed to provide the following assistance to students:

- An ESOL lab with computer access.
- Free tutoring for students enrolled in Foreign Language courses.
- The iRead Lab offers individual and small group tutoring, as well as workshops, to help current students improve their reading, study, and test taking skills.
- The Writing Center helps students clarify writing tasks, understand instructors’ requirements, develop and organize papers, explore revision options, detect grammar and punctuation errors, properly use and document sources, and improve their writing skills.
- The Online Writing Lab (OWL) allows students to submit papers to our writing tutors electronically and get feedback within 24-72 hours. The OWL can be accessed through eCampus.
  - After logging on to eCampus, click on the Community Tab at the top.
  - Type “Owl” in the search field and click “Go.”
  - Next, click on the double drop-down arrows next to “NLC-OWL2,” and then click on “Enroll.”
  - Once enrolled, students can receive services from the OWL.
- The Blazer Internet Lounge with 12 computers, additional open seating, and WiFi Internet access.

For more information or to schedule a tutoring appointment, come by A-332 or call 972-273-3089.

TESTING CENTER (A 425)
Monday-Thursday: 8:30 a.m. – 8:00 p.m.
No tests will be issued after 7:00 p.m. Other cut-off times may be in effect for specific exams by the instructor’s direction. All exams collected at 8:00 p.m.
Friday-Saturday: 8:30 a.m.-3:30 p.m.
No tests will be issued after 2:30 p.m. Other cut-off times may be in effect for specific exams by the instructor’s direction. All exams collected at 3:30 p.m.

Sunday – CLOSED

If you require you to complete an exam in the Testing Center, be sure to have the following information when you request you test:

1. Instructor's name
2. Subject, course number, and section number (e.g. Speech 1311.7011)
3. Exam number (1st, 2nd, 3rd, etc.)
4. Exam deadline (Get this information from your instructor. The testing staff cannot look up this information on computers). You should also bring the following supplies:
   - Pencil
   - Scantron answer sheet
   - A Test Request Form must be completed before entering the Testing Center.
   - Money for coin-return lockers (quarter). Please do not share lockers.
   - Government or school issued photo identification is required & enforced.

You may not bring personal items into the Testing Center. This includes bags, cell phones, and pagers. Please show courteous and cooperative behavior while using the services provided by the Testing Center.

DO NOT bring children to the Testing Center. You must make arrangements for the care of your children prior to your exam date. The police department will be notified of any unattended children.

DO NOT take any testing materials with you when you leave the Testing Center. This includes the test, answers, charts, scratch paper. These items will be attached to your test.

Questions? Please visit the Testing Center (A 425) or call 972-273-3160.

IMPORTANT DATES
Tuesday, November 4, 2014  Schedule becomes “viewable” on web
Tuesday, November 18, 2014  Priority Registration Begins
Monday, November 24, 2014  Regular Registration Begins
Wednesday, January 14, 2015  Registration Ends
Tuesday, January 20, 2015  Semester Begins
Monday, February 2, 2015  Certification / Lock Date
Thursday, February 19, 2015  District-wide Staff Development. NO CLASSES
Friday, February 20, 2015  District-wide Day-of-Service. NO CLASSES BEFORE 5:00pm
Monday, March 9, 2015  Spring Break Begins, NO CLASSES
Monday, March 16, 2015  Classes Resume
Friday, April 3, 2015  Spring Holiday, NO CLASSES
Thursday, April 16, 2015  Last Day to Withdraw with “W”
Monday, May 11, 2015  Finals Week begins
Thursday, May 14, 2015  Spring Semester Ends
Specific Course Learning Outcomes

These are the Specific Course Learning Outcomes that all students must demonstrate to successfully complete each assignment and the course.

1. Students will complete six to nine studio projects on time and as instructed.
   EEO's: 1,2,3,4,5,6,7,8    CCIC's 1,4,5
2. Students will complete library and/or internet research.
   EEO's: 1,4,5,7    CCIC's 1,2,3,4,5,6
3. Students will research material and methods of working with assigned media.
   EEO's: 1,2,3,4,5,6,7,8    CCIC's 1,2,3,4,5,6
4. Students will explore differing concepts for the creation of 3Dimensional art.
   EEO's: 1,2,3,4,5,6,7,8    CCIC's 1,2,3,4,5
5. Students will learn how to evaluate artwork of their peers and their own artwork, during oral critiques
   EEO's: 1,3,4,5,6,7,8, CCIC's: 3,4,5
6. Students will visit one art Gallery as a class field trip.
   EEO's: 1,4,5,8    CCIC's 1,2,3,4,5
7. Students will visit at least one museum on a self directed visit.
   EEO's 1,4,5,8    CCIC's 1,2,3,4,5
8. Students will learn safe studio practices.
   EEO's: 2,6    CCIC's 3,4,5
9. Students will learn studio procedures and practices.
   EEO's: 2,6    CCIC's 1,3,4,5,6
10. Students will work in a team to create a group project.
    EEO's: 1,2,3,4,5,6,7,8    CCIC's 1,2,3,4,5,6

