Course: Foundation: Three-Dimensional
Spring 2016

Lecture Hours: 2
Class Time: 6:30 – 9:20 pm
Instructor: Linda Ryan
Office Phone: 268-2671
Office: YR 105

Lab Hours: 4
Days: M & W
Room: YR 112

Credits: 3

Description:
A lecture and problem-solving course in the basic elements and principles of three-dimensional design. This course is designed to explore three-dimensional composition by using various media, techniques and concepts.

Prerequisites: None

Goals:
To prepare students to think critically, communicate effectively and generate successful solutions to three-dimensional problems.

Outcomes:
Students will solve problems using critical thinking and creativity, as well as appreciate aesthetic and creative activities through creation of three-dimensional forms.

Course Objectives:
Students will demonstrate proficiency in the language of three-dimensional form through discussion, written exercises and critiques.

Students will design & create a series of projects that demonstrate:
- Knowledge of three-dimensional form by designing compositional projects using basic design elements with a focus on line, plane, mass, texture, volume, value and space
- An understanding of the way forming process and materials influence the resulting work, by exposure to a number of working processes: manipulation, carving and assemblage using metal, foam and wood
- Good craftsmanship.
- The development and growth of their ideas by maintaining a sketchbook / journal.
- The practice of safe studio procedures in the use of studio equipment and materials.

Methodology:
Each project will begin with a lecture/discussion and visual presentation, followed by studio work, self-reflection and critique of finished work. Critiques are conducted as open, informal forums where you discuss and comment upon other students' work in a constructive, critical and intelligent manner. This public scrutiny is a central reality for visual workers in building presentation skills and developing a professional attitude about your work. Attendance during critique is crucial. Everyone is expected to have their work finished and ready for display at the beginning of class on critique days.

Evaluation Criteria:
Grades will be based on quality of completed work in terms of comparison to professional standards and personal improvement. Each project will have a grading form that evaluates the work in terms of craftsmanship, comprehension of the problem, originality of the solution and other criteria that relate to the particular assignment.

Process is also evaluated: level of application, willingness to work through the problem and experiment with different solutions. All projects are expected be completed on time. Should your project be late, it will drop 20 points for each late day. Any project may be reworked and submitted for reconsideration as long as the project met the original deadline and is submitted within two weeks after the graded project is returned to the student.

Final grades are based on the TOTAL number of points earned for the semester. Points can be earned in three areas: (See attached grading & evaluation forms)
1) Written work, Sketchbook & Projects: 575 points  
   100% - 92% = A
2) Attendance: 280 points  
   91% - 84% = B
3) Effort/Initiative: 45 points  
   83% - 76% = C
TOTAL POINTS 900 points  
   75% - 68% = D
(See attached grading & evaluation forms) 67% - 0% = F

Written Work, Sketchbook & Projects: 575 points

Visual Inventory 10
Quiz on Form 40
Sketchbook 50
Single Line Contour Study (wire) 50
Feelie (wood) 100
Band saw Cut (foam) 100
Wire Space Form: Skin & Bones 100
Foam Form 125

All projects and sketchbook are to be present at the final critique.

Casper College may collect samples of student work demonstrating achievement of the above outcomes. Any personally identifying information will be removed from student work.

Textbook: None

Sketchbook: 50 points (See attached sketchbook page for specifics.)

You are required to maintain a sketchbook for this class. The point is to have a single book to contain documentation of each project before, during and after completion in the form of drawings and notes. Additionally, notes made during demonstrations and lectures and artist research should be contained within the sketchbook. This is your personal thinking and learning tool, and should become your best friend! The sketchbook will be graded based on how well it is utilized as a resource for notes, reference, designing and planning your work. **ALWAYS BRING YOUR SKETCHBOOKS FOR USE IN CLASS!**

Attendance: 280 points (This is a third of your grade.)

How can you learn if you don't come to class? Your job as a student is to come to class prepared and on time, work when you are here and enjoy yourself in the process.

Attendance is required since lectures, discussions, visual presentations, demonstrations and critiques will not be repeated. Consistent working habits play a strong roll in any studio activity, and become a factor in your grade. You must be physically present in class during the entire 3-hour scheduled class period minus 2 10-minute bio breaks to count toward attendance. Breaks generally take place 10 minutes on the hour. The Casper College catalogue states: "students are expected to attend all classes for which they are registered, are accountable for all class work during an absence, and that excessive absences may result in a lower grade." In **this class, more than 3 absences is considered excessive. 5 absences will result in a grade no higher than D.**

Try to consider this as a job and you get paid in points. Daily attendance is worth 10 points. When absent, it is your responsibility to find out what was missed in class. I suggest adopting a buddy for this purpose.

