ARTD 113
Three-Dimensional Design
3 Credits: (2 Lecture hours and 3 Laboratory hours per week)

Community College of Baltimore County
Common Course Outline

Description

ARTD 113 – Three-Dimensional Design: Focuses on idea development using both traditional and nontraditional three-dimensional materials and media. A hands-on approach is used in modeling, casing, carving, assemblage, mixed media, installation, and time-based artwork. Exploring a variety of subject matter, the student will produce representational, abstract, and non-objective artwork. This course prepares students for intermediate-level visual arts courses in both transfer and career programs in art, design, and interactive media. It may also be taken for personal enrichment.

Pre-requisites: ACLT 052 or ACLT 053 or permission of the program coordinator

Overall Course Objectives

Upon completion of this course, students will be able to:

1. Use traditional and non-traditional media;
2. Identify the physical manifestations of form;
3. Use the degrees of dimensionality;
4. Describe the contours of objects using the element of line;
5. Recognize the tactile qualities of objects through texture;
6. Define the role of light in three-dimensional design;
7. Organize a composition using the elements and principals of visual organization;
8. Employ the principals of three-dimensional design;
9. Differentiate between visual subject matter; and
10. Demonstrate shop safety and the proper use of tools.

Major Topics
I. Media
   a. Wire
   b. Clay
   c. Plaster
   d. Wood
   e. Found objects
   f. Environments
   g. Light
II. Form
   a. Positive forms
   b. Negative space
   c. Organic forms

The Common Course Outline (CCO) determines the essential nature of each course.
For more information, see your professor's syllabus.

d. Geometric forms
    e. Static forms
    f. Dynamic forms
    g. Kinetic forms
III. Dimensionality
    a. Relief
    b. Three-quarter works
    c. Freestanding works
    d. Environmental works
IV. Line
    a. Contour line
    b. Cross contour line
    c. gesture
V. Texture
    a. Natural
    b. Worked
    c. Visual
VI. Light
    a. Value
    b. Source
    c. Light as a medium
VII. Composition
    a. Scale
    b. Balance
VIII. Design Elements
    a. Repetition
    b. Variety
    c. Rhythm
    d. Balance
    e. Emphasis and economy
    f. Proportion
IX. Subject Matter
    a. Representational
    b. Abstraction
    c. Stylized
    d. Non-Objective
X. Content
    a. Emotional
    b. Intellectual
    c. Symbolic
    d. Narrative Implications

Course Requirements

Grading will be determined by the individual faculty member, but shall include the following, at minimum:

- Artist research notebook that includes information on at least 35 different artists

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- A minimum of eight projects incorporating a variety of traditional and non-traditional media
- Portfolio of all projects completed during the course

Written assignments and research projects: Students are required to use appropriate academic resources in their research and cite sources according to the style selected by their professor.

<u>Other Course Information</u>
This course is a foundation/core course within the Institute of Art, Design, and Interactive Media. Individual faculty members may include additional course objectives, major topics and other course requirements to the minimum expectations stated in the Common Course Outline.

Date Revised: 2/13/2017