CATALOG DESCRIPTION

3D Concepts is an introduction to three-dimensional design through constructed surface and form studies, tool usage and fabrication techniques. Prereq: none.

COURSE DESCRIPTION

This required, foundations course introduces beginning art students to the formal elements and principles of art and design as they apply to three-dimensional space. 3D Concepts encourages experimentation with a variety of creative problem-solving strategies. In 3D Concepts, students examine the elements of design (line, shape/form, value, texture, space, and color) and the way they combine to create a three-dimensional artwork. Students learn to organize the basic elements with purpose and understanding using the principles of design: balance, contrast, emphasis, proportion, visual movement, repetition, rhythm, economy, unity, and variety. This course teaches the ability to think in three dimensions and provides the basis for more advanced work during the sophomore to senior years. Students explore a wide variety of media to develop technical skills and to discover the specific expressive potential inherent in various media and techniques. Class time is divided among lectures, demonstrations, slide presentations, individual discussions, in-class assignments, project assignments, and formal critiques.

REQUIRED READINGS

Posted on Canvas

COURSE OBJECTIVES

The objectives of 3D Concepts are that the student:

• Develops an awareness of three-dimensional objects as active elements that produce meaning.
• Develops knowledge of three-dimensional design as a specific mode of inquiry with a tradition that is unique in the field of knowledge.
• Acquires a “three-dimensional awareness” enabling a productive critical assessment of the physical world.
• Investigates a variety of cultural, contemporary, and historical art for resources and content.
• Learns the vocabulary of the elements and principles of three-dimensional design and uses it with understanding.
• Learns to solve visual problems with creativity, invention, and self-expression.
• Explores materials and develops technical skills important to upper level courses.
• Actively participates in the class group, in critique and informally, to acquire the language of art and to explore problem solving and critical analysis using that language.

PERFORMANCE OBJECTIVES

The student who successfully completes 3D Concepts will have demonstrated the ability to:

• Create visually compelling three-dimensional projects that demonstrate understanding of the elements and principles of three-dimensional design.
• Assess assigned problems and to successfully determine inventive strategies to accommodate and extend the scope of assigned concepts.
• Develop planning systems for problem solving, including effective time management.
• Use art terms effectively while communicating visual ideas.
• Competently handle materials and techniques.
3D pedagogy revolves around three key areas of learning:

form, ideation and technique

(FIT)

How to create and understand the basis of good form is the central priority in the 3D curriculum, supported by various means of ideation and high standards set by instructors for technique.

FORM

The volume and shape of a three-dimensional work, perhaps including unfilled areas that are integral to the work as a whole. Students should learn the language of good form making through the basic elements and principles of form and gain experience creating work using knowledge they gain through readings, discussions, museum and art gallery visits, lectures and class assignments.

IDEATION

The capacity for or the act of forming or entertaining ideas, and the process of creating new ideas. Working with conceptual ideas to drive project development, students will be introduced to different types of research methodologies and various means of developing ideas for original work. Projects have been structured to give students an introduction and/or a continuation in the creative processes of ideation important to both contemporary fine art and design practice.

TECHNIQUE

A practical method, skill, or art applied to a particular task with attention, awareness, and care. Students are encouraged to take pride in their work and the quality and care with which they make, finish and present it. It is the role of the instructor to make sure students know what is expected for finished work in each of their assignments. It is the role of the instructor to encourage professional-level presentations both with the work and how they present them orally in class critiques. Craft also concerns proper use and care of tools. Students will be instructed around proper use, storage and safety and should adhere to all guidelines set by instructors and the Sculpture Lab technician.
GRADING POLICY

Practical studio projects are graded following critique. Students will receive a grade for every practical project one week after the project is due. At midterm, an assessment will be given in a one on one meeting that will reflect your progress in detail and will advise you on the successful completion of the course work. This midterm grade will be calculated in the same way as your final grade. A “C” grade reflects average work that demonstrates an understanding of the ideas explored in the course and competence with materials and techniques. An “A” reflects exceptional work.

The final grade is calculated as follows:

- 60% Practical Studio Projects
- 20% Attendance & Participation
- 20% Quizzes and papers

Grades will reflect the following:

- The demonstrated degree of understanding of the elements and principles of design and three-dimensional form
- The extent to which the projects solve the visual problem given
- The creativity, inventiveness, and overall visual appeal of the project solutions • The willingness to explore new ideas
- The demonstrated competence with the media and general craftsmanship
- The degree and quality of participation in class critiques and discussions
- The completion of all projects by the designated deadline
- Attendance and the productive use of in-class work time

COURSE POLICIES AND PROCEDURES ATTENDANCE

Attendance is important and mandatory due to the nature of the course content and structure. All absences must be excused absences (hospitalization, death in the family, etc.). More than two unexcused absences will lower your final grade (see me for special circumstances). For each class missed, after your “allowed” 2 absences, your grade will be dropped a letter grade, allowing for plusses and minuses. For example, your grade will be reduced from a B, to a B-, C+, C, C- etc.