**IN ORDER TO PASS THIS COURSE, YOU MUST ATTEND THE FINAL CRITIQUE & FINAL CLEAN UP DAY DURING FINALS WEEK! Attendance is mandatory for the college scheduled final.**

Effort / Initiative: 45 points

This part of your grade has to do with your willingness to participate in discussions and critiques, to be open to new ideas, and your willingness to experiment in your work. It also has to do with how well you use your time in class, meet deadlines, listen to instructions, apply what you learn in critiques and ask questions when you need further clarification. Care of the studio and clean up are also part of this grade.

Supply List:

- Regular pliers and/or needle nose pliers (1st project)
- Sand paper: 180, 220, 320, 400 and 600 grit

Count on bringing additional materials to class for finishing (painting) and materials appropriate for mixed media assignments.

Class Policies:
• **Additional Work outside of class:** A studio class is designed to allow for time needed for hands-on learning, however additional outside class work will be necessary to meet deadlines. Count on spending at least 3-6 hours outside of class each week to get the most from your investment in this class. Time invested in each project will directly affect your level of craftsmanship and the development of your design concepts.

• **Clean up:** We will begin 10 minutes before the end of class. Everyone is responsible for clean up. No one leaves until clean up is finished.

• **Attendance:** Tardiness, leaving early and missing critiques and introductions to new assignments will affect the final grade.

• **Social conversation:** is discouraged. This is a visual and hands on discipline, not a verbal one. Talking invariably affects the quality of your work and the work of those around you.

• **Safety:** Students are expected to abide by safe practices when working in the sculpture / 3-D studio. This includes the use of eye protection when working with abrasive or cutting equipment and earplugs when working with loud equipment. Face shields and earplugs are provided.

• **Dress:** For safety reasons, all students using the sculpture / 3-D studio must cover their toes. Flip-flops are not allowed. This course requires you to work with power tools, sanders, paint, clay, plaster and wood. Your clothing can get very dirty. Please take this into consideration when dressing for this class.

• **Electronic Devices:** Please turn cell phones to vibrate mode or off, and take calls outside of class if it’s important. For safety reasons, we will not use headphones or personal stereos while working in the sculpture studio. Music will be permitted as approved by the instructor.

• **Building Use Policy:** In an effort to create a safe and productive working environment in the studio for you and others, use of the Visual Arts Building facilities is for officially enrolled art students. If you use the building on the weekend, you are expected to sign in and out and abide by the posted rules. In addition, you need to allow for clean up time.

**Student Rights and Responsibilities:**
Please refer to the Casper College Student Conduct and Judicial Code for information concerning your rights and responsibilities as a Casper College Student.

**Chain of Command:**
If you have any problems with this class, you should first contact the instructor to attempt to solve the problem. If you are not satisfied with the solution offered by the instructor, you should then take the matter through the appropriate chain of command starting with the Department Head/Program Director, the Dean, and lastly the Vice President for Academic Affairs.

Your concerns can usually (and easily) be addressed at your Instructor's level. Often, an honest, frank, and respectful discussion is all that’s needed. Only after this, can you move up the chain-of-command if the solutions presented are not to your satisfaction.

**Academic Dishonesty – (Cheating & Plagiarism):**
Casper College demands intellectual honesty. Proven plagiarism or any form of dishonesty associated with the academic process can result in the offender failing the course in which the offense was committed or expulsion from school. See the Casper College Student Code of Conduct. Reproducing work found in texts or on the Internet is considered plagiarism.

**Official Means of Communication:**
Casper College faculty and staff will employ the student's assigned Casper College email account as a primary method of communication. Students are responsible to check their accounts regularly. This is also, where you will find course evaluation links during course evaluation periods.

**ADA Accommodations Policy:**
If you need academic accommodations because of a disability, please inform me as soon as possible. See me privately after class, or during my office hours. To request academic accommodations, students must first consult with the college's Disability Services Counselor located in the Gateway Building, Room 344, (307) 268-2557, bnewn@caspercollege.edu. The Disability Services Counselor is responsible for reviewing documentation provided by students requesting accommodations, determining eligibility for accommodations, and helping students request and use appropriate accommodations.
SAMPLE GRADING FORM

Student Name: _________________________________________________

3-D DESIGN: ______ Feelie 100 points

_____ Effort / Involvement: level of application & willing to challenge self
_____ Commitment: willingness to work through the problem
_____ Attitude: playful, willing to explore, experiment
_____ Craftsmanship: presentation/control of materials
_____ Comprehension of the problem: How well does it answer the problem?
_____ Clear definition of form: easily understood without looking
_____ Proportion / Scale
_____ Originality: uniqueness of solution
_____ Surface quality and finish
_____ Travel and movement in the hand

100 POINT GRADING SCALE:

10 PERFECT  9 POOR  100-92 A
9 EXCELLENT 8 VERY POOR 91-84 B
8 ABOVE AVERAGE 7 EXTREMELY POOR 83-76 C
7 AVERAGE 6 MINIMAL 75-68 D
6 PASSABLE 5 NON-EXISTENT 67-60 F
5 BELOW AVERAGE

