Design 2—3-D Design
Arts. 1312. (63501-1255115)
(Spring 2020)
(January 21 – May 15)

Professor: Simeen Ishaque
Email: sishaque@dcccd.edu (best way to communicate)
Office Phone Number: 214-860-8624
Office Number: E46
Office Hours: By appointment Preferably before class starts
Meeting Days & Time: M-W 06:00-08:50 PM
Room Number: (W 77)
Credit Hours: 3
LECTURE HOURS: 2 LABS HOURS: 4

Division: ARTS AND COMMUNICATIONS
Office Hours: M-R 8 AM - 7 PM; F 8 AM - 5 PM; Closed Weekends
Office Phone: 214-860-8624
Office Location: E40

TEXT:
There is no textbook required for this class.

SUPPLIES:
See Supply List

METHODS OF TEACHING:
Class will be taught with demonstrations, lectures, slide presentations, hand-out materials, and field trips.

TEXAS CORE OBJECTIVES:
The College defines essential knowledge and skills that students need to develop during their college experience. These general education competencies parallel the Texas Core Objectives for Student Learning. In this course, the activities you engage in will give you the opportunity to practice two or more of the following core competencies:
1. Critical Thinking Skills - to include creative thinking, innovation, inquiry, and analysis, evaluation and synthesis of information

2. Communication Skills - to include effective development, interpretation, and expression of ideas through written, oral, and visual communication

3. Empirical and Quantitative Skills - to include the manipulation and analysis of numerical data or observable facts resulting in informed conclusions

4. Teamwork - to include the ability to consider different points of view and to work effectively with others to support a shared purpose or goal

5. Personal Responsibility - to include the ability to connect choices, actions, and consequences to ethical decision-making

6. Social Responsibility - to include intercultural competence, knowledge of civic responsibility, and the ability to engage effectively in regional, national, and global communities.

STUDENT LEARNING OUTCOMES:
1. Demonstrate knowledge of the elements and principles of three-dimensional design.
2. Demonstrate creative problem-solving skill.
3. Develop the ability to evaluate critically one’s own artwork and the work of others.
4. Develop the cognitive and motor skills necessary to translate an idea into three-dimensional form.
5. Develop technical and artistic skills with a variety of three-dimensional media.

COURSE REQUIREMENTS:
1. Read all textbook assignments.
2. Participate in class critiques.
3. Complete all exercises, and composition assignments.
4. Attend all scheduled classes.
5. Complete all tests and exams.

NOTE: A general rule applying to all college art courses is that the student should expect to spend the same number of hours on course work outside of class each week as the number of hours scheduled in class.

METHOD OF EVALUATION:
Grades will be given on every design project. These grades will be based on the quality of work, fulfillment of project objectives, creative process, and overall design. Students are expected to work on projects outside of class. All projects
are due at the beginning of class (unless otherwise specified) on the assigned date. Projects must be ready for critique or will have a 10 point grade deduction. Late work will be accepted ONLY if the project is turned in the next class meeting- all late work will have a minimum 20 point grade deduction. **Late work will not be accepted after the next class meeting from the due date unless and until a very genuine reason with proofs is provided.** Grades for assignments will be given on the following scale:

A=90-100  900—1000  
B=80-89  800-899  
C=70-79  700-799  
D=60-69  600-699  
F=below 6000  Failure

**Grading weight** for this course will be computed as follows:

- 60%  Project Assignments (the lowest of 7 will be dropped from final grade)
- 5%  Studio cleanup
- 15%  Daily participation
- 5%  Critique Participation
- 10%  Attendance
- 5%  (Periodic quizzes will also be given.)
- 100%  total  **1000 possible points**

**ATTENDANCE:**

Attendance is **very important,** as most of the projects will be done during class time. **More than two absences or tardiness** will lower your grade, depending upon the time missed from the class. If you have a medical reason after that, a certificate from the Doctor will be required. **Do not miss the day of the lectures and critiques!**

Total 100%

The grades on the assignments will be based on:

1) Composition  (understanding of principles and elements)
2) Concept  (critical thinking and ideas)
3) Craftsmanship  (a neat and tidy project)
4) Completeness  (all parts of the project finished)
5) Punctuality  (work day class time utilized to work, project turned in on time)

90-100 = A  Excellent
80-89 = B  Above Average
70-79 = C  Average
60-69 = D  Below Average
Below 60  Failing
An excellent attendance record and effort made throughout the semester will also be considered for the final course grade.

