

ARTS-102: 3D FOUNDATIONS

Effective Term

Fall 2025

CC Approval

01/21/2025

AS Approval

02/13/2025

BOT Approval

02/20/2025

COCI Approval

05/15/2025

SECTION A - Course Data Elements

CB04 Credit Status

Credit - Degree Applicable

Discipline

Minimum Qualifications	And/Or
Art (Master's Degree)	Or
Commercial Art (Any Degree and Professional Experience)	Or
Graphic Arts (Desktop publishing) (Any Degree and Professional Experience)	Or

Subject Code

ARTS - Arts

Course Number

102

Department

Arts (ARTS)

Division

Arts and Humanities (ARAH)

Full Course Title

3D Foundations

Short Title

3D Foundations

CB03 TOP Code

1002.00 - Art

CB08 Basic Skills Status

NBS - Not Basic Skills

CB09 SAM Code

E - Non-Occupational

Rationale

Non substantive review of course. Move assignments out of evaluation area and an update to text book / books.

SECTION B - Course Description

Catalog Course Description

3D Foundations is a broad introductory course focusing on the history, materials, and practices of three-dimensional Art and Design across cultures and historical periods. Students will create three dimensional Art work to help strengthen their understanding of the elements and principles of Art. Class participants will work with a variety of sculptural media that may include clay, plaster, wood and paper. Topics including basic design principles, interpretive analysis of 3-d form, content and theories of spatial organization will be addressed. Required for the AA in Studio Arts and for students transferring to a BA or BFA Art program.

SECTION C - Conditions on Enrollment

Open Entry/Open Exit

No

Repeatability

Not Repeatable

Grading Options

Letter Grade or Pass/No Pass

Allow Audit

Yes

Requisites

SECTION D - Course Standards

Is this course variable unit?

No

Units

3.00

Activity Hours

108

Outside of Class Hours

54

Total Contact Hours

108

Total Student Hours

162

Distance Education Approval

Is this course offered through Distance Education?

Yes

Online Delivery Methods

DE Modalities	Permanent or Emergency Only?
Hybrid	Emergency Only
Entirely Online	Emergency Only

SECTION E - Course Content

Student Learning Outcomes

Upon satisfactory completion of the course, students will be able to:

1. Perceive and define the elements and principles of art like form, texture, space, line, value, rhythm, and balance in three-dimensions.

2. Analyze historic, contemporary and course level works while utilizing the vocabulary of three-dimensional design.
3. Create three-dimensional forms by employing a variety of design tools and materials.
4. Use the studio in a safe and appropriate manner.

Course Objectives

Upon satisfactory completion of the course, students will be able to:

1. Identify, organize and apply the basic formal properties of three-dimensional design, including shape, value, line, texture, pattern, space and composition.
2. Understand and apply basic concepts and approaches to spatial organization.
3. Understand and apply observational methods and theories central to the practice of three-dimensional design.
4. Effectively distinguish and apply the basic terminology and aesthetic theories specific to three-dimensional design in both written and oral contexts.
5. Analyze and evaluate works of Art using both formal and content-oriented approaches orally or in writing.
6. Explore and manipulate various three-dimensional media including clay, plaster, wood, stone, paper, wax and other materials.
7. Identify and evaluate the development and historic context of various sculptural materials and techniques.
8. Design and produce a body of three-dimensional work demonstrating a basic understanding of the above materials, concepts and practices using relief, assemblage, sculpture-in-the-round and other formats.
9. Understand and apply all safety rules and precautions related to the operation of tools and handling of materials in the studio.
10. Translate ideas and visual experience into tactile forms objects using both formal and conceptual approaches.

Course Content

1. Fundamental theoretical concepts and terminology common to all three-dimensional art and design activities, including the elements of design which may include line, shape, form, space, value, texture, and color.
2. Organizing principles of three-dimensional design, which may include balance, proportion, repetition, variety, scale, and emphasis.
3. Basic concepts and approaches to spatial organization.
4. Observational methods and theories central to practice of the three-dimensional arts.
5. Vocabulary and concepts specific to three-dimensional art.
6. Formal and content analysis of three-dimensional art using both historic and contemporary examples.
7. Exploration and manipulation of various three-dimensional media that may include clay, plaster, wood, stone, paper, wax and other materials.
8. Analysis, evaluation and application of basic principles of color theory as they relate to sculptural contexts.
9. Development and historic context of various sculptural materials and techniques.
10. Production of a body of three-dimensional work demonstrating a basic understanding of the above materials, concepts and practices using relief, assemblage, sculpture-in-the-round and other formats.
11. Safety rules and procedures for operating tools and handling course materials.
12. Contemporary trends, materials, and approaches in three-dimensional design.
13. Translation of ideas or visual experience into tactile forms using both formal and conceptual approaches.

