COURSE OUTLINE
Three-Dimensional Design

Course Description
AR122. Three-Dimensional Design. 3 hours credit. This course will enable the student to apply the visual elements, principles and vocabulary of design to the creation of three-dimensional art projects. The student will place emphasis on handling equipment and tools properly. The learning outcomes and competencies detailed in this outline meet or exceed the learning outcomes and competencies specified by the Kansas Core Outcomes Project for this course, as approved by the Kansas Board of Regents (Transfers as ART2010).

Required Materials
For complete material(s) information, refer to https://bookstore.butlercc.edu

Supplemental Materials
Additional supplies may be required throughout the semester.

Butler-Assessed Outcomes
The intention is for the student to be able to do the following:
1. Apply vocabulary specific to the elements and principles of visual literacy.
2. Critique the strengths and weaknesses of one’s own work and the work of others.
3. Implement effective compositional strategies through visual problem solving.
4. Generate successful designs using a variety of media.

Learning PACT Skills that will be developed and documented in this course
Through involvement in this course, the student will develop ability in the following PACT skill area(s):

Personal Development Skills
- Interpersonal interaction – Through a variety of group projects, the student will develop the ability to collaborate on ideas that culminate in a three-dimensional form.

Analytical Thinking Skills
- Problem solving – Through questions or provocations, the student will use the elements and principles of design to make decisions resulting in a three-dimensional object.
- Critical Thinking – Through engagement in individual and group critiques, the student will evaluate/critique the strength of one’s own work and the work of others.

Technological Skills
- General computer use - Through the use of computerized data sources, the student will conduct visual research on artists and artwork in preparation of completing three-dimensional projects.
Major Summative Assessment Task(s)
These Butler-assessed Outcome(s) and Learning PACT skill(s) will be demonstrated by the following:
1. Presenting a three-dimensional design portfolio including all sketches and assignments. The student must provide an oral defense of one's own work addressing both strengths and weaknesses using key points of design and craftsmanship.

Learning Units
I. Introduction to design
   A. Design elements and principles: an overview
   B. Practicing effective use of tools and materials
   C. Introduction to group critiques

II. Line
   A. Use linear material to define three-dimensional space
   B. Proper use of pliers and wire cutters

III. Shape, emphasis and subordination
   A. Create maquettes that demonstrate clear compositional hierarchies
   B. Differentiate between designs that use a dominant line, plane and volume
   C. Explore the relationship of color and balance to create emphasis
   D. Proper use of box cutter and creating with chipboard

IV. Space
   A. Construct chipboard sculptures that explore the relationship between positive and negative space
   B. Create complex relationships between forms that emphasize both positive and negative space

V. Conceptual elements
   A. Identify the relationship between the idea and the form
   B. Create three-dimensional cardboard sculptures that successfully express an abstract idea
   C. Proper use of hot glue gun and hot glue

VI. Rhythm, repetition and modularity
   A. Construct a large-scale sculpture that demonstrates the use of a repeated modular element
   B. Identify the relationship between repetition and rhythm
   C. Proper building techniques for large scale work

VII. Wearable art and performance
   A. Construct wearable artwork that synthesizes sculpture and the human form
   B. Translate the work of an artist from history into wearable art
C. Create performances that augment the wearable piece
D. Identify and present key concepts and ideas of a selected artist’s body of work

Learning Activities
Learning activities will be assigned to assist the student to achieve the intended learning outcome(s) through lecture, projects with specified deadlines, independent design research, in-class critiques, vocabulary quizzes and other activities at the discretion of the instructor. These activities may be either face-to-face or online.

Grade Determination
The student will be graded on learning activities and assessment tasks. Grade determinants may include the following: design projects, research assignments, class participation through critiques, quizzes and other methods of evaluation at the discretion of the instructor.