Throughout history man has left a record of culture preserved in the form of sculpture. Sculpture becomes evidence of culture. Three Dimensional Design is a course that teaches the art of creating a real object or a group of objects that occupy space.

The fundamentals of sculpture are: Technique, Form, and Content. Technique is the way the artist brings the work into existence. Form is aesthetic quality of an object, which is defined by the elements of design and the principles of order. Content is the reason for making art.

The focus of this class is to explore the elements of design and the principles of order that are used as a language of expression for creating sculpture. In the process of creating these sculptures the student will also learn to safely use and care for tools.

**Student Learning Outcomes**

The student will be able to demonstrate the formal elements of the language of three-dimensional form. The student will develop technical and craftsmanship skills through hands-on work with materials.

The student will be able to understand shop technology and safety

**Critiques**

Completion of all assigned projects on time for critiques, cleaning the studio in preparation for the critiques, and active participation in the critiques are required. The students will be asked to explain their projects to the class and defend them on their aesthetic merit. The projects will be evaluated on craftsmanship, creativity, and the ability to communicate an idea.

**Attendance**

After three absences a student’s final course grade will be lowered one letter grade. Excessive tardiness (6) will cause a student’s grade to be lowered one more letter grade. Leaving class for supplies demonstrates that the student is ill prepared, and this will affect his/her grade. Demonstrations and lectures will not be repeated; it is the student’s responsibility to get the notes from another student.

**Studio**

A high level of personal discipline in maintaining the studio and all equipment is required of each student. It is expected that each student clean up the area he/she has been working in before leaving the studio. Failing to do so will cause
a student’s grade to be lowered one letter grade.

Safety
A failure to conform to safety procedures at any time will cause a student’s grade
to be lowered one letter grade, or a student may be asked to drop the course.
Students must wear eye protection, and dress in clothes suitable for an art studio.
Attendance at the shop orientation is mandatory.

Grades
Each project is of equal weight. Projects are assigned a numerical score up to 100
points. In this course the student will be evaluated on the following: body of
work, critiques, attendance, shop safety & maintenance, participation, and
collaboration.

Disabilities Accommodations***
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that
provides comprehensive civil rights protection for persons with disabilities. Among other
things, this legislation requires that all students with disabilities be guaranteed a learning
environment that provides for reasonable accommodation of their disabilities. If you
believe you have a disability requiring an accommodation, please call or visit Disability
Services at (361) 825-5816 in Corpus Christi Hall 116.

If you are a returning veteran and are experiencing cognitive and/or physical access
issues in the classroom or on campus, please contact the Disability Services office for
assistance at (361) 825-5816.

ACADEMIC ADVISING
The College of Liberal Arts requires that students meet with an Academic Advisor as
soon as they are ready to declare a major. Degree plans are prepared in the CLA
Academic Advising Center. The University uses an online Degree Audit system. Any
amendment must be approved by the Department Chair and the Office of the Dean. All
courses and requirements specified in the final degree plan audit must be completed
before a degree will be granted. The CLA Academic Advising Office is located in
Driftwood #203. For more information please call 361-825-3466.

GRADE APPEALS PROCESS: Students who feel that they have not been held to
appropriate academic standards as outlined in this class syllabus, equitable evaluation
procedures, or appropriate grading, may appeal the final grade given in the course. A
student with a complaint about a grade is encouraged to first discuss the matter with the
instructor. For complete details on the process of submitting a formal grade appeal,
please visit the College of Liberal Arts website,
cla.tamucc.edu/students/studentinfo.html. For assistance and/or guidance in the
grade appeal process, students may contact the Associate Dean’s Office.
Grades will be defined as follows:
A= Outstanding: Extensive investigation of ideas and excellent composition. The student also has an exceptional understanding and execution on the material and the content introduced in class. All work completed on time. Student had outstanding attendance, intuitive contributions in critique, and went beyond the basic requirements.
B= Above Average: All assignments completed on time. Very good use of concepts and compositional applications. Good critique contributions, and a very good understanding of techniques and media.
C= Average: All assignments completed on time to the best of the ability, effort. General commentary during critique. A good understanding of techniques and material.
D= Marginal: Due to lack of completion, late projects, poor execution, not pushing concepts, weak compositions. Minimal critique contributions and understanding of techniques and contributions.
F= Unsatisfactory, failing: Course failure due to late/or incomplete assignments, lack of participation, very minimal idea development, poor compositions and executions.

Design II Assignments: Each assignment has three components, which must be completed in order to receive full credit on each project. 3-D design is a professional, three-dimensional explorations. This class is constructed around the way a three dimensional proposal would be presented in the business or art world. You will give me preliminary sketches followed by well completed drawings, Maquette (3-D models, to scale), and then you will give me your finished product. There will be six projects throughout the semester, which will explore the elements and principles of design as well as the four main components of construction in the third dimension.
Elements of design:
Line
Shape
Form
Value
Texture
Color
Principles of Design:
Repetition
Variety
Rhythm
Balance
Emphasis
Economy
Components of Construction:
Additive
Subtraction
Casting/Substitution
Modeling/Manipulation
ELABORATION OF ASSIGNMENTS:

1. Wire Construction:

Using line create a shape which you will then repeat within the overall composition. Use line variation in order to create interest and a sense of value through line. In this project we will explore the Elements of Line, Shape, and Mass. We will also explore the Principles of Repetition, variety, rhythm, and Balance to create a well-designed object. A well-designed objet always starts with a good sketch. You will have to have five completed sketches, from those we will discuss the positives and negatives of each, and we will then pick one of those for you to develop into a completed drawing, which will be professionally done. The last component of this project will be the fully completed wire sculpture, which will stand as the final project in critique.