Specific Learning Activities

Each project assignment will have an accompanying handout explaining the requirements of the project, the due date(s) theme and other related information. Students should keep this handout through the duration of the project and refer to the information contain on it. Most project assignments will start with an accompanying lecture and or demonstration of technique. These lectures and demonstrations will be held at the beginning of class.

Exemplary Educational Objectives

EXEMPLARY EDUCATIONAL OBJECTIVES (EEO) in VISUAL STUDIO ART:
This course addresses the following exemplary educational objectives:
This course offers the student the opportunity to explore the creation of three dimensional art. Students will be exposed to three dimensional art through art history and to contemporary art, industrial design and architecture. Students will learn about the principles and elements of design as they relate to three dimensional art. Students will gain technical skills pertaining to the various media of three dimensional art. Specifically upon the completion of this course student should be able:

1. To demonstrate understanding of the formal design qualities of works of art.
2. To demonstrate knowledge of & perform safe, appropriate & professional studio practices.
3. To perform exercises & technical processes using expression, visualization, & critical thinking.
4. To demonstrate an awareness of contemporary & art historical issues, styles, & techniques.
5. To demonstrate a knowledge & understanding of the terms & vocabulary of art.
6. To demonstrate an increased level of craftsmanship in the techniques of studio media.
7. To execute professional standards of presentation of works of art.
8. To demonstrate the ability to analyze, interpret, & make value judgments about works of art.

Core Curriculum Intellectual Competencies

This course reinforces six of the 6 Core Curriculum Intellectual Competencies defined by the Texas Higher Education Coordinating Board. The CCIC’s identified by the DCCCD which are reinforced by 3D Design are as follows:

1. READING: Reading at the college level means the ability to analyze and interpret a variety of printed materials -- books, articles, and documents.
2. WRITING: Competency in writing is the ability to produce clear, correct, and coherent prose adapted to purpose, occasion, and audience.
3. SPEAKING: Competence in speaking is the ability to communicate orally in clear, coherent and persuasive language appropriate to purpose, occasion and audience.
4. LISTENING: Listening at the college level means the ability to analyze and interpret various forms of spoken communication.
5. CRITICAL THINKING: Critical thinking embraces methods of applying both qualitative and quantitative skills analytically and creatively to subject matter in order to evaluate arguments and to construct alternative strategies.
6. COMPUTER LITERACY: Computer literacy at the college level means the ability to use computer-based technology in communicating, solving problems, and acquiring information.
General Education Outcomes

Gen Ed Outcomes are integral to DCCCD curriculum. Gen Ed outcomes are referenced in "Departmental Student Learning Outcomes". In BLUE are Gen Ed outcomes that pertain (in various degrees) to ARTS Ceramic Course curriculum:

Gen Ed Outcome I: Communication Skills
1. Writing: Process and produce effective written) communication adapted to audience, purpose, and time constraints.
2. Listening: Comprehend, and analyze oral information.

Gen Ed Outcome II: Critical Thinking Skills
1. Accurately summarize and evaluate information for elements such as facts, opinions, inferences, presumptions, bias, viewpoints, and arguments presented orally or in writing.
2. Solve problems by constructing, testing, and defending well-reasoned conclusions by applying relevant criteria.

Gen Ed Outcome III: Information Literacy and Technological Competency
2. Select and use appropriate technology.

Gen Ed Outcome IV: Ethical and Civic Values
1. Display integrity, honesty, and fairness.

Gen Ed Outcome V: Cultural Diversity and Global Awareness.
1. Demonstrate understanding of cultural diversity and such influences as history, politics, humanities, technology and science on global societies.

Gen Ed Outcome VI: Workforce and Interpersonal Skills
1. Collaborate effectively and reliably as part of a team.
2. Apply efficient time and task management.

