Course Title and Information: ARTS 1312 (3 Credit Hours) Design II
Catalogue 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: There are no prerequisites for this class.

Course Goals: The focus of this course will be to introduce you to the concepts, vocabulary and techniques used in Three Dimensional Design. 3D design is an introductory course that encourages problem solving and experimentation. This course is structured to serve the beginning student and therefore we will introduce a basic knowledge of hand tools as well as working in a wood shop. The students will learn several different techniques in how to create a 3-dimensional form and will also be encouraged to try new processes to achieve the desired results. There will be an emphasis on the elements of design (line, shape/form, value, texture, space and color) and how these elements relate to a 3 dimensional form. The students will also learn how to arrange the elements according to the principles of design: balance, contrast, emphasis, proportion, movement, repetition, rhythm, economy, unity and variety. Students are expected to learn relevant vocabulary used in the studio and apply it when critiquing the work. Continuing Education Students: Students taking the course under C.E. are expected to follow the syllabus and participate in critique with the class.

WORK ETHIC: Students are expected to work during class and outside of class every week. Most of the techniques and materials we will be working with will be new to the student and will require extensive time outside of class to complete the projects to a high standard. Just because a project is completed does not guarantee an A for the project. You will always have the opportunity to remake/fix a project once it is turned in on time.

ATTENDANCE: Students are expected to attend classes, arrive on time and work until the end of class. This is the only time scheduled for students to use the equipment provided in the lab, as well as the use of the instructor’s knowledge. Attendance will be taken every class. Your absence will be calculated into every project. You will be given 1 free absence for each project (project last about 4 weeks). Every absence after that and you will drop a letter grade. If you miss the day of critique you must turn in your project the next class period, and you will lose all of your critique participation points. It is your responsibility, not the instructor’s, to make sure you obtain any information missed. Demonstrations and presentations are done at the beginning of the class and contain a lot of information so arrive on time. Tardiness will also negatively affect your grade, you will have a 5 minute grace period and after that 3 late arrivals will count as 1 absence.

CELL PHONES/PDA’S LAPTOPS or HEADPHONES: Very simple rule here: turn them off while others are speaking in class. I have been known to answer student phones and say totally bizarre things about why you cannot come to the phone! Please keep them turned off when others are presenting in class so that you may give them your full attention. No text messaging please. This time will fly by and it will be beneficial to you to make the most of it. We are in class together so I will encourage you to talk to one another, give advise, ask questions and share ideas. The only good reason for your electronic device to be on during class is to look up something that relates to the class!

Safety: In this class the students will be working with a variety of equipment, from hand tools to industrial machinery. Safety will be our #1 priority to insure that we have a successful semester. There will be proper clothing requirements and safety requirement that need to be followed in order to work in this studio. Dust masks and eye protection must be worn when necessary and close toe shoes are required whenever you are in the studio. If there is any equipment that you have not been given a demonstration on then you must have the instructor there to assist in using the tool.
**DRESS CODE:** For student safety, we require a dress code when you are in the studio.
- Closed toed shoes (preferably leather tops and rubber soles)
- No heels or slippery shoes in the studio
- When casting students will be required to wear boot covers if they do not have proper shoes on.
- No spaghetti strap tank tops (no mid-drift showing)
- No skirts or dresses without pants/tights or leggings on underneath
- Shorts that go down to the knees (or wear an apron while in class)
- Tie long hair back in a bun
- No loose clothing (scarfs and hoodies need to be taken off while in class)

**Open Studio Hours:**
Monday/Wednesday: 9am to 1:20pm/ 4:30-6:30pm  
Thursday: 12 to 1:20pm  
Friday: 9am to 3pm  
**THE WOOD SHOP IS ONLY OPEN WHEN NATALIE and/or ADAM ARE PRESENT**

**Assignments:**

**Sketchbook Project:** 100 pts.  
Students will turn in their sketchbook at the end of every project and graded based on research, exploration and planning for each project. Photographs, scraps of material, drawings, notes, and measurements can all be included in your sketchbook.

**Project: Moving Planes in Space 100 pts.**  
Students will work in the woodshop to create non-objective sculptures using plywood, masonite and aluminum flashing. One part of the sculpture must be kinetic. Students will design the form using an exercise in observation and language.

**Project: Cast, Mold, Cast, Mold, Cast, Cast, Cast 200 pts.**  
**Part a:** Students will work in Tinkercad to create a 3D object that will be 3D printed.  
**Part b:** Print will be molded and cast in wax several times and cast in metal

**Project: Installation 100 pts.**  
Students will find a location and create a socially engaging installation on campus.

**Paper/Presentation: Sculpture, Now and Then 100 pts.**  
Students will write an opinion paper about a contemporary sculpture and give a 5-10 minute presentation on the artist’s work.

