

Department: Visual Art

Course Name: 3D Design Concepts

Course Description:

This fall semester course is designed for highly motivated students who have taken at least one upper school visual arts class. Students will be introduced to thinking about our connection to the visual world around us. Letting this thought process guide them, students will be given a variety of three dimensional, conceptually based projects from building modular art, to cardboard structure and altered objects. Students will draw on experience from their life, cultural influences and academic coursework in the development of their ideas. In addition to studio production students will be introduced to a variety of contemporary and 21st century artists, practice thinking critically and analyze work. Prerequisites: Foundations in Art and Studio I, Ceramics I or Photo I

Content:

Conceptual 3D artwork in a range of materials
An introduction to visual literacy
Shading and value development
Linear and atmospheric perspective
Color theory
Visual narrative
Artistic integrity
Art criticism
An introduction to Contemporary and 21st Century Artists
Content specific vocabulary
Presentation, display and photographing their work.

Skills:

Introduction to composition in the round
Introduction to working three dimensionally with a variety of media.
Understand and practice artistic integrity throughout all the work produced in this course.
Apply basic techniques to more complex experimental processes and materials with confidence.
Create successful compositions in the round using the elements and principles of art.
Recognize strengths and weaknesses in their work as well as the work of their peers through the process of critique and written evaluation.
Prepare and submit work for displays, exhibits and juried shows.
Creation of a body of work that reflects the synthesis of conceptual ideas, technical skill and the creative process.

Text and Materials:

Equipment, tools and materials appropriate to course
Information is gathered online as well as from videos and reference books.

This course will have a supply list and a \$60 fee to cover consumable project materials.

Methods of Instruction:

Guided dialogue accompanied by visual media.
Guided practice and individual instruction
Demonstration of projects broken down into sequential steps
Collaborative class critique

Museum and gallery experiences both virtually and potentially in person

Methods of Evaluation:

Grading contracts that include investment, accountability, and participation

Resolution of assignments that reflect both strong technical aspects.

and divergent, creative decision

Individual critique and portfolio review

Timely completion of major class assignments according to clearly stated objectives.

Documented independent time spent on projects from development through completion.

Ongoing independent weekly sketchbook work

Collaborative class critique

Appropriate use of class time and supplies

