

SYLLABUS

Revised 7/16/13

Valdosta State University - College of the Arts - Art Department

ART 1030 3-DIMENSIONAL DESIGN

Credit load: 0-6-3

CATALOGUE DESCRIPTION: A three-dimensional foundation design course in which the formal elements of design are introduced along with the methods and safety procedures associated with the use of power equipment. All students must pass examination on power tool usage and safety before access to power tools and shop.

TEXT: Stewart, Mary. *Launching the Imagination, Comprehensive*.

SELECTED STANDARDS, GOALS, OBJECTIVES and/or EDUCATIONAL OUTCOMES:

[Aligned with selected VSU General Education Outcomes & NASAD Standards]

Upon successful completion of this course;

1. Students will express themselves clearly, logically and precisely in writing and in speaking, and they will demonstrate competence in reading and listening. (VSU)
2. Students will demonstrate the ability to analyze, to evaluate, and to make inferences from oral, written and visual materials. (VSU)
3. Students will use appropriate studio practices, including cleanliness, safety, and studio policies.
4. Students will demonstrate the ability to create and develop visual form in response to design problems, including an understanding of principles of visual organization/composition and application.
5. Students will demonstrate familiarity with a broad variety of design work in various specializations and media.
6. Students will utilize regular access to materials, equipment, and library resources related to the study of design.

SELECTED ASSESSMENT and/or EVALUATION: Methods of evaluation may include:

1. Attendance and adherence to studio policies and studio practices.
2. Completion of all assigned work, including technical control of Three Dimensional mediums and processes;
3. Demonstration of key concepts and components of design through the design and execution of all studio assignments through creative interpretation and resolution of projects;
4. Demonstration of key concepts and components of design through written and verbal means in examinations and formal critiques.
5. Students will demonstrate in writing proper safety and operating procedure when using power equipment.

CLASSROOM POLICIES:

Attendance:

The University expects that all students shall regularly attend all scheduled class meetings held for instruction or examination. It is recognized that class attendance is essentially a matter between students and their instructors. Instructors must explain their absence policy in the course syllabus. All students are held responsible for knowing the specific attendance requirements as prescribed by their instructors and for the satisfactory make-up work missed by absences. When students are to be absent from class, they should immediately contact the instructor. A student who misses more than 20% of the scheduled classes of a course will be subject to receive a failing grade in the course. ***See Course Outline for additional details regarding attendance.*

Computer labs and storage of digital data:

The Department of Art may provide students with an option to use computers, servers or other data storage devices to save coursework and digital artifacts. The Department of Art will not be held liable for the theft, loss or destruction of any information stored on computers or other data storage devices.

Students should regularly back up digital work on a personal storage device. The Department of Art computers are used by the VSU community and are not intended to function as a secure portal for personal Internet activity.

Email Communication:

VSU-related correspondence should be conducted via VSU email addresses for both student & instructor.

Reproduction of Photographic Images:

During the semester your instructor or other representatives from Valdosta State University may photograph you or your art work for promotional, educational and or accreditation use. If you wish not to have images of you or your work used

by VSU or the Department of Art, please submit a written statement to your instructor, as well as the Department office so that we may honor your request.

Student Evaluations:

Student Opinion of the Instruction (SOI) will be given online. You will be notified when it is time to complete the SOI. Your opinion is an important part of an instructor's performance evaluation and a tool to help faculty improve their teaching. Please take the time to complete the online SOI once you have been notified that this service is active.

Storage of studio materials:

Students currently enrolled in studio courses may use studio lockers, flat files, bins, closets, or other storage facilities as directed by the instructor. The Art Department is not responsible for damage, theft, loss, or destruction of personal property including items left unattended in a hallway, restroom or classroom. Fine Arts Building hall lockers are assigned by Whitehead Control whitehead@valdosta.edu and all materials must be removed at the end of the academic year each May.

Storage of flammable materials:

All flammable materials MUST be stored in a designated fireproof cabinet located in studio areas. UNDER NO CIRCUMSTANCES should spray paint, aerosol, liquid or solid flammable materials be stored in a standard VSU locker or storage area.

The Student Success Center:

The Student Success Center (SSC) provides free peer tutoring in core courses, the top four of which are math, writing, Spanish, and biology/chemistry. It also offers Regents' Test Preparation, time management, and study skills workshops as well as provides free professional academic advising and on-campus job information in one location: Langdale Residence Hall above the Tech shop. Help is available to all VSU students. Call 333-7570 to make an appointment, or visit the website: www.valdosta.edu/ssc.

Student Access:

Students requesting classroom accommodations or modifications due to a documented disability, should speak with the instructor, and must contact the Access Office for Students with Disabilities located in Farber Hall. The phone numbers are 245-2498 (V/VP) and 219-1348 (TTY). <http://www.valdosta.edu/access>

Academic Integrity:

Academic integrity is the responsibility of all VSU faculty and students. Students are responsible for knowing and abiding by the Academic Integrity Policy as set forth in the Student Code of Conduct and the faculty members' syllabi. All students are expected to do their own work and to uphold a high standard of academic ethics. **See the Student Handbook:**

Academic Integrity Violations - Cheating & Plagiarism: www.valdosta.edu/studentaffairs

Credit:

Credit is defined as a basic unit of work, as it relates to hours of faculty in-class instruction and hours of out-of-class student work. The definition and expectation will differ in laboratory, lecture, and directed or independent study classes.

An hour of instruction is the equivalent to 50 minutes of class time (often called a contact hour). Contact hours and student outside academic activity hours required for specific types of courses are as follows:

Laboratory / Studio Classes:

For each two hours of laboratory or studio classroom instruction, students are expected to work a minimum of one hour outside normal class time completing assignments. A three credit hour laboratory course will require a minimum average of three hours per week of student outside academic activity.