1. 5 line sketches
2. 1 fully completed drawing on Bristol board, 1 in. margins
3. Fully completed wire sculpture

2. Flat Plane Construction

1. 5 sketches and one rendered drawing
2. Bristol Board Maquette
3. Final Foam Core Design

This project will explore the construction of flat planes while utilizing the elements and principles of design. In this project we will explore the elements of line, shape, and form. We will be using the principles of repetition, rhythm, balance, variety, and unity. You will pick one shape to draw your five sketches, you will repeat this shape five times within the composition, and you may vary the shape in size to make a more interesting composition. Once we have talked about each of your drawings and have selected a final sketch to continue the project, you will then develop a fully rendered drawing of the sketch on Bristol board, once again having a one-inch boarder. After that you will then transfer your shapes into forms, and make three dimensional to scale Maquette. Then in the final step you will bring your Bristol board Maquette to scale using foam core.

3. Modeling and additive: Wire armature with plaster:

Using the elements and principle of design create an abstracted organic form. You will first find and bring in your organic object. I will then ask you for 5 sketches of abstraction, which will also include an understanding of your armature. As usual I will then ask you for a fully rendered colored drawing. Color is going to play a major part in this assignment. I will talk extensively on it prior to this assignment. You will then create your wire armature, using the skills you have taken away from the first project. I will then introduce plaster and plaster cloth, which will cover your armature. Leaving it up to you to decide how much of the armature needs to be covered. You can use you armature for aesthetic purposes.

1. 5 sketches
2. Fully rendered drawing
3. Completed Design

4. **Group Project: Packaging and recreating:**
Redesign an antique product based on its out of date advertisement. Think about the modern day use of similar products, and how you can update the packaging and distribution of this product. Also think about the different shapes used in modern day packaging and how the form and color affect the buyer. To complete this project you will be able to reference the techniques we have used earlier, such as flat plane construction and mold making. Each person in the group will be given a specific task in the overall construction of the packaging and advertising portion of this assignment.

**Jobs:**
Illustrator (sketching and final Drawing)
Marketing Manager (advertising and packaging)
Lead Product designer (Draws up construction plans and finishing adjustments)
Lead Production Manager (Takes the plans from the designer and makes templates for final construction)
Lead Constructor (Takes the final plans find the best ways of execution and assigns construction responsibilities to the group)

5. **Final 3-D Design: Introduction to content in the third dimension**

**Content:** something that is to be expressed through some medium, such as speech, writing, or any of various arts: a poetic form adequate to a poetic content. (Actual definition)
What you are trying to get across to the viewer. Are you making a reference to emotional content (a certain feeling) or a reference to Social or historical content (are you making a larger statement on society and its past, present, or future).

I will give you a poem by either Emily Dickenson, Zachary Schomburg or Pablo Neruda. It is your job to create a design based upon your interpretation of the poem. This one is all on you! Five sketches will be needed as usual.

**Tentative Academic Calendar:**

**January**
21: discuss syllabi/introduction of design principles and elements
26: 5 sketches due
28: final drawing due/ workday BRING YOUR SUPPLIES TO CLASS. You will be considered tarty if you have to go get them during class.

**February**
2: Workday #2
4: Workday #3
9: Critique of Project 1/Introduction of Project #2
11: 5 sketches due/Work on drawing to prepare for Maquette
16: Workday: Building Maquettes
18: Maquette due/Workday#1 Project #2
23: Workday Project#2
25: Workday #2 Project #2
March
2: Workday #3 Project #2
4: Final Critique Project #2/ Introduction to Project #3
9: 5 sketches due/Work on Rendered Drawings
11: Rendered Drawings due/ Workday project #3
14-22 **Spring break**
23: Workday Project #3
25: Workday Project #3
30: Workday Project #3

April:
1: Critique Project #3/ Introduction to assignment #4/ Divide into groups
6: Ideas Session, create sketches and pick the most successful product, talk about packaging, etc. Have a final plan for all aspects of this project at the end.
8: Workday Project #4
10: **Last day to Drop a Class**
13: Workday Project #4
15: Workday Project #4
20: Workday Project #4
22: Critique Project #4/ Introduction Project # 5
27: 5 Sketches due/ Work day
29: Workday Project # 5

May:
4: Last day of class
6: Reading Day: No Classes: Building will be open EVERYDAY COME IN AND WORK or ELSE YOU WILL NOT DO WELL ON YOUR FINAL, I want well crafted final projects, which need your attention outside of class!
Final TBD: FINAL CRITIQUE!!!

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Please detach the following...

I hereby have read and agreed to the terms given to me in the syllabi for Design II with Mr. Seeman. If I do not follow everything stated in the above syllabi, I will thereby understand the consequences of my actions and the action, which will be taken by the professor to create an atmosphere of academic fairness and honesty.

Signature:__________________________________________