

San José State University  
Department of Art & Art History  
Art 13, 3D Concepts, Section 02  
Fall Semester, 2019

### Course and Contact Information

Instructor:	Teresa Cunniff
Office Location:	Art Building Room 119
Email:	<a href="mailto:teresa.cunniff@sjsu.edu">teresa.cunniff@sjsu.edu</a>
Office Hours:	Tuesday and Thursday 11:00am – 12pm
Class Days/Time:	Tuesday and Thursday 3:00 – 5:50pm
Classroom:	Art 108

### Additional Contact Information

- E-mail is generally the best method of contact during non-office hours.
- Please allow 48-hours for an e-mail response.
- Emergency: dial 911 (FROM A SCHOOL PHONE, NOT A CELLPHONE!)
- Escort Service: dial 42222 from a campus phone, or 408 924 2222 from a cell phone.
- Individuals with disabilities may contact the Disability Resource Center (DRC), Administrative Building 110, 408 924 6000, for a variety of formats such as Braille, large print, sign interpreters, assistive listening devices, audio tape and accommodations for physical accessibility.

### Course Description

Theories and applications of three-dimensional form in visual art and design. Studio practice.

### Course Goals

This course is an introduction to concepts, techniques, and vocabulary associated with the production of three-dimensional objects. The course is designed to develop our conscious awareness of objects and space in daily life. As we gain knowledge of the fundamental elements and organizing principles of three-dimensional design, we learn to communicate our ideas in three-dimensional form. We will experiment with tools, techniques, and processes to create three-dimensional works using inexpensive, easily obtainable materials such as wire, wood, plaster, and found objects. Research is an important part of an artist's process. We will familiarize ourselves with artists whose work emphasizes physicality, space, and time. Three-dimensional art is a dynamic concept, continually adapting to new technologies and ideas. We will discuss the ways in which technologies have changed over time, and how variables like process, materials, setting, and scale impact meaning and messages.

### Course Learning Outcomes (CLO)

Upon successful completion of this course, students will be able to:

**CLO 1** Make an object using a process of *abstraction*: use an existing form (natural or man-made) as the basis or inspiration for a new object that captures the “essence” of the original form without directly mimicking it.

**CLO 2** Practice iterative design processes, using a problem solving routine that begins with brainstorming and sketching, refining of ideas, model making, testing, reassessment, and construction of a final solution.

**CLO 3** Design objects with the capacities and qualities of a given material in mind, allowing these to influence the form of each object.

**CLO 4** Integrate joinery and connective systems into the design of an object from its inception.

**CLO 5** Assess an existing object or render a new object in two dimensions using cross-section drawings or the principles of patternmaking.

**CLO 6** Fabricate objects using a wide variety of power tools and hand tools. Practice a variety of woodworking, metalworking, moldmaking and other constructive, subtractive and manipulation techniques.

**CLO 7** Make objects that tell a story or offer a “cultural critique,” the questioning of established societal conventions.

**CLO 8** Recognize and use terminology specific to the field of three-dimensional design and sculpture.

## Required Texts/Readings

There is no required textbook. Required readings will be posted on the [Canvas Learning Management System](#).

## Library Liaison

Gareth Scott

email: [gareth.scott@sjsu.edu](mailto:gareth.scott@sjsu.edu)

phone: (408) 808-2094

Dr. Martin Luther King, Jr. Library, 4th Floor Administration Offices

## Department Advising

For information about majors and minors in Art & Art History, for a change of major/minor forms and a list of advisors: <http://www.sjsu.edu/art/> or the Art & Art History department office in ART 116, 408-924-4320, [art@sjsu.edu](mailto:art@sjsu.edu)

## Course Materials, Tools, and Dress

Course materials such as syllabus, tutorials, and assignment instructions can be found on the [Canvas Learning Management System course website](#).

You are responsible for updates and notices by regularly checking with SJSU email through mySJSU at <http://my.sjsu.edu>.

Most tools will be checked out from the shop. However, it is advisable to acquire a cork-backed metal ruler (24" is best). Materials will be provided for your first two projects. The third project allows for a wide range of materials, and some of these may not be available in class. Expect to spend up to about \$40 on materials if you don't work with what we already have available.