(These are minimum or average expectations for student academic activity as it relates to college credit. To earn a desired grade may require more than just the average investment of expected student academic activity.)

Notice:

The course syllabus provides standard information related to accreditation, department, and university standards and policies. The instructor course outlines are aligned with the syllabus and provide detailed information related to a specific section of each course. Students should refer to the course outline for specific expectations and policies related to the course section.

3D Design ART 1030

Abigail Heuss
UC 2122 TR 11am to 1:45pm
Email: awheuss@valdosta.edu
Office phone # 229 333 5834

COURSE DESCRIPTION:

The purpose of this class is to expand upon the knowledge you gained in Design I and take the fundamental elements of design into space. Each project will address specific techniques and materials, and will provide parameters intended to foster a focused investigation of the elements and principles of design in space.

Together we will explore different ways of designing, different materials, and construction techniques, with the aim that we will all find a path from idea conception to object completion that is useful for each of our own personal art practices. We will work at giving and receiving helpful feedback during group critiques and expanding our understanding of how to make our own artwork meaningful and communicative.

COURSE REQUIREMENTS:

- Students will be required to work on projects outside of class time.
- Participation in critiques, discussions, and studio clean up is mandatory.
- Along with projects, students must keep a sketchbook and complete samples (details of this will be discussed separately)
- In lieu of a final written exam, the critique for the final project will be held in accordance with the university exam schedule:

10:15am - 12:15pm- Friday, December 6

CLASS ATTENDANCE:

Attendance is mandatory. Four absences are allowed. For each additional absence (beyond 4) your final grade will be lowered one letter grade. Appropriate consideration will be given to legitimate written excuses provided they are presented either before or immediately following the absence in question. Coming to class without your supplies and/or missing more than 10 minutes at the beginning or end of class will be counted as 1/3 of an absence.

STUDIO ENVIRONMENT:

Safety is of the utmost importance. Wear clothes that are comfortable and that can get dirty. **It is mandatory to wear close-toed shoes in the studio.** iPods and headphones are not permitted during class lecture times. Do not bring children or pets to the studio. Please be respectful of the studio space and clean up your work area.

This studio/class is intended to be a safe and productive learning space for everyone. Students whose attitudes, or actions harm the wellbeing, or ability of other students to thrive, will be asked to leave. Hurtful language will not be tolerated in this class.

SAFETY:

All projects are designed to allow for independent work outside of class. Please be sure to use common sense when using tools such as wire cutters, or X-acto knives. Never work in the studio alone just in case something were to happen. NEVER use power tools without instructor supervision.

Because we work with particulate matter and acid solutions in the studio, there will be NO FOOD OR DRINK in the studio. That includes coffee... sorry.

GRADING STANDARDS:

You will be graded on the quality and effort of each project. I will be grading your projects based on craftsmanship, creativity, and concept.

- A. Above expectations. Superior work that stands out from your classmates'. Immaculate level of craft. Pushing yourself and the assignment.
- B. Above average work with good, sound craftsmanship and problem solving.
- C. Average work. Mediocre craftsmanship. Not enough time or effort was invested in the project.
- D. Minimal interest and effort is perceived from finished work.

Your final grade will be determined as follows:

We will have four major projects in this class. Each will be assigned a letter grade. You will also receive a fifth letter grade for your participation, prep work and preliminary assignments for the whole class. Therefore your preparedness and preliminary work for each project will not only affect each project grade, but your overall grade as well, so come to class prepared and work steadily.

LATE WORK:

If you turn in work late, points will be subtracted from your project grade. Even if you do not have your work finished, NEVER MISS A CRITIQUE.

Note:

If you have a learning or mobility difference, chronic illness, or any other situation that requires accommodations in the curriculum, instruction, or assessment of this course to enable you to participate fully, please make an appointment with me as soon as possible. This way, we will be able to discuss in a pro-active fashion a way to design an educational strategy adapted to your needs, which will provide everyone here with an equal opportunity to learn, grow, and succeed in this course.

3D Design Materials

Abigail Heuss

Materials you'll need for 1st project:

- Sketchbook
- Compass (the kind with a point on 1 end and a pencil on the other)
- 18" **metal** Ruler
- **Metal** square with a right angle. (this is a flat piece of metal with ruler markings along the edge, which is either triangular, or L shaped)
- Bone folder or synthetic folder
- Masking tape, or artists tape
- Pencil
- Nice white eraser
- X-acto knife and extra # 11 blades
- Sobo or PVA glue
- A large and small paintbrush to dedicate to glue. I suggest a 1" flat brush and a ¼" flat brush.
- A glass jar with a tightly fitting lid. Check your recycling bin before wasting money on this!
- Scissors
- Bristol board pad, at least 17 x 24. (can use for another class)
- Self Healing Cutting Matt.
- (optional- wait to buy this) Decorative papers/ wall maps/ old books/ magazines/ paper ephemera.

Materials you'll need for the rest of the class:

- Large pad of drawing paper (can use for another class)
- Wire cutters, cheap & Heavy duty
- Pliers, preferably without teeth on them. You can get these at a craft store. Ask me to show you if you are uncertain what this means.
- Gardening gloves if you have tender fingers
- A pad of tracing paper
- Assorted paints or wood stains. Wait to buy these until you know what you want.

Local Suppliers:

Ace Hardware 3137 N Oak Street Extension Valdosta, GA 31602

Hobby Lobby 1000 N. St. Augustine Rd. Valdosta, GA 31601

True Value Hardware 204 E Central Ave Valdosta, GA 31601

Michaels 1200 N St Augustine Rd.

VSU Bookstore Student Union, VSU Campus

Harbor Freight Tools 3111 N. Oak Street, STE B