It is important that the student be on time and prepared to work. Habitual tardiness, excessive breaks, and leaving class early will be counted as class absences. If the student is absent, the student is responsible for the information presented during that class session. There are no make-up presentations. Failure to attend class regularly and or arriving late suggest poor motivation on the part of the student. Perfect attendance can help your grade. Leave messages at martinke@uwm.edu.

TARDINESS

Since the class will begin with writing, sketchbook time, announcements, and new information, critiques, tardiness is inconvenient, annoying, and disruptive to the rest of the class. Tardiness is noted in the attendance book and will affect the final grade. Coming to class late four times will equal one absence in the grade book. You will be considered late if you are 2 minutes late, or 20 minutes. Be on time. It will benefit you and our class as a whole.

DEADLINES AND CRITIQUES

Each project has a due date announced when the project is assigned. On this designated date all projects will be shown for critique. Your presence and the presence of your finished work at these critiques is important to the structured learning in this course. Projects not available for critique will be considered late and downgraded one full letter grade for each day late. No grade is given after two weeks. It compounds the problem if you miss class because your project is incomplete. Come to class anyway. Lost work is viewed as work not complete. Protect all work with great care.
PROJECT ASSIGNMENTS

Students are required to respond to all written assignments with constructed three-dimensional solutions. The assignments will center on key concepts of three-dimensional form and elements of craft and construction. The completed projects will be defended and discussed in critique. After critique, you are asked to reflect upon your project in a reflection paper.

A reflection paper is expected to be 3 – 5 paragraphs in length, typed. In this paper, you are asked to write about three "tenses": the past, present and future. For the past, you will write about what was asked of you. For the present: you will write about your solution and what you did to solve the problem. And for the future, you will write about what you learned from the project AND what you will take with you into solving the next project. You will upload your response papers to created folders in the Dropbox on our D2L page. You are expected to do this by the next class.

Each project will receive a written evaluation and a letter grade. The categories evaluated are problem solving and visual interest, technique and organization, and mechanical skills and craftsmanship. Once I have received your reflection paper in the D2L Dropbox, I will be able to release your grade. Late projects will receive letter grades only. Time allowing, you may rethink and rework any and all projects, receiving a second letter grade, to be averaged with the first.

MISSING PROJECTS

No student will pass this course unless all assignments are turned in. A date will be announced which will be the last date to turn in missing or reworked assignments. An "Incomplete" will be given only for a reasonable excuse and only if the bulk of the work is in, and then only if the student makes arrangements with me to complete the course work.

NORRIS HEALTH CENTER + HEALTH INSURANCE

Norris Health Center [http://www4.uwm.edu/norris/](http://www4.uwm.edu/norris/) provides many services, which are prepaid as part of tuition and fees. However, Norris Health Center does not cover hospital inpatient, emergency room, or immediate care treatment provided outside our facility. We strongly encourage students to have insurance to cover medical expenses outside of Norris Health Center [http://www4.uwm.edu/norris/](http://www4.uwm.edu/norris/). You do not need health insurance to use Norris health center and Norris Health Center does not bill insurance. There are new options for health insurance since 2014. Learn more about the health insurance marketplace at [www.healthcare.gov](http://www.healthcare.gov). International Students: [http://uwm.edu/cie/students-scholars/students/health-insurance/](http://uwm.edu/cie/students-scholars/students/health-insurance/) (*The University of Wisconsin System Policy requires all international students to have health insurance.)*

CANCELLATION OF CLASS

If the canceled class is a work period, the assignment is still due on the scheduled date. If a critique is canceled, it will be held on the next class day. If weather conditions warrant the cancellation of class, media channels will announce the closing.

E-MAIL POLICY

Students will need to have a UWM email account and use D2L online ([http://D2L.uwm.edu](http://D2L.uwm.edu)) or click D2L on the UWM homepage ([http://www.uwm.edu](http://www.uwm.edu)). If contacting an instructor by email, students should consider the email to be a formal communication, and make sure that they are giving the instructor the respect due him or her by virtue of the teacher/student relationship. The student must use their first and last name as part of their signature, and the content of the e-mail should be polite, necessary, and considerate of the instructor’s time. Students should not expect immediate response to an email communication.