Dress for working in the Shop— No open-toed shoes (sandals), no loose clothing or jewelry; long hair must be tied back securely.

## Accessing Adobe Creative Cloud

Currently enrolled San José State students are eligible to receive access to the Creative Cloud Suite for academic use. We will be using Adobe Illustrator and Acrobat in this course. Please visit the following website and check to see if you already have access as described. If you do not have access yet, please complete the request form. <http://www.sjsu.edu/ecampus/teaching-tools/adobe/students/index.html>

## Shop Safety Test

Students who use the shop facilities will be required to pay a \$20 fee to take the Shop Safety Test before they can use the facility. The fee must be paid prior to the student taking the Shop Safety Test. Students may pay at the Bursar's Office, located in the Student Services Center, directly into Fund 62089 with cash or check. The test and fee are required only once a calendar year, so if you took the test during the Spring 2018 semester, you will not be required to pay this fee again until Spring 2019. If you paid the fee in Fall 2018, you must pay the fee again for Fall 2019. The shop test is valid for one (1) calendar year.

Returning students who passed the safety test last semester need only show proof of their enrollment in a 3-unit Art or Design course in order to have their shop access reactivated.

In order to take the Shop Safety Test and use the School of Art & Design Shop Facilities, you must:

- Bring a receipt for the fee paid at the Bursar's Office into Fund 62089. The Bursar's Office accepts cash or check only.
- Be enrolled in at least one 3-unit Art or Design course during the Fall 2018 semester.

Before our next class, please watch the Shop Safety Test online at:

<http://www.sjsu.edu/at/atn/webcasting/events/shopysafety/>

The test is an open-notes test. I suggest writing down EVERYTHING that you can as you watch the video. In our next class meeting we will review and discuss answers before you take the test.

**Material Data Safety Sheets (MSDS)** must be on file for all potentially hazardous materials before they can be used in any of the Art & Design facilities. Submit one copy of the material's MSDS to the department in Room 104 and a second copy to the faculty member or technician responsible for the facility where the material will be used. This is a commonly missed question on the shop safety test.

### **Shop Dates and Hours of Operation – Fall 2019**

August 21st to December 9<sup>th</sup>, 2019

Monday 8:30 am – 5:00 pm

Tuesday 8:30 am – 7:30 pm

Wednesday 8:30 am – 5:00 pm

Thursday 8:30 am – 7:30 pm

Friday 8:30 am – 5:00 pm

Location: Art Building 101, 102, 104, & 106

Please be aware that clean-up starts 30 minutes before closing.

The shop safety test is given only during the first 3 weeks of the semester, August 21–September 13.

If a student misses more than three (3) questions on the safety test, or fails the Second Chance Test, your presence is required in the shop at all times while that student is working in the facilities. All students who wish to use the shop facilities must pass the shop safety test, no exceptions.

### **Course Requirements and Assignments**

Success in this course is based on the expectation that students will spend a minimum of 45 hours for each unit of credit (3 hours per unit per week), preparing for class, participating in course activities, and completing assignments. Details about student workload can be found in University Policy S12-3 at

<http://www.sjsu.edu/senate/docs/S12-3.pdf>.

Instructor reserves the right to change an assignment or a due date with adequate advance notice.

### **Assignments**

Exercise 1: Wire Sphere (5%)

Project 1: Wireframe and Orthographic Drawings (20%)

Exercise 2: Chess Piece (5%)

Project 2: Play Project (20%)

Exercise 3: Found Objects (5%)

Project 3: Mixed Media Cultural Critique (20%)

Vocabulary Quizzes (10%)

Participation (15%)

University policy F69-24 at <http://www.sjsu.edu/senate/docs/F69-24.pdf> states that "Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading."

### Participation

Participation includes completing read and response assignments on schedule, being active in class discussions and lectures, paying attention and speaking up in all class critiques, and engaging with your fellow classmates about their projects and ideas. You are welcome to ask questions and contribute relevant comments at any time. It is imperative to the success of our semester that you help build the community necessary to allow everyone to grow as artists throughout the course.

DO NOT MISS CLASS CRITIQUES. Missing a class critique will negatively impact your participation grade.

