

SYLLABUS

ARTT 200

THREE-DIMENSIONAL FUNDAMENTALS

PROFESSOR	Foon Sham
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Pre-requisite:	ARTT 100

Broad Purpose:

This course is an introduction to the making of objects occupying a three-dimensional space. The course will involve students in the conceptualization development, and construction of forms which functions both aesthetically and structurally. Concepts developed in previous courses will be applied in this course and further developed in regard to 3-D. Various materials will be introduced.

Course Objectives:

Upon successful completion of this course, students will be expected to:

- A. Apply three-dimensional design principles and concepts in the process of art making.
- B. Determine the capabilities of materials and be able to use them effectively.
- C. Incorporate structure and function into the aesthetics of objects.
- D. Identify volume, weight, depth and actual texture of objects of forms.

Teaching Methods:

Lectures – Lectures, usually accompanied with slide presentations will be given to introduce projects for students to understand the nature and principles of design involved.

Critiques – Group criticism and discussion will be an essential tool in developing a comprehensive knowledge of the elements of design and their use. Students are encouraged to take this opportunity to learn from others.

Demonstration – Specific use of tools or equipment will be demonstrated to help students acquire new skills.

Field Trips – Field trips will be arranged if there are current exhibitions or seminars that are related to the materials discussed in class.

Individual Conferences – Occasionally, a one-to-one basic discussion will be held to help a student with a specific need or problem.

In-Class Criticism – Students are required to work in class during studio hours so that hands-on instructions can be given to projects in progress.

Grading Policy:

A. Project Achievement – Approximately five (5) projects will be issued during the semester. Criteria for grading design solutions will be based on:

1. Concept – Originality, creativity and effectiveness of the solution
2. Aesthetics – Visual impact and beauty
3. Presentation – Craftsmanship and effective use of materials

The quality of design solution will be determined by the instructor using these criteria as a guide. Letter grades will be employed to evaluate projects.

- A** Excellent original idea, creative and effective solution to the problem, superior quality and craftsmanship
- B** Above-average quality of the above
- C** Average, expected quality with satisfactory achievement
- D** Poor quality, misunderstanding of the assignment, abundance of mistakes
- E** Failure to fulfill the objectives of the assignment, unacceptable quality

Projects turned in late will automatically be graded 1/3 of a letter grade per class lower than its actual grade. Projects will not be accepted later than one week past the due date.

B. Attendance – Attendance at all classes is strongly recommended.

Attendance will be taken some time during each class. If you are late for class and attendance has already been taken, it is your responsibility to make your presence known by informing me or the TA. Otherwise, you will be marked absent. Coming in late and leaving early are to be recorded.

The attendance policy for this course requires you to attend 90% of all class sessions during the semester. Any unexcused absences beyond 10% (three) will likely do serious damage to your participation grade. A minimum of 80% participation is required to pass the course. If you are absent beyond required participation due to serious medical reason, you may file an incomplete (I) submitted with medical documentation to the Department of Art to complete the course work beyond the semester.

C. Participation – (worth one project grade)

Overall participation in class discussions (critique/ black board), in-class working performance, including completed class projects, field trips, and attitudes towards learning. This is one of the ways to measure your progress and the only evidence that you have worked on the project you submitted for grading.

Topics of Discussion and Possible Projects

Select five from the following.

1. Using wood scraps, create an abstract sculpture by using a variety of cut out forms by a band saw. Tools are limited to drills and simple electric hand tools.
2. Repetition – Using a large number of ordinary found objects, to create a larger extraordinary structure by repeating at least a hundred times.
3. Report on a selected 3D artist; make a sculpture based on the style and concept of this artist with a combination of another artist reporting by your classmate.
4. Modular System – Explore and design modular units that are flexible for re-arrangements. Create a structure by utilizing such units in an interlocking manner.
5. Serial Planes – Create volumes through a series of planes, both geometric or organic. Apply such concepts in architectural structures, transformations and manipulation of lights.
6. Pop Culture – Through objects made in clay or cast plaster, convey a contemporary theme, such as “fast food culture” via the manipulation of the scale of these projects.
7. Kinetic Objects – Create an obstacle course with wood that allows a marble to fall by gravity with time. Both aesthetic and functions have to be effectively integrated.
8. Human Forms – Learn simple casting of human forms with plaster bandages. Integrate human forms with a variety of material for their combined effect.
9. Metamorphosis – Explore the idea of transformation and metamorphosis, create form changes from one to another in a sequential manner.
10. Mixed Media in a Confined Space – employ the various media explored in this course and create an environment with a theme that has an interior and exterior relationship.

Materials and Tools:

Common items for this course are listed below. During the semester, you will be asked to pick up other materials. **Have all assigned materials ready for class.**

1. X-acto knife and blades.
2. Mat knife and blades
3. Glue gun or hot glues.
4. Tape measurer or long ruler.
5. Compass/Protractor
6. Masking tape
7. A sketch book (9” X12” is preferable)
8. Sand paper
9. Wood (yellow) glue
10. A strong carton to transport and protect your projects.

Course Evaluation;

CourseEvalUM

As a member of our academic community, you as a student have a number of important responsibilities. One of these responsibilities is to submit your course evaluations each term through CourseEvalUM in order to help faculty and administrators improve teaching and learning at Maryland. Please make a note now of the dates for *Spring 2009 (Tuesday, April 28 through Wednesday, May 13)* and the link at which you can access the submission system (www.courseevalum.umd.edu). If you submitted all of your evaluations in the fall or are a new student, you can also access all posted results from Fall 2007 forward via Testudo under CourseEvalUM Reporting. To retain this access, you must submit all of your evaluations each semester. If you do not have access right now, you can gain it by submitting all of your Spring 2009 evaluations. More information is at: https://www.irpa.umd.edu/Assessment/CourseEval/stdt_faq.shtml.