Common Course Student Learning Outcomes

1. Students will participate in group critiques of art created in class; show understanding of 3D design & vocabulary; discuss content ideas; be fair & courteous to others during process.
   EEO 1, 4, 5, 8   CCIC 3, 4, 5   Gen Ed 1.2, 1.3, 2.1, 4.1, 6.1
   This course assignment at 80% proficiency. (see rubric)
   Rubric:
   Exceeds Expectations          Meets Expectations          Needs Improvement
   90-100%                  80%-89%                        70-79%
   Below Expectations        Lacking Participatory Effort
   69% and below             0%

2. Students will create a 3D project using a method of construction; additive, subtractive or assemblage technique.
   EEO 1.3.5.6   CCIC 1.4, 5   Gen Ed 2.2, 3.1, 6.2
   This course assignment at 80% proficiency. (see rubric)
   Rubric:
   Exceeds Expectations          Meets Expectations          Needs Improvement
   90-100%                  80%-89%                        70-79%
   Below Expectations        Lacking Participatory Effort
   69% and below             0%

3. Students will create a sculptural work inspired by (a) a cultural style (b) a historical period or (c) artist from instructor’s list.
   EEO 1.4.5.8   CCIC 1.2, 3.6   Gen Ed 1.3, 2.2, 3.2, 5.1
   This course assignment at 80% proficiency. (see rubric)
   Rubric:
   Exceeds Expectations          Meets Expectations          Needs Improvement
   90-100%                  80%-89%                        70-79%
   Below Expectations        Lacking Participatory Effort
   69% and below             0%

Lecture Schedule

Week 1   Classroom Policies & Procedures, MSDS, What is Art?, 2D Design in 3D, Sculpture Terms, Wire Sculptures, Project #1
Week 2   Design & Form: Automobiles, Project #2, plaster
Week 3   Design & Form: Espresso Machines
Week 4   Project #3, Design & Form: Automobiles, Ceramics, Human Figure,
Week 5   Design & Form: Architecture
Week 6   Group Project, Human Figure, Ceramics, Project #4
Week 7   Spring Break
Week 8   Design & Form: Chairs
Week 9   Project #6, cardboard art
Week 10  Design & Form: espresso machines
Week 11  Project #7, Outdoor Sculptures, Project #8,
Week 12  Artist using multiples, Project #9
Week 13  Student Presentations
Week 14  Final critiques

This lecture schedule is subject to changes, to create the most beneficial class room learning environment.
<table>
<thead>
<tr>
<th><strong>Learning Activity</strong></th>
<th><strong>Learning Outcomes</strong></th>
<th><strong>Assessment</strong></th>
<th><strong>EEO’s &amp; CCIC’s</strong></th>
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<tbody>
<tr>
<td><strong>1. 6-8 Studio Projects &amp; Group Project</strong>&lt;br&gt;Projects will be majority of grade credit for the class. Projects will involve a variety of media and techniques.</td>
<td>Execution of studio assignments in which elements of art, principles of design, application of materials, and rules for organization are the focus.</td>
<td>Completion of assignment and presentation on due date. Group and individual critiques of assigned visual projects based on these criteria: Following assignment instructions; Technique / Skills / Use of Media; Craftsmanship; Presentation; Formal design qualities; Creativity</td>
<td>EEO’s 1,2,3,4,5,6,7,8, CCIC’s 1,4,5</td>
</tr>
<tr>
<td><strong>2. Research:</strong> on artists’ body of work and media techniques.</td>
<td>Each student will perform research on an assigned artist to gain insight into other artist body of work and a variety of media techniques.</td>
<td>Clear concise presentation of criteria requested</td>
<td>EEO’s 1,4,5,7, CCIC’s 1,2,3,4,5,6</td>
</tr>
<tr>
<td><strong>3. Field Trip:</strong> The class will go on a group field trip to experience art in locations other than campus.</td>
<td>Students will be exposed to art by various contemporary and historical artists.</td>
<td>Completion of assignment by participating in field trip. Failure to attend the field trip will result in the loss of one letter grade from final average.</td>
<td>EEO’s 1,4,5,8, CCIC’s 1,2,3,4,5</td>
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<tr>
<td><strong>4. Gallery Visits:</strong> Students will be required to visit a gallery off campus and report their findings. This may be done individually or with a group.</td>
<td>Students will be exposed to art by various contemporary and historical artists broadening the scope of their artistic world experience.</td>
<td>Completion of assignment by visiting a gallery show.</td>
<td>EEO’s 1,4,5,8, CCIC’s 1,2,3,4,5</td>
</tr>
<tr>
<td><strong>5. Critiques:</strong> Each student will participate in oral group and individual critiques of student projects.</td>
<td>Students will gather peer and instructor information on the creative process and craftsmanship of materials.</td>
<td>Completion of assignment by due date and participating in group critique.</td>
<td>EEO’s 1,3,4,5,6,7,8, CCIC’s 3,4,5</td>
</tr>
<tr>
<td><strong>6. Clean Shop Day:</strong> Each student will participate in an assigned clean shop day, Providing for a clean and healthy work environment</td>
<td>Students will learn studio safety and health related studio cleanliness.</td>
<td>Participation in group clean shop tasks. Failure to participate in clean shop tasks will result in the loss of 2 letter grades from final average.</td>
<td>EEO’s 2,6, CCIC’s 3,4,5</td>
</tr>
<tr>
<td><strong>7. Participation &amp; Attendance:</strong> Students should be in class on time, attentive and cooperative in class learning.</td>
<td>Personal contribution to a creative studio atmosphere. Willingness to explore, to try new ideas, and to listen to the ideas of others, Constructive use of time.</td>
<td>Observation of students as they interact in peer critiques, discussions, studio involvement, and attendance.</td>
<td>EEO’s 2,7,8, CCIC’s 5</td>
</tr>
</tbody>
</table>
Supplies & Materials List