### Determination of Grades

Your coursework will be assessed according to the following rubric:

**A = 100 - 90% ~ Excellent.** Student exhibits exemplary effort at comprehension and analysis of the required materials. All written and creative work is lucid and engaging.

**B = 89 - 80% ~ Good.** Student completes assignment and demonstrates a grasp of the key themes of each topic, but not all. Detail, creativity and critical analysis are present.

**C = 79 - 70% ~ Satisfactory.** Student completes the assignment but may lack enthusiasm or drive to push the work into a detailed creative or critical space. Student performs little or no creativity or analysis. Problems exist: the work is underdeveloped or incomplete.

**D = 69 - 60% ~ Unsatisfactory.** Student does not complete the work as assigned. Substantial problems exist in student's work.

**F = < 60% ~ Fail.** Student does not submit work, or work is below unsatisfactory level.

Grading Information: **This course must be passed with a C– or better as a CSU graduation requirement.**

### Numeric Grade Equivalent

93% and above	A
92% - 90%	A-
89% - 88%	B+
87% - 83%	B
82% - 80%	B-
79% - 78%	C+
77% - 73%	C
72% - 70%	C-
69% - 68%	D+
67% - 63%	D
62% - 60%	D-
below 60%	F

### Grading Policy

I expect a high degree of commitment to this class. Your persistence, imagination, and level of involvement in solving visual problems determine the quality of your work. Be sure to challenge yourself within the

parameters of each assignment. The criteria I use in assigning grades for studio assignments are the quality and complexity of the ideas being explored (including preparation, research, and preliminary sketches) and your success in executing these ideas (problem solving, craftsmanship, attention to detail, presentation).

Access to your grades as well as copies of course materials such as the syllabus, major assignment, handouts, notifications etc. will be made available through the SJSU Canvas system (<http://sjsu.instructure.com>), accessible through your SJSU One account. You are responsible for regularly checking with the messaging system through MySJSU.

Grades will be assigned according to University policy from A to F as outlined in the SJSU catalog. All work must be finished and turned in according to described deadlines and instructions. I will accept assignments up to three weeks late, but they will be downgraded by one full letter grade per week.

Graded assignments can be redone and resubmitted for an additional grade at any time until the end of the semester.

**Please note:** Except in cases of documented emergencies, incomplete grades are not given in this course.

“All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See [University Policy F13-1](#) for more details.

## Classroom Protocol

Becoming proficient in new materials, processes, and technologies is accomplished through both individual and shared experience, exploring and experimenting, making mistakes, and asking questions. We learn by researching, experimenting, and discussing. I encourage mistakes and failures as part of the learning process. Through critiques and discussions, we will all learn and we will all teach. I expect students to have fun and be imaginative and expressive, and I also expect that they will be respectful toward the instructor and each other. No electronics are to be used during class unless they are used as research tools for the assigned projects. Critiques are a very important part of the learning process and I expect all students to be attentive and to be active participants. Because this is a hands-on class with many demonstrations and slide lectures, I expect all students to be mindful of attendance. Too many unexcused absences will negatively impact your grade because you are likely to miss crucial information. Please be on time; arriving late disrupts class and is disrespectful. If you miss a demonstration, it is up to you to make arrangements with the instructor to make it up. Artistic integrity is a must. Your work should be your own original work. You may look to other artists and online resources for inspiration, techniques, and skill building purposes, but you may not copy someone else's idea or concept.

**Clean up:** Clean up begins 15 minutes before class ends. ALL areas that you have used must be cleaned before you leave the classroom.

## Student Responsibilities

- Students must attend all equipment demonstrations in order to use the equipment in the Wood Shop. If you did not see my demonstration on how to use a particular machine or perform a particular process, you must request a repeat demonstration from a shop employee.
- Do not perform any process for this class if you did not see a safety demonstration on that process, or if you have forgotten any detail of the demonstration.
- Students are responsible for all information presented in lectures and demonstrations, and through assigned readings and web related research.

- Students will present each of their projects for class critique.
- Students must complete all course assignments on time.
- This class will include lab and lecture time. Students are responsible for completing assignments through lab time or outside class time. Equally important, students are responsible for actively engaging in the course material through group discussions and critiques.

