

San José State University  
Department of Art & Art History  
Art 13, Three-Dimensional Design Concepts, Section 02  
Spring Semester, 2020

### Course and Contact Information

Instructor:	Teresa Cunniff
Office Location:	Art Building Room 119
Office Phone:	4-4335 (please use email)
Email:	teresa.cunniff@sjsu.edu
Office Hours:	Monday and Wednesday, 8:00am – 9:00am
Class Days/Time:	Monday and Wednesday, 12:00pm – 2:50pm
Final Exam Period:	Tuesday, May 19, 9:45am – 12:00pm
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. If you need course adaptations or accommodations because of a disability, please speak with me or see me during office hours. Presidential Directive 97-03 requires that students with disabilities requesting accommodations must register with AEC to establish a record of their disability. [Academic Senate Policy F06-2](#)

### 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 cardboard. 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, a few key items are required for the semester:

A sketchbook

A retractable Stanley utility knife or xacto knife with “11 blades

Long-Nose Pliers with wire cutter

18” cork backed ruler

Most materials will be provided for your projects. 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 2019** semester, you will be required to pay this fee in **Spring 2020.**

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.

**Before our next class, please watch the Shop Safety Video online** (Chrome worked for me; the video did not display in Firefox) at: <http://www.sjsu.edu/at/atn/webcasting/events/shopysafety/index.html>

It does run in flash player, so depending on your system it might ask you to update flash (you might be able to skip that step by clicking the Click to Enable Flash Player text displayed in the player window).

The shop safety test is given during the first 3 weeks of the semester, no exceptions. If a student misses more than 3 questions on the safety test, or fails the Second Chance Test, the instructor's 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. This includes the use of the laser cutter.

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 Safety Data 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.

## 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: AI Pen Tool and Laser Cut Chess Piece (5%)

Exercise 3: Wood Ergonomic Push Stick (5%)

Project 2: Play Project in Wood and Cardboard Prototype (25%)

Project 3: Carve in Plaster, Cast in Pewter (15%)

Vocabulary Quiz (5%)

Participation (readings, discussions, critique worksheets) (20%)

## Participation

Participation includes completing read and response assignments on schedule, being present during technical demonstrations, being active in class discussions, lectures, and in all class critiques, engaging with your fellow classmates about their projects and ideas, and cleaning up the classroom at the end of each class period. You are welcome to ask questions and contribute relevant comments at any time.

ATTENDANCE FOR CRITIQUE DAYS IS MANDATORY. Missing a class critique will negatively impact your participation grade.

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.”

## Grading Policy

Your commitment, imagination, and level of involvement in solving visual problems determine the quality of your work. The criteria used to grade 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, craft, attention to detail, presentation). If you are in class, trying, engaging, and learning, you will do well. If you are having an issue, please talk to me about it.

**Absence:** Students are responsible for completing any work missed and for obtaining notes and materials during an absence. All assignments and presentations are posted on Canvas. Exchanging contact information with some of your classmates is recommended. If you have a special circumstance, please make sure you contact me before the class period on which the project is due. I understand that life sometimes is unbending, and we will work together to find an appropriate solution.

**Late Work** Late assignments will be accepted up to one week after the due date.

**Incomplete:** 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.

## 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

**Note:** Grades on all assignments are advisory in nature. Students are given the opportunity to rework any and all projects for resubmission the week prior to the final critique. At this time all resubmitted work will be re-evaluated for a permanent grade. This policy allows students the opportunity to rework previously graded assignments in order to maximize their final grade. This opportunity does not apply to projects not submitted for their original deadline.

## Classroom Protocol

The classroom is a community space that must be consciously maintained. Be aware that this is an inclusive space where everyone's ideas are safe and welcome. We are here to support each other.

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 along with imaginative and expressive dialog as part of the learning process.

Artistic integrity is a must. Your work should be your own original work, completed in this class for the current assignment. 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 or repurpose any of your assignments from other classes.

**Clean up:** This is a multipurpose room. 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.
- 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 one is needed for approved research or calculation. Digital communication during a slide lecture or a technical demonstration in this class is absolutely unacceptable.

## 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 Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>"

## Art 13, Section 2/Three-Dimensional Design Concepts, Spring 2020, Course Schedule

Week	Date	Art 13.01, 3D Concepts, Class Number 22960, Spring 2020 Topics, Readings, Assignments
1	01.27	Introductions: you, instructor, course, Canvas. Beginning survey. Homework: View Shop Safety Video at <a href="http://www.sjsu.edu/at/atn/webcasting/events/shopysafety/index.html">http://www.sjsu.edu/at/atn/webcasting/events/shopysafety/index.html</a> It does run in flash player, so depending on your system it might ask you to update flash (you might be able to skip that step by clicking Click to Enable Flash Player text displayed in the player window). Take detailed notes, pay \$20 to bursars and bring receipt to class. Bring a sketchbook (at least 8"x10") for next class
1	01.29	Bring receipt for shop test, watch Shop Safety Video. Review for and take Shop Safety Test. Shop walk through.
2	02.03	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, Sunday, 02.16 for Monday, 02.17 class discussion.
2	02.05	Exercise 1 due. Project 1 objects due for approval. Demo and Lab: Orthographic drawings of object.
3	02.10	Lecture: Organizing Principles of 3D Design. Lab: Orthographic drawings of object, due by end of class.
3	02.12	Demo: Forming wire over drawings. Lab: Project 1 workday.
4	02.17	Discussion: Read and Respond 1. Lab: Project 1 workday.
4	02.19	Lecture: Sculptural Processes. Lab: Project 1 workday.
5	02.24	Review for Vocabulary Quiz 1. Lab: Project 1 workday.
5	02.26	Vocabulary Quiz 1. Lab: Project 1 workday. Homework due 3/5: install Adobe Illustrator, complete tutorials and upload Pen Tool exercise in pdf.
6	03.02	Wireframe and Orthographic drawings due for critique. Intro to Project 2.
6	03.05	Adobe Illustrator demo. Lab: Creating files for laser cutter demo.
7	03.09	Exercise 2: Chess piece AI file due. Compile chess pieces into 1 AI file for laser cutter demo.
7	03.11	Project 2 laser cutter demo. Lab: Brainstorm Play Project ideas. Homework: Project 2 concept development.
8	03.16	Lecture: Materials and Meaning. Woodshop demos (bandsaw, drill press).

8	03.18	Woodshop demos (sandblaster, laminating wood). Lab: Ergonomic push stick
9	03.23	Due for review: Project 2 concepts. Lab: Ergonomic push stick.
9	03.25	Due: Ergonomic push stick. Discussion: Wood joinery and connective systems. Lab: Project 2 Cardboard Prototype.
10	03.30	SPRING BREAK
10	04.01	NO CLASSES
11	04.06	Due for critique: Project 2 Cardboard Prototype. Project 2 workday.
11	04.08	Project 2 workday.
12	04.13	Demo: Wall mounting sculpture. Project 2 workday.
12	04.15	Intro to Project 3: Wearable art, Plaster carving and pewter casting. Demo: mixing and casting plaster for carving. Project 2 workday.
13	04.20	Project 2 workday.
13	04.22	Project 2 due for critique.
14	04.27	Project 3 concepts due. Demo: carving plaster, casting pewter.
14	04.29	Carve plaster molds. Cast pewter.
15	05.04	Cast pewter.
15	05.06	Finishing pewter castings.
16	05.11	Critique Project 3. End of Semester Survey.
Final Exam		Tuesday, May 19, 9:45am – 12:00pm. Classroom cleanup and photo shoot.