MENDOCINO COLLEGE
COURSE OUTLINE
APPROVED COURSE ART 214

CATALOG INFORMATION
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Dept & Nbr: ART 214 Title: 3-D ART AND DESIGN
Full Title: Three-Dimensional Art and Design

Units		Course Hours Per Week		Nbr of Weeks	Course Hours	Total
Max:	3.0	Lecture	1.5	17	Lecture	25.5
Min:	1.5	Lab	4.5		Lab	76.5
		Contact DHR	0.0		Contact DHR	0.0
		Contact Total	6.0		Contact Total	102.0
		Non-contact DHR	0.0		Non-contact DHR	0.0

Title 5 Category: 01 AA Degree Applic
Grading: GC Credit course for grade or CR/NC
Repeatability: 00 No repeatability allowed or defined
Also listed as:

CATALOG DESCRIPTION:
Application and appreciation of the principles and elements of three-dimensional design especially mass, volume, time, space, motion, surface and plane. Includes design and construction in a variety of three-dimensional materials.

PREREQUISITES:

COREQUISITES:

RECOMMENDED PREPARATION:
Completion of ART 213.

LIMITS ON ENROLLMENT:

SCHEDULE OF CLASSES INFORMATION:
Recommended: Completion of ART 213.
Work with clay, wood, plaster, make masks, build sculptures. Learn the basic elements of sculpture, ceramics and architecture, such as volume, mass, surface, weight and scale. (Grade or CR/NC)
Transfer Credit: CSU; UC.

ARTICULATION and CERTIFICATE INFORMATION
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ASSOCIATE DEGREE: Effective: FALL 1981 Inactive:
Area: C HUMANITIES

CSU GE: Effective: Inactive:
Transfer area:

IGETC: Effective: Inactive:
Transfer area:

CSU TRANSFER: TRANSFERABLE Effective: FALL 1981 Inactive:

UC TRANSFER: TRANSFERABLE Effective: FALL 1981 Inactive:

CAN:

CERTIFICATE APPLICABLE: N NOT CERTIFICATE/MAJOR APPLICABLE

APPROVAL AND DATES
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Version 01 Submitted by: ROBERT COMINGS Date: 06/01/1981
Department approved: Date:
Curriculum approved: 06/01/1981 Version approved: 06/01/1981
Prerequisites approved: 06/01/1981 Last reviewed: 02/02/1990
Term effective: FALL 1990 Last taught: SPRING 2008 Inactive:

COURSE CONTENT
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OUTCOME AND OBJECTIVES:
1. Identify and effectively employ three-dimensional design elements in each of five processes.
2. Demonstrate the appropriate use of the five three-dimensional design processes including additive, subtractive, manipulation, substitution and conceptual processes.
3. Demonstrate an understanding of the inter-relationship between between two-dimensional and three-dimensional design elements and qualities.
4. Illustrate the effective use of design elements and qualities to achieve an integration of form and function in three-dimensional design.
5. Demonstrate the integrated use of color in a three-dimensional application.
6. Evaluate development of personal expression and style in three-dimensional design that has been improved by instruction and conscious effort.

TOPICS AND SCOPE:
1. Review of Two-Dimensional Design Elements and Qualities
    a. Point and line
    b. Shape
    c. Pattern
    d. Texture
    e. Value
    f. Color
    g. Space
    h. Balance/imbalance
    i. Harmony/dissonance
    j. Simplicity/complexity
    k. Dominance/subordinance
    l. Emphasis
2. Three-Dimensional Design Element
    a. Time
    b. Motion
    c. Light
        1) Color
        2) Value
    d. Gravity, weight and tension
    e. Volume and mass
    f. Shape and space
    g. Plane and direction
    h. Surface and texture

3. Three-Dimensional Design Processes
    a. Additive (constructing, building)
    b. Subtractive (carving)
    c. Substitution (casting)
        1) Methods
        2) Master and mold
        3) Repetition
4. Relationship of Form and Function
    a. Intended use
    b. Installation
    c. Construction
5. Form and Content
    a. Medium as message
    b. Function as content
    c. Form as content
    d. Integration of form, function and content
6. Introduction to Presence
    a. Environment
    b. Object

ASSIGNMENTS:

READING ASSIGNMENTS:
Students will be required to refer to various books, periodicals and handouts. Examples of recommended reading include: Art Fundamentals, Ocvirk, Bone, Stinson & Wigg, and Design and Form, Johannes Itten.

WRITING ASSIGNMENTS:
Substantial writing is inappropriate because the course primarily involves the application of skills and concepts learned in the course.

OUTSIDE ASSIGNMENTS:
Students are expected to spend a minimum of two hours outside of class for each unit of credit by doing the following:
1. Skill practice.
2. Reading assignments as indicated in course syllabus.
3. Completion of assigned exercises for each unit of instruction.

ASSIGNMENTS THAT DEMONSTRATE CRITICAL THINKING:
1. Designing and producing original three-dimensional works based on sketches and research.
2. Solving visual, spatial and mechanical problems.
3. Developing personal expression in three-dimensional media through creation of original works.

METHOD OF INSTRUCTION:
Lectures; film, slide and video presentations; handouts; reading assignments; skill demonstrations; class discussions; and individual and group critiques.

METHODS OF EVALUATION:
Students will be evaluated on all of the following with skill demonstrations weighing the heaviest in determining final grades: 1. Writing: Substantial writing is inappropriate because the course primarily involves the application of skills and concepts learned in the course. 2. Skill Demonstrations:
a. Modulation of light project
b. Gravity project
c. Plane project
d. Mass/void project
e. Time/motion project
f. Surface project
g. Environment/object project
h. Substitution project

i. Manipulation project
j. Subtractive project
k. Conceptual project

BASIS FOR GRADING:
The assignment of a grade is based on the level of achievement of the outcomes and objectives of the course outline and is reflected in quantifiable terms in the course syllabus.

REPRESENTATIVE TEXTBOOKS:
None required.