Methods of Instruction

Methods of Instruction

Types	Examples of learning activities
Lecture	Image and video-enhanced lectures covering core concepts, terminology, and historic development of three-dimensional Art and design followed by all-class or small-group discussions on the same topics. This studio art class will be taught with both formal and ongoing integrated lecture. Students will receive hands-on group demonstrations as well as one-on-one instruction, demonstration and direction.
Observation and Demonstration	Lectures and demonstrations will often, be accompanied by visual aids and/or real hands-on experiences or demonstrations. Further, students will learn by interacting with the materials and process inherent in studio arts. Course content may be delivered through Demonstration: material forming and finishing demonstrations covering techniques, concepts, and material applications.

Lab	Instructor-guided lab / studio time to apply concepts and skills to course content through guided exercises. Lab time will include both one-on-one and group instruction.
Critique	Oral or written group critiques analyzing finished examples of student work related to specific course assignments. Critical analysis will be used continually as a tool to reinforce the use of proper visual language and proper references to historic and contemporary works.
Field Trips	Students in this course may view artwork in the professional contexts of a gallery or museum (could be online gallery). This activity will reinforce students' understanding of historic and contemporary approaches to art and its relationship to their own studio work.

Instructor-Initiated Online Contact Types

Announcements/Bulletin Boards
 Chat Rooms
 Discussion Boards
 E-mail Communication
 Telephone Conversations
 Video or Teleconferencing

Student-Initiated Online Contact Types

Chat Rooms
 Discussions
 Group Work

Course design is accessible

Yes

Methods of Evaluation

Methods of Evaluation

Types	Examples of classroom assessments
Portfolios	Each student's "course portfolio" will be made up of assignments from the semester. The portfolio will be evaluated by the instructor and student at "final critique." Generally the creativity, craftsmanship, presentation and demonstrated improvement of the portfolio as a whole will be evaluated.
Projects	Successful completion of major course assignments. Each assignment / project will be evaluated while in progress or after completion. Student self evaluations, peer evaluations and instructor critique will be used to evaluate each project. Class participants may be given the opportunity to improve, and or redo each project before the end of the term and the final review of all projects as a whole within the "course portfolio."
Class Participation	Participation and performance in both oral and written critical analysis of work. Student participation in group, and all class critique will be evaluated. Evaluation will include correct use of visual language and terminology including the elements and principles of art. the students ability to give and receive constructive criticism will also be evaluated.
Exams/Tests	Tests and exams may be used to ensure each student is able to identify, understand and apply the elements and principles of art and other vocabulary and concepts from the course.

Assignments

Reading Assignments

Selected readings from textbook, periodicals or library collection.

For example:

1. Read handouts from the course text book addressing concepts like "Degrees of Three- Dimensionality" and "Degrees of Likeness."
2. Read supplemental handout on famous works of Art and Design that include references to how the elements and principles of art function in 3d artwork.

Writing Assignments

1. Written interpretive and formal analysis of any 3d art or design work from a video, slide show or course work.

For example:

Write a one page essay analyzing any single or multiple 3d art or design works from the "Ice cube celebrated the Eames" video. Students must reference all 8 elements of art (form, space, line, texture, color, shape, value, time) in this analysis.

2. A written self evaluation of a piece you created in class.

for example:

Write a self evaluation of your cylinder with a continuous carved relief that includes all 8 elements and 8 principles of art. This evaluation should include how you used the elements of art to create the principles of art with in your piece.

Other Assignments

Completion of several three-dimensional art and design projects based on instructor-generated assignments.

For example:

1. Create a bas relief using a thick clay slab based on an abstract design derived from an organic source.

2. Create a sculpture that is comprised of 3 shapes cut out of thick slabs of clay. Each shape will be separate and will be notched to be assembled after each shape is fired in the kiln.

3. Create a simple clay or plaster press mold of one side of your hand. Use the mold to make at least 4 forms, thus creating repetition. Use the elements of art to create some variety across this repetition of form. Create a composition of these "one sided 3d forms" that will be displayed on a wall.

SECTION F - Textbooks and Instructional Materials

Material Type

Textbook

Author

Stewart, May

Title

Loose Leaf for Launching the Imagination

Edition/Version

6th

Publisher

McGraw-Hill

Year

2018

Rationale

Most current addition of a classic book on Art / design

ISBN #

1260154491

Material Type

Textbook

Author

Paul Zelanski and Mary Pat Fisher

Title

Shaping Space

Edition/Version

3rd

Publisher

Cengage Learning

Year

2006

Rationale

Standard classic text for this subject matter.

ISBN #

0534613934

Course Codes (Admin Only)

ASSIST Update

No

CB10 Cooperative Work Experience Status

N - Is Not Part of a Cooperative Work Experience Education Program

CB11 Course Classification Status

Y - Credit Course

CB13 Special Class Status

N - The Course is Not an Approved Special Class

CB23 Funding Agency Category

Y - Not Applicable (Funding Not Used)

CB24 Program Course Status

Program Applicable

Allow Pass/No Pass

Yes

Only Pass/No Pass

No