

# ART 132 - 3-D DESIGN

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## Course Description

This course will introduce the basics of three-dimensional design and creation. It will cover elements and principles of design, visual perception, and the application of these concepts in a 3-D art setting. A wide variety of materials and their functions will be explored in this course. Group 2 course.

## Credit Hours

3

## Contact Hours

4

## Lab Hours

4

## Recommended Prerequisites or Skills Competencies

Students are encouraged to have good reading skills or seek help

## Course Learning Outcomes

### Knowledge:

- Demonstrate the fundamentals of design principles and elements inclusive of line, value, proportion, medium and composition.

### Application:

- Use 3D tools, techniques and mediums in a controlled manner using good craftsmanship.
- Apply 3D principles of design to course projects.

### Integration:

- Synthesize design elements and principles to create innovative, original artwork.
- Transfer skills learned in 3D Design to other mediums; both technical and traditional.

### Human Dimension:

- Use the content in this course to inform and help others and themselves.
- Critique sculpture artwork with peers and others.
- Resolve issues in their artwork through self-reflection and feedback from others.

### Caring - Civic Learning:

- Explain the importance of improving skills to develop their talent.

### Learning How to Learn:

- Correlate research and imagination to develop unique art objects.