SAMPLE EVALUATION FORM

3-D DESIGN

Name ______________________________________  Semester _____________________________

Projects:
_____ (10) Visual Inventory
_____ (40) Quiz on Form
_____ (50) Sketchbook
_____ (50) Single Line Contour Study
_____ (100) Feelie
_____ (100) Bandsaw Cut
_____ (100) Wire Space Form
_____ (125) Foam Form
_____ (575) Total Points

Attendance:
_____ Absences (-10) _____ Days
_____ Missed critique/intro or absence before & after break
_____ (-20) _____ Number of times
_____ Late or left early (-5) _____ Number of times
_____ (280) Total Points
<table>
<thead>
<tr>
<th>Effort, Initiative:</th>
<th>100% - 92%</th>
<th>900 - 828 A</th>
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<tbody>
<tr>
<td>____ (45) Total Points</td>
<td>91% - 84%</td>
<td>827 - 756 B</td>
</tr>
<tr>
<td>____ (900)</td>
<td>83% - 76%</td>
<td>755 - 684 C</td>
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</tbody>
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| Final Grade: | 67% - 0% | 611 - 0 F |

| Total Points: | 75% - 68% | 683 - 612 D |
| ____ (900) | 67% - 0% | 611 - 0 F |

**Final Grade:**

A  Exceptional work: High level of understanding process and concepts, completion of all assignments on time, excellent attendance, outstanding overall participation in the studio, high level of improvement demonstrated.

B  Good work: Above average understanding of process and concepts, completion of all assignments on time, excellent attendance, above average participation in class.

C  Acceptable work: Basic level of understanding of process and concepts, completion of assignments, good attendance, average level of studio participation.

D  Below average work: Lack of effort, lack of understanding of process and concepts, poor attendance, assignments poorly completed or missing.

F  Course requirements were not met, or work was produced inadequately, or both.

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**3-D Design Sketchbook**

50 Points

The sketchbook should be an active repository of information for you developed by you. This is your personal thinking and learning tool! Use it to research and develop ideas for all of your projects in 3-D Design, sketching out ideas, including images that stimulate your thinking and creativity in this class.

It should also include various notes on the Language of Form, safety issues, names and use of tools, equipment and processes demonstrated in class, as well as sketches and ideas for your projects.

The sketchbook will be graded based on how well it is utilized as a resource for notes, reference, designing and planning projects.

Your sketchbook should include sketches for all projects, documenting your projects and thought processes before, during and after completion.

Prep Lists should also be included. These help you decide what needs to be done next and in what order. This tool becomes increasingly important as your projects take on more complexity.

This is your primary tool! Bring it to class and use it!
It will positively affect your work.

Notes and sketch/studies should include:

- Language of Form
- Contour Study
- Feelie
- Band saw Cut
- Wire Space Form: Skin and Bones
- Foam Form
<table>
<thead>
<tr>
<th>wk</th>
<th>date</th>
<th>Monday</th>
<th>date</th>
<th>Wednesday</th>
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<tbody>
<tr>
<td>1</td>
<td>18 Jan</td>
<td>MLK DAY NO CLASS</td>
<td>20 Jan</td>
<td>Supplies, Expectations Introduction to Form</td>
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<td>2</td>
<td>25 Jan</td>
<td>Intro to Form continued</td>
<td>27 Jan</td>
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<td>Intro to Contour Studies</td>
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<td>Bring Pliers</td>
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<td>3</td>
<td>1 Feb</td>
<td>CRITIQUE: Contour Study</td>
<td>3 Feb</td>
<td>Studio Work Day: Feelie</td>
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<td>QUIZ: Form Introduction to Feelie</td>
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<td>8 Feb</td>
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<td>8</td>
<td>7 Mar</td>
<td>DUE: Sketchbooks</td>
<td>9 Mar</td>
<td>Studio Work Day: Wire Space Form</td>
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<td>14 Mar</td>
<td>SPRING BREAK</td>
<td>16 Mar</td>
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<td>21 Mar</td>
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<tr>
<td>12</td>
<td>4 Apr</td>
<td>CRITIQUE: Wire Space Form Introduction to Foam Form</td>
<td>6 Apr</td>
<td>Studio Work Day: Foam Form</td>
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<td>11 Apr</td>
<td>Studio Work Day: Foam Form</td>
<td>13 Apr</td>
<td>Studio Work Day: Foam Form</td>
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<td>27 Apr</td>
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<td>2 May</td>
<td>Studio Work Day: Foam Form</td>
<td>4 May</td>
<td>DUE: Sketchbooks</td>
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<td>FINAL CRITIQUE: Foam Form</td>
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<td>17</td>
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<td>FINALS WEEK May 9 – 12</td>
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<td>Final Meeting Time to be Announced. You must be present to pass the course.</td>
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Schedule & Assignments Subject to Change