Class Critiques

Class critiques of your own work as well as others' will play a vital role in understanding the various aspects of design. Thus, not only will you learn from your own efforts but also your peers'. The critiques will foster your critical thinking skills by familiarizing you with the thought processes necessary to analyze and evaluate the formal and conceptual elements and principles of art. As a result you will learn that while there is no hard and fast rule in creating a visually appealing design, it is essential to learn and understand how these elements work.

Due Dates for the Projects, Critiques and Quiz (please also refer to the course calendar)

Will be given in the next class.

SUPPLIES:
See Supply List

STUDENT LEARNING OUTCOMES:
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4. Develop the cognitive and motor skills necessary to translate an idea into three-dimensional form.
5. Develop technical and artistic skills with a variety of three-dimensional media.

COURSE REQUIREMENTS:
1. Read all reading assignments.
2. Participate in class critiques.
3. Complete all exercises, and composition assignments.
4. Attend all scheduled classes.
5. Complete all tests, quizzes and field trips.

NOTE: A general rule applying to all college art courses is that the student should expect to spend the same number of hours on course work outside of class each week as the number of hours scheduled in class.

Attendance is mandatory because:
A. Observing the demonstrations is crucial to understanding the assignments.
b. Students who produce their art projects during scheduled classes have the opportunity for individual help from the professor.
c. Working during scheduled classes provides the discipline needed to complete the assignments on time.
d. Class attendance is directly correlated with successful achievement in college.

**COURSE DELIVERY METHOD:**

The professor may use lectures, slides, video, PowerPoint presentations, internet exercises, class tour to college and university galleries, classroom discussions, demos, hands-on exercises.

[https://www1.dcccd.edu/catalog/GeneralInfo/AcadCalendar/cal1819.cfm](https://www1.dcccd.edu/catalog/GeneralInfo/AcadCalendar/cal1819.cfm)

**Electronic Devices:**

*No use of cell phones or any other electronic devices* unless used to take notes or record lectures or take images of.

Strictly no TEXTING or TALKING on PHONES in class as it is extremely distracting to other students and to the instructor!!

The withdraw date for this class is [SEE COURSE CALENDER](https://www1.dcccd.edu/catalog/GeneralInfo/AcadCalendar/cal1819.cfm).

**Institution Policies:** Please visit [www.mountainviewcollege.edu/syllabipolicies](http://www.mountainviewcollege.edu/syllabipolicies) for a complete list of institutional policies (Stop Before You Drop; Withdrawal Policy; Repeating a Course; Financial Aid; Academic Dishonesty; Americans with Disabilities Act Statement; Religious Holidays; and Campus, syllabus disclaimer, Emergency Operation Plan and Contingency Plan).

**Disclaimer Reserving Right to Change Syllabus:**
The instructor reserves the right to amend this syllabus as necessary.

**IMPORTANT NOTE:**

If you have any questions about this syllabus, class assignments, text readings or the grading procedures, **please ask**! If you have any problems with the first test ask me about additional study recommendations. **If you find it necessary to drop this course, please talk to me before you drop!**
SUPPLY LIST

Home Depot:

Ook 20 gauge 175ft steel galvanized wire UPC # 4922350134
OR
16 gauge 200 ft UPC # 4922350143
½”X24”X4” MDF Board UPC # 114910095
Husky 5- Piece precision pliers set with case UPC # 9187600171
PerforFance Select Latex coated gloves all purpose gloves
UPC # 73191905081 small  Green
2 medium Yellow
3 large Blue
4 x-large Brown

Poultry netting 2’X10’ 20 gauge UPC # 9971303228
Norton Multisending sponge UPC # 7660749502
Superglue multipack gel form UPC # 7375415232
dowel rods; the thinner the better
Other Assorted Materials from Lowes, Michael’s, Hobby Lobby, Bitty Mold, Asel or College Bookstore:

Sketchbook 9X12” or larger
A pad of Bristol board
X-acto knife with extra blades
I cardboard or foam core
duct tape
2 decks of playing cards,
cheese cloth,
assorted fabric,
string color of your choice
wood glue
file/rasp
firing or modeling clay
A tool box

More specifics on materials will be given with each design project.