C-ID Descriptor
3-D Foundations

Descriptor Details

- **Descriptor Title**: 3-D Foundations
- **C-ID Number**: 101
- **Units**: 3.0
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General Description

Introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to three-dimensional space and form. Development of a visual vocabulary for creative expression through lecture presentations and use of appropriate materials for non-representational three-dimensional studio projects.

Prerequisites

No information provided

Corequisites

No information provided

Advisories

No information provided

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. Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional elements.
4. Dynamic relationships of three-dimensional elements and organizing principles.
5. Introduction to a variety of three-dimensional materials and techniques.
6. Translation of ideas or visual experience into tactile forms using both formal and conceptual approaches.
7. Evaluation and critique of historical examples of three-dimensional design from various cultures, historical periods, and aesthetic sensibilities.
8. Written assignments and/or exams in which students must clearly articulate comprehension of the basic elements and principles of three-dimensional design.
9. Critical evaluation (practical, written and/or oral) of three-dimensional works through references to formal elements and principles of design.
10. Contemporary trends, materials, and approaches in three-dimensional design.

Lab Activities

1. Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic three-dimensional materials.
2. Studio projects that explore the elements and organizing principles of three-dimensional design.
3. Development of skills and processes using a variety of artistic materials, techniques and tools appropriate to an introductory study in design, which may include paper, wood, plaster, wire, metal, clay, fibers, mixed media etc.
4. Participation in group and individual critiques.

Objectives

At the conclusion of this course, the student should be able to:

1. Identify and understand the formal elements and organizing principles of three-dimensional art;
2. Independently produce objects, forms, and problem-solving projects that successfully incorporate the basic elements and organizing principles of three-dimensional art;

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3. Discuss, describe, analyze and critique three-dimensional works of art through references to the formal elements and principles of design;
4. Make individual aesthetic decisions and judgments related to their own design work;
5. Translate ideas and visual experience into tactile forms objects using both formal and conceptual approaches;
6. Recognize the presence of specific design elements and principles in works of art as well as in the everyday physical world around them, throughout history and across cultures;
7. Compose in three dimensions and work with a variety of media which may include but is not limited to clay, wood, metal, paint, plaster, paper, fibers, mixed media, and in the use of digital technology such as 3D scanners and printers in an appropriate and safe manner.

Evaluation Methods

Portfolio of completed work;

Group and individual critiques in oral or written formats;

Written assignments, which may include quizzes, essays, exams, or reports

Textbooks

Zelanski, Paul, and Mary Pat Fisher. Shaping Space.

Stewart, Mary. Launching the Imagination (3D Split).

Luecking, Stephen. Principles of Three-Dimensional Design.

Wong, Wucius. Principles of Form and Design.