**Cell Phones:** Please turn your cell phone off while in class. Please do not answer your phone or text message in class. Cell phones and laptops should remain put away in this class, unless we are specifically doing a Google search or a calculation within a critique or a discussion. Texting during a slide lecture or a technical demonstration in this class is absolutely unacceptable.

**Email:** Please make sure the University has your correct email address, or you won't receive my or other faculty's emails about class-related issues.

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### University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on the Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>"

Week	Date	<b>Art 13.03, 3D Concepts, Class Number 40009, Fall 2019, Topics, Readings, Assignments</b> <b>Course Schedule</b>
1	08.22	Introductions: you, instructor, course, Canvas. Beginning survey. Homework: View <a href="#">Shop Safety Video</a> , take detailed notes, pay \$20 to bursars and bring receipt to class. Bring a sketchbook (at least 8"x10") for next class.
2	08.27	Bring receipt for shop test, watch Shop Safety Video. Review for and take Shop Safety Test. Shop walk through. <i>5pm Tuesday night lecture: Digital Media Art Faculty Exhibition Walk-Through.</i>
2	08.29	Lecture: Elements of 3D Design. Intro to Project 1, Wireframe. Demo and Lab: Exercise 1, Wire Sphere. Homework: For next class, bring in pencil, ruler, eraser, pliers/wire cutters and 2 objects for Project 1. Read and Respond #1 due on Canvas by midnight, Wednesday, September 4. .
3	09.03	Exercise 1 due. Project 1 objects due for approval. Demo and Lab: Orthographic drawings of object. Last Day to Drop Courses Without Entry on Permanent Record.
3	09.05	Lecture: Principles of 3D Design. Lab: Orthographic drawings of object, due by the end of class.
4	09.10	Project 1 workday. Begin forming wire over drawings.
4	09.12	Lecture: Sculptural Processes. Lab: Project 1 workday.
5	09.17	Review for Vocabulary Quiz 1. Lab: Project 1 workday. <i>5pm Tuesday night lecture: Jenny Sabin</i>
5	09.19	Vocabulary Quiz 1. Lab: Project 1 workday.
6	09.24	Wireframe and Orthographic drawings due for critique. Intro to Project 2. Homework: install Adobe Illustrator, complete tutorials and upload Pen Tool exercise in pdf.
6	09.26	Adobe Illustrator demo. Exercise 2: Chess piece due by end of class. Compile chess pieces into 1 file.
7	10.01	Project 2 laser cutter demo. Lab: Brainstorm Play Project ideas.
7	10.03	Lecture: Materials and Meaning. Due for review: Project 2 concepts. Midterm Survey.
8	10.08	Project 2 workday and wood shop demos. Homework: Read and Respond #2 due on Canvas by midnight, Wednesday, October 16.
8	10.10	Project 2 workday and wood shop demos.
9	10.15	Project 2 workday and wood shop demos. <i>5pm Tuesday night lecture: Ebitenyefa Baralaye, Material Lives</i>
9	10.17	Discuss Reading #2. Project 2 workday.
10	10.22	Due for critique: Project 2 Cardboard Prototype. <i>5pm Tuesday night lecture: Rebeca Bollinger: A Shortcut Through Spacetime</i>
10	10.24	Project 2 workday.
11	10.29	Review for Vocabulary Quiz 2. Project 2 workday.
11	10.31	Vocabulary Quiz 2. Project 2 workday. Happy Halloween!
12	11.05	Project 2 due for critique. Intro to Project 3: Mixed Media.
12	11.07	Lab: Exercise 3.

13	11.12	Exercise 3 due. Project 3 workday and demos.
13	11.14	Project 3 concepts due.
14	11.19	Project 3 workday and demos.
14	11.21	Project 3 workday and demos.
15	11.26	Project 3 workday.
15	11.28	Thanksgiving Day. No classes!
16	12.03	Project 3 workday. <i>5pm Tuesday night lecture: Ranu Mukherjee</i>
16	12.05	Critique Project 3. End of Semester Survey.
Final Exam		Wednesday, December 11, 2:45-5:00pm Classroom cleanup and photo shoot.