ART 355, Intermediate 3D Design, ID Track
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This course offers an experience more focused in training students' ability to conceive three dimensional ideas in their mind. It also requires stronger connection to Interior Design when developing and interpreting the value of projects. To comply with the Interior Design Major Accreditation's emphasis, all projects must be preceded and developed with well-executed conceptual drawings which will become a part of the grading criteria.

Learning Outcome:

Students will experience handling of a variety of sculpture media. (PLO 1)
Students will create personal fine arts objects which relate to the ID focus. (PLO 2, 4)
Students will appreciate 3D arts as a means of personal communication. (PLO 4)
Students will gain skills and safe handling techniques using a variety of hand and power tools.

Objectives:

To develop skills to construct 3 dimensional images in their mind.
To learn to handle real life material in the fabrication of the art work.
To design art works relating to the practical and the conceptual environment
To cultivate creative thinking by developing individual solutions to each problem.
To connect values of life, cultural diversity and faith with fine arts concepts.
To learn to understand self and others through critique and discussion.

This course focuses on developing the skill to express their personally meaningful ideas through creative process. Students are encouraged to consider the following elements: faith & reason, logic & intuition, symbolism & realism, expression & expectation, material possibilities & varied effects, original vision & translation to form, completion & reflection, presentation & feedback.

Research requirements:

Individual research is a vital part of quality learning. This includes reading, personal experimentation and viewing artwork (museum, periodicals, internet.)It will be important to explore many avenues of information especially during pre-production design development.

Books on contemporary art of any medium are good for research. A small selection of books are available for in class review.

Writing requirements:

#1 Professional Report: All ID Track projects must have particular ID function for a designated/intended space. All projects must be accompanied with a professional description of the intended space, its function, scale and intended users. Written, drawn

and photographic materials will be included, along with descriptive and illustrative materials covering the design process with concept and materials justification.

#2 Leaning reflection and changes in your consciousness resulting from this course. (Use "Reflection Guide")

Oral requirement:

Be able to explain your work, project ideas, work experience and technical information during critique and regular class. Plus/minus of points may be applied.
Take a leading role in class critiques.

Project requirements:

4 projects (10 works) must be completed. The following three design values must be considered to develop your work ideas.

A. Traditional values: Technical excellence, reference to historical or cultural connections, elegance of design, challenge difficulty.
B. Personal values: Creative originality, unique thinking, personal meaning.
C. Cultural values: Human and global concerns expressed through symbolism and design to create content and promote healthy values in self and society.

Project #1:From Flat to Form - Exploring the third dimension. Use paper, cardboard and other recycled materials to explore and understand Elements and Principles of Design: point, line, shape, light & dark, color, mass, volume or space and scale, proportion, balance, harmony, rhythm, direction, contrast and emphasis. Stress will be on getting the most out of common materials, strategies for developing ideas, using tools safely. ID track will generate and translate ideas into models for functional objects, spaces or furnishings.
Due by: Thursday, September 13,(3rd week.)

Project #2:Media and Methods - Additive and subtractive techniques for creating sculptural, but functional forms. This is a two phase assignment with an expectation of two finished artworks. Students will gain experience modeling and carving in the round and in relief with a variety of media including, but not limited to: clay, wood, papier mache and plaster. Special attention will be paid to creating spatial identity through varied treatment of architectural features and surfaces.
Due by: Tuesday October 9,(7th week.)

Project#3:Fiber, Non-traditional, Soft and Environmental Sculpture. Incorporating hard and soft, natural and man made materials into forms and spaces which challenge expectations about art and landscape using repeated elements and processes. Weaving, sewing, lashing, wrapping and knotting will be employed. Create a screen which divides space in an interesting and practical way.
Due by: Thursday, November 1,(10th week.)

Project#4: Metal, Kinetic and Assembled Sculpture. Time, space, motion, color and balance will be the focus of studies in selected metals and metal constructions and connection techniques. Finished work will have at least one kinetic/moving part. Design a captivating feature for an entry space to an important/prominent, local building of your choice. Be able to explain your selection and how your project will enhance the public's experience.
Due by: December 1,(final week.)

*Project readiness (concept, material, work process, design effect, etc.)
*Mid-point check (progress review, change possibilities, time, material, etc.)

Tools and materials:
Utility Knife, scissors, tape, glue, small metal working tools, etc. will be provided for class use and sharing. Any suitable tool of your own is welcome, make sure it is labeled. Material will be discussed before each project.

Class conduct policy: **(Respect for others is an absolute Rule.)**
No CD or radio playing permitted including all personal music listening device.
No drop-in friends or visitors in the class allowed.
No class tool should be taken out of the classroom or for the home-work use.
Turn off cell phone before coming into the lab.

Grading standards:

POINT SYSTEM FOR GRADING PROJECTS

* Grades are not given, but **earned** by your performance.

A. (93-100) Outstanding achievement with unusual strength in creativity and originality in concept and design, performed with a supreme control of technique. Highest level of understanding on all subjects of the course. Perfect or near perfect attendance and participation throughout the semester.
B. (85-92) Superior work with a high degree of creativity, originality and technical mastery. Very good understanding of the subjects in this course. All the requirements for the course are completed with an above average level of competence. Near perfect attendance and participation throughout the semester.
C. (77-84) Average work with a touch of originality and an adequate level of technical skill. Acceptable level of understanding of the subjects in this course. All the requirements for the course are completed adequately. Very good attendance with make-up work covering all missed class hours.