**Student Learning Outcomes:**  
Upon successful completion of this course, students will:
1. Identify and apply the elements of art and principles of three dimensional design.
2. Employ discipline specific vocabulary in the evaluation of three dimensional design problems.
3. Demonstrate creative skill in aesthetic problem solving within assigned parameters.
4. Demonstrate an appropriate level of professional practice, including safety, craft and presentation.  
*This syllabus is subject to change at any time during the semester*

**Sketchbook:** This will be used to keep all sketches, plans, ideas and thoughts about the projects. It may also include notes on class demonstrations, visual references, and notes on historical research into techniques. Sketchbooks will be used to discuss proposed projects and be turned in with each project.

**Recommended Reading:**  
“Sculpture” Magazine
Good Art Blogs:
www.dailyserving.com
http://hyperallergic.com
http://www.contemporaryartdaily.com
http://www.recentfuturearchive.com

GRADING: Your grade will be based on the average of 4 projects and a paper/presentation. The percentages are as follows: Each Project and the Paper/Presentation are worth 100 pts. Totaling 500 points.

A= 450 to 500 points, B= 400 to 449, C= 350 to 399, D= 300 to 349, F= 299 or less
Rubrics are in ecampus: Grade Center, students can view specific requirements for each project.

1. Sketchbook/ Model out of paper
2. Concept/Design
3. Craftsmanship / Construction
4. Critique/Participation

Sketchbook/Planning
- At least 10-15 possible sketches for each assignment
- A complete 3-D model (when necessary)
- Notes on demonstrations and vocabulary
- Notes on your design concepts, technical problems and any resulting design changes

Concept/Design
- An increase of the 3 dimensionality of your work
- Exploring the materials to the fullest extent
- Avoidance of pre-existing designs or symbols – all new, original designs

Craftsmanship / Construction
- Solid, stable construction
- Accurate lines, edges, fittings, etc.
- Complete and purposeful finished textures – rough or smooth

Critique/ Participation
- Arrival on time – door will be closed 5 minutes after class start time and you will be late. 15 points will be deducted from you total project grade if you miss critique; you have until the next class period to turn in your project.
- Come prepared- bring sketchbook, project handouts, completed project and any experiments or early attempts

A= Excellent work: Requirements for the course have been more than fulfilled and the art work has been developed beyond previous levels. The work must show excellent intellectual skills and concepts, technical skills, and control of the medium.

B= Very good work: The art work and the student’s class participation shows competence in skill development, craft, and control of the medium with an understanding of conceptual concerns in the context of the medium.

C= Average work: Requirements for the course have been fulfilled adequately with satisfactory work quality. Class participation is adequate.

D= Poor work: Requirements for the course are not adequately fulfilled.
F= Failure:  No attempt has been made to fulfill requirements for the course

Brookhaven College Syllabus Addendum:

Academic Calendar:
https://www1.dcccd.edu/catalog/GeneralInfo/AcadCalendar/academic_calendar.cfm?loc=BHC

The professor has the right to change the syllabus at any point in the semester

3D Design

Supply List
Safety Equipment!!
Eye protection
Ear protection (simple ear plugs)
Respirator (YOU MUST HAVE THIS TO PARTICIPATE IN THE FINAL PROJECT)
Apron to protect skin and clothing
Rubber and leather gloves

General Art Supplies
Masking tape  Ruler
Sketchbook  Scissors
Pencil  Bristol Board (or Manila Folders or Cereal Boxes)
Wire cutters/Pliers  Sharpie Marker (extra thin)
X-acto Knife or Utility Knife with replacement blades

PROJECT 2
Plywood (good on 1 side, no thinner then 1/2") (2) 4’x 4’ panels
Sandpaper (80, 120, 220 grit) 3 sheets each (buy the 9”x 11”sheets)
Old rag

PROJECT 2A and 2B
3A: Supplies will be specific to each students project.
3B: Polyurethane Rubber - can be purchased at Brick In The Yard (B.I.T.Y.) 214-575-5600
(tell them you are a Brookhaven Student for student discount)
521 Sterling Drive, Richardson, TX 75081

Poly 74-24 Pint Kit $26.50 or
Poly 74-24 Quart Kit $50.00 and share it with another student
Found Objects
Rubber Gloves

PROJECT 3
This will change with each student

PROJECT 4
Steel sheet (dimensions depend on your design)
Steel rod
leather gloves
Dark glasses (welding grade or helmet) (this is optional)

This is just a basic list for materials and tools that could be needed in this class. Students should have a small toolbox or rent a locker through the school to make sure you always have the supplies you need for class. I understand that supplies can be expensive but most of these items you will most likely have around the house. Other materials may be asked of the students throughout the semester. It is difficult to predict everything that is needed because each project will have different needs.