STUDENT ACCESSIBILITIES CENTER - [http://www4.uwm.edu/sac/](http://www4.uwm.edu/sac/)

Reasons you may need to work with the SAC include but are surely not limited to: depression, anxiety, learning challenges, physical challenges, etc. If you will need accommodations in order to meet any of the requirements of this course, please contact me as well as the Student Accessibility Center ASAP. They will create a plan and give you support, but these services will be most helpful if configured in the first couple of weeks of the semester. Please note that it will be the student’s responsibility to provide the SAC and Instructors with proper documentation. Students are also responsible for the timely arrangement of SAC quiz/test administration, usually 1-2 weeks ahead of scheduled in-class exam time.
What is copyright?

Copyright is a form of protection provided by the laws of the United States (title 17, U.S. Code) to the authors of “original works of authorship,” including literary, dramatic, musical, artistic, and certain other intellectual works. This protection is available to both published and unpublished works. Section 106 of the 1976 Copyright Act generally gives the owner of copyright the exclusive right to do and to authorize others to use their materials. You must get permission to use copyrighted original works of authorship if you plan to make your project available to the public in any way. For more on gaining permission see: http://www4.uwm.edu/ltc/copyright/getting-permission.cfm

WORKLOAD STATEMENT

This class meets twice weekly for 150 minutes each, totaling 75 hours of required class time. You should expect to take at least 75 hours, outside of class time, to read the textbook and other required texts, work on homework and class projects and do what is required for the next class. You will have to come in, outside of class time to work in the wood and plaster labs. All told, this class is likely to take 150 hours of your time.

UNIVERSITY POLICIES PERTAINING TO STUDENTS: http://www.uwm.edu/Dept/SecU/SyllabusLinks.pdf


SUPPLY LIST *

* THIS LIST IS NOT EXHAUSTIVE

Drawing/sketching mediums/paper
Kneaded and other erasers
Measuring devices; tape measure, ruler, calipers, compass X-acto knife with #11 blades
Utility knife with blades
Scissors
Sandpaper of various grits
SAFETY EQUIPMENT
Eye protection rated Z87 * provided 3M 8511 Respirator N95 (dust mask) Apron to protect skin and clothing

ART 109 3D CONCEPTS ART KIT

This kit is sold at Dick Blick for $39.99. Dick Blick will be coming to campus to make it easier for you to purchase these kits. They will be hosting a Pop-up Booth in the Art Center Gallery on the following days: Wednesday, Sept. 4 from 10 AM – 5:30 PM, Thursday, Sept. 5 from 10 AM – 5:30 PM and Friday, Sept. 6 from 10 AM – 3:00 PM

1. BONE FOLDER/LARGE
2. SUREBONDER GLUE GUN
3. GLUE STICKS MINI/REGULAR 4INCH 25/PIECE
4. VANTAGE COMFORT GRIP/8IN SCISSORS BLU/BLK
5. XACTO BLADES/ NO11 PKG5
6. UTILITY BLADE 5PK
7. EXCEL HOBBY KNIFE
8. XACTO KNIFE/MTL RETRCTBL UTILITY

*If the student wishes to opt-out of the College acquiring their program materials, the student may contact kathryn e. meurer on or before the second Feriday of classes, Fall 2019; Friday, September 14, 2019. If no contact is made by that time, the student will be deemed to have opted-in. Students opting out of this process will be reimbursed for the cost of program materials and will be personally responsible to acquire these materials. Note that the materials may cost significantly more when not obtained through the College.
CLASS RULES “10 RULES FOR STUDENTS AND TEACHERS” by Sister Corita and John Cage

Rule One
Find a place you trust, and then try trusting it for a while

Rule Two (General duties as a student)
Pull everything out of your teacher.
Pull everything out of your fellow students.

Rule Three (General duties as a teacher)
Pull everything out of your students.

Rule Four
Consider everything an experiment.

Rule Five
Be Self-Disciplined.
This means finding someone wise or smart and choosing to follow them.
To be disciplined is to follow in a good way.
To be self-disciplined is to follow in a better way.

Rule Six
Follow the leader.
Nothing is a mistake.
There is no win and fail.
There is only make.

Rule Seven
The only rule is work.
If you work it will lead to something.
It is the people who work all of the time who eventually catch onto things.
You can fool the fans, but not the players.

Rule Eight
Do not try to create and analyze and at the same time.
They are different processes.

Rule Nine
Be happy whenever you can manage it.
Enjoy yourself.
It is lighter than you think.

Rule Ten
We are breaking all the rules, even our own rules, and how do we do that?
By leaving plenty of room for “X” qualities.

Helpful hints:
Always be around.
Come or go to everything.
Always go to class.

Read everything you can get your hands on. Look at movies carefully and often. Save everything. It may come in handy later.