D. (70-76) Below average work with a lack of originality and a low level of technical skill. Barest basic understanding of the subjects of the course. Poor attendance, Poor interest in the subject and/or poor completion of requirements.

F. (below 70) Failed to grasp even the minimum level of understanding for the course. Excessive absence and/or lack of interest in the course. Participation deemed unacceptable.

ATTENDANCE POINT SYSTEM

You must attend all classes for satisfactory participation, understanding of information and achievement of high quality work in all projects. 30 points for attendance are calculated into the points you earn for your grade. Missing 1 hour is a loss of 1 and ½ points. Missing 20 hours (10 days) results in failing the course, even with the highest quality projects and other requirements completed. You must be on time for the class and must put in full class hours of work. Late for class and leaving early are counted in loss of points accordingly. A half of the loss of points for a one-day absence caused by an inevitable situation can be recovered by the same hours of work outside the regular class time immediately following the missed day. This must be done through the instructor's approval, and the progress of your work must be checked for its quality. **Up to 5 times make-up work may be credited, but no more.** Trying to recover the lost points much later is not accepted, although you are expected to put in the work sometime to satisfy project requirements. Working on your own outside the class hours is never credited for the participation.

Participation in class is the most important requirement.

Ceramics or Sculpture courses must be understood as **college level fine arts research** course. They are offered as academic elective requirement in liberal arts program of Chaminade University. They are not offered as recreational activities.

Distribution of points

Attendance	30
Project #1	15
Project #2	15
Project #3	15
Project #4	20
Self-conduct	-5 each offense

(Respect for everyone's right to learn without disturbance is absolutely sacred.)

Essays are to be included in each project as required documentation

- 5 points if not turned in on each project.

Service learning credit: Individual arrangement needs approval.

Project Evaluation Criteria (% value for each criteria is up to the instructor's discretion)

Technical achievement
Creativity and originality of concept
Design excellence
Quality of completion and presentation

No incomplete grade is given for a lack of time to finish projects or other requirements. All requirements must be completed by the last day of instruction. Final grades are determined by the accumulation of points and the degree of progress in learning throughout the semester. Repeat offenders or serious violators of class conduct standards whether immature or inconsiderate, shall be expelled from class and taken off the class roster

ACADEMIC GOALS

While academic goals are measurable in points, there are many intangible goals fine arts courses aim for students to achieve. They are all part of the important values for developing a wholesome person through working in a shared learning environment with a highly responsible attitude.

1. Promote confidence in decision making and potential capabilities.
2. Develop mature organizational skills and patience.
3. Learn to appreciate differences in point of view and interpretation and value diversity.
4. Learn to connect academic values to the development of healthy personal values.
5. Broaden the spectrum of appreciation for art and culture.
6. Learn to accept the responsibility for one's own accomplishment.
7. Achieve personal goals relating to the course.

FALL 2012	3 - D DESIGN	255, 355, 355 ID
Dates	Tuesday	Thursday
August 28, 30	Orientation & Guidelines. Intro & review elements of design. Dimension project: from point to line to plane.	Paper/cardboard construction. Begin P1: From flat to form. ”Rules” &Principles of Design
September 4, 6	Curves & waves, bending forms in space. Models, sketches & methods for exploring ideas.	Surface: pattern, texture & color.Open & closed forms. Mass & Volume
11, 13	Edge, directional emphasis & axis. Complete P1. Document w/ water color sketches, 2 views.	P1 Critique
18, 20	P2: Media & Methods, Additive & Subtractive Techniques. AV presentation: Figures as Examples	Research artists, styles & subjects. Create idea sketches & models. Make gesture drawings from student poses.
25, 27	Develop wire armatures. Demo adding clay or other material to create form. Discuss proportion.	Focus on essence or exaggeration. Complete additive phase. Demo carving firm clay or other media. Tool intro.
October 2, 4	Carving work day	Surface refinement & finishing. Written reflection: Advantages & challenges of additive & subtractive method
9, 11	P2 Critique	Begin P3: Fiber, repetition of process and form. Rythm, Harmony &Unity w/ variety. Process Demo & examples
16, 18	Wrapping, lashing, knotting & incorporation of hard & soft, man-made & natural materials.	Sewn objects: Soft sculpture. AV presentation: Christo & Claus Oldenburg examples. Discuss scale. Sketch ideas.
23, 25	Choose design. Consider as one unit of many. Create environment/ context. Workday	Workday
30, November 1	Complete P3, make drawing of project as if it were a series	P3 Critique
6, 8	Begin P4: Metal, Assembly, Kinetics. Calder, Rickey... Sketch ideas	Discuss & demo cutting & shaping chicken wire, wire, sheet metal. Tools & safety. Last day to withdraw.
13, 15	Experiment w/ connections & techniques, balance & motion	Workday, complete kinetics
20, 22	Molds, casting & multiples other metal possibilities.	Thanksgiving, No Class
27, 29	Complete P4. Written reflection on most and least preferred materials and methods	Pot sale preparation
29, December 1	Written assignments due	P4 Critique, Clean lockers