Many of these items are project specific so the instructor will direct you on when and what to buy. The following list will be items you will be responsible for during the semester:

**Great Stuff Large Gap Filler** (black labeled can) at least 1 can
**Cardboard boxes** (or plain cardboard)
**Acrylic paint and or spray paint**
**E6000 (glue), wood glue, clear tape**
**Ceramic tools kit**

**Stoneware Clay: "Cone 10 with grog"** (brown or white) 1 – 2 bags (as needed) (2 bags per box)
You may purchase these at Northlake College Bookstore or at Trinity Ceramics in Dallas

Assorted sandpapers
Spray paint / acrylic paint
Kitchen knife, fork & spoon
Large car washing sponge
A mop bucket or tackle box to keep your tools in.

**These items may also be needed:**
Spray bottle
One or more soft brushes
Paint
Masking tape

This is not a complete list of supplies need for this class. There may be other items needed depending on the material you chose to work with or the complexity of your projects. You may also want to invest in:

Work apron
Gloves
Hat to protect long hair

Many of the items on this list you will not need at the till later in the semester.
Your instructor will notify you when they are needed.
If you want a particular color or type of paint you will need to supply it.
The school will provide the means to fire your clay work.
The school will supply the plaster and tools to work the plaster,
The school will supply many (but not all) of the power tools that you may need.
## Grading Rubrics

### Project#1

<table>
<thead>
<tr>
<th>Wire Self-Portraits</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Proper use of assigned materials: wire of several gauges</td>
<td>excellent</td>
<td>20</td>
<td>Good</td>
<td>18</td>
<td>average</td>
<td>16</td>
<td>poor</td>
<td>12</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Design - does the sculpture look like the artist</td>
<td>excellent</td>
<td>20</td>
<td>Good</td>
<td>18</td>
<td>average</td>
<td>16</td>
<td>poor</td>
<td>12</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Design - amount of detail included</td>
<td>excellent</td>
<td>20</td>
<td>Good</td>
<td>18</td>
<td>average</td>
<td>16</td>
<td>poor</td>
<td>10</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Design - degree of 3dimensionality</td>
<td>excellent</td>
<td>10</td>
<td>Good</td>
<td>8</td>
<td>average</td>
<td>6</td>
<td>poor</td>
<td>4</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Craftsmanship: good clean design</td>
<td>excellent</td>
<td>20</td>
<td>Good</td>
<td>18</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>10</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Sculpture-to-base relationship/mechanism to make it stand up</td>
<td>excellent</td>
<td>10</td>
<td>Good</td>
<td>8</td>
<td>average</td>
<td>6</td>
<td>poor</td>
<td>4</td>
<td>none</td>
<td>0</td>
</tr>
</tbody>
</table>

| A | 100 | B | 88 | C | 75 | D | 52 | F | 0 |

### Project#2

<table>
<thead>
<tr>
<th>Plaster carving</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>Rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shape and form faithful to the original model</td>
<td>excellent</td>
<td>10</td>
<td>good</td>
<td>8</td>
<td>average</td>
<td>6</td>
<td>Poor</td>
<td>4</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Degree of accurate detail and texture</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>18</td>
<td>average</td>
<td>16</td>
<td>Poor</td>
<td>12</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Does the Color and finish match the original model.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>18</td>
<td>average</td>
<td>16</td>
<td>Poor</td>
<td>12</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Does the scale (size) match the original model.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>18</td>
<td>average</td>
<td>16</td>
<td>Poor</td>
<td>12</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Degree that the presentation supports the carving?</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>18</td>
<td>average</td>
<td>16</td>
<td>Poor</td>
<td>12</td>
<td>none</td>
<td>0</td>
</tr>
</tbody>
</table>

