Course Title: Three Dimensional Design  
Course #: ART 122

Course Description:
Studio problems explore basic three dimensional art elements— line, plane, mass, volume, space, size, color, light, surface and context. Development of personal content using a variety of three dimensional tools, materials and processes. (3 credit hours)

Pre-requisite/Co-requisite: None

Goal:
• To use the vocabulary of three-dimensional design to develop aesthetic ideas

Outcomes:
• Construct art works which express personal content using three dimensional elements of art (line, shape, mass, volume, texture, surface, context, size, color) and principles of design (unity and variety, rhythm, balance, emphasis, scale and proportion)
• Use the basic processes of three dimensional design – research, idea generation, preliminary sketches, maquettes, surface test tiles, idea execution, feedback, revisions - using drawing as mean of notation and conceptualization
• Use “brainstorming” exercises to facilitate idea generation
• Demonstrate skills and procedures in using three dimensional art tools, materials and processes to build a variety of structures
• Choose tools, materials and processes which compliment a particular artistic intention or concept
• Interpret the form and content of a works of three dimensional art using design terminology
• Display works of three dimensional design in a professional setting using pedestals, wall mounts and controlled lighting
• Document works of three dimensional design in digital form