| A | 100 | B | 88 | C | 76 | D | 56 | F | 0 |

### Project#3

<table>
<thead>
<tr>
<th>Great Stuff</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Proper use of assigned materials: Great Stuff, knee high stocking, wire, &amp; paint, + incorporating other included media</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Design - boldness / adventurousness of design</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Design - overall creativity</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Craftsmanship: is the sculpture well made</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>Effort: amount of time invested in making the sculpture look complete.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
</tr>
</tbody>
</table>

| A | 100 | B | 85 | C | 75 | D | 55 | F | 0 |
### Project #4

<table>
<thead>
<tr>
<th>Human Figure</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Research / interpretation of inspiration artist</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Design - boldness / adventurouness of design</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Design - overall creativity</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Craftsmanship: is the sculpture well made.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Effort: amount of time invested in making the sculpture look complete.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
</tbody>
</table>

A: 100  B: 85  C: 75  D: 55  F: 0

### Project #5

<table>
<thead>
<tr>
<th>3D Painting</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Research / interpretation of inspiration painting</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Design - boldness / adventurouness of design</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Design - overall creativity</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Craftsmanship: is the sculpture well made.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Effort: amount of time invested in making the sculpture look complete.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
</tbody>
</table>

A: 100  B: 85  C: 75  D: 55  F: 0

### Project #6

<table>
<thead>
<tr>
<th>Reconstructed Box</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
<th>rating</th>
<th>points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overall Form: Cleverness &amp; inventiveness of form. Cohesive form.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Design: Creativity, Inventiveness of design, Use of principle &amp; elements of design</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Design: Attention to detail, Inventiveness of construction. Attention to joints, and edges.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Craftsmanship: Attention to detail, Care and skill of construction, Overall care &amp; craftsmanship.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
<tr>
<td>Effort: Amount of time invested in making the sculpture look complete.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
</tr>
</tbody>
</table>

A: 100  B: 85  C: 75  D: 55  F: 0
### Project #7

<table>
<thead>
<tr>
<th>Material choice: does it support the idea and function</th>
<th>rating</th>
<th>points</th>
<th>Design - boldness / adventurousness of design</th>
<th>rating</th>
<th>points</th>
<th>Design - overall creativity</th>
<th>rating</th>
<th>points</th>
<th>Craftsmanship: is the sculpture well made, does it function as designed.</th>
<th>rating</th>
<th>points</th>
<th>Effort: amount of time invested in making the sculpture look complete.</th>
<th>rating</th>
<th>points</th>
</tr>
</thead>
<tbody>
<tr>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Design - boldness / adventurousness of design</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Design - overall creativity</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Craftsmanship: is the sculpture well made, does it function as designed.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Effort: amount of time invested in making the sculpture look complete.</td>
<td>excellent</td>
<td>20</td>
<td>good</td>
<td>17</td>
<td>average</td>
<td>15</td>
<td>poor</td>
<td>11</td>
<td>none</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| Overall Form: Cleverness & inventiveness of form. Cohesive form. | rating | points | Design: Creativity, Inventiveness of design, Use of principle & elements of design | rating | points | Design: Attention to detail, Inventiveness of construction. | rating | points | Craftsmanship: Attention to detail, Care and skill of construction, Overall care & craftsmanship. | rating | points | Effort: Amount of time invested in making the sculpture look complete. | rating | points |
|---------------------------------------------------------------------|--------|--------|---------------------------------------------------------------------|--------|--------|---------------------------------------------------------------------|--------|--------|---------------------------------------------------------------------|--------|--------|
| excellent                                                            | 20     | good   | 17                                          | average| 15     | poor                          | 11     | none   | 0                                                                   |        |        | 0                                                                   |        |        |
| Design: Creativity, Inventiveness of design, Use of principle & elements of design | excellent | 20     | good | 17 | average | 15 | poor | 11 | none | 0 |        |        |        |
| Design: Attention to detail, Inventiveness of construction.          | excellent | 20     | good | 17 | average | 15 | poor | 11 | none | 0 |        |        |        |
| Craftsmanship: Attention to detail, Care and skill of construction, Overall care & craftsmanship. | excellent | 20     | good | 17 | average | 15 | poor | 11 | none | 0 |        |        |        |
| Effort: Amount of time invested in making the sculpture look complete. | excellent | 20     | good | 17 | average | 15 | poor | 11 | none | 0 |        |        |        |

| A 100 | B 85 | C 75 | D 55 | F 0 |