

San José State University
School/Department
Art 13, 3-D Concepts, Section 01, Spring, 2021

Course and Contact Information

Instructor:	Jennifer Cannon
Zoom Office Hours:	Available to students of Art 13, Section 01.
Email:	jennifer.cannon@sjsu.edu
Office Hours:	MW 12:30-1:30
Additional contact availability:	Please send an email to set up individual meetings if you cannot attend my office hours.
Class Days/Time:	MW 9:00 – 12:00
Classroom:	N/A Online

Course Materials

Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on [Canvas Learning Management System course login website](http://sjsu.instructure.com) at <http://sjsu.instructure.com>. You are responsible for regularly checking with the messaging system through [MySJSU](http://my.sjsu.edu) at <http://my.sjsu.edu> to learn of any updates.

Course Description

This course will explore theories and applications of three-dimensional form in visual art and design. This will be accomplished through studio practice supplemented with course lectures and reading assignments.

Course Goals

This course is an introductory course meant to teach students the visual and linguistic vocabulary of three-dimensional form. Students will be exposed to a variety of artists who work three-dimensionally to express themselves for inspiration. The students will explore a variety of media and fabrication methods to create projects while incorporating the important fundamental concepts and principles they will learn during this class.

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, mold making, 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

Textbook

Paula Crawford and Kendall Buster, *The Critique Handbook* portions of Chapter 1 (can be found on Canvas.)

Other Readings

Additional readings will be posted as assignments on Canvas.

Other technology requirements / equipment / material

In normal semesters, most tools can be checked out from the shop; however, this semester you will need to have some tools of your own. I can help guide you in decisions of those purchases. It is also likely that some projects will require you to purchase materials for their completion.

Library Liaison

Gareth Scott

email: gareth.scott@sjsu.edu

phone: (408) 808-2094

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

Course Requirements and Assignments

“Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.”

Shop safety test: Students who use the shop facilities are required to pass the Shop Safety Test **PRIOR TO** using the facility. 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, check, or ATM credit card payments.
- Be enrolled in at least one 3-unit Art or design course.

We will watch the Shop Safety Video online during class at:

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

Grading Information

This is a studio course which will require each student to maintain focus and determination throughout the semester. Active participation in class demonstrates this. It will also be expected that the student challenge themselves with each assignment. These assignments, or projects will be graded on quality of work, complexity of the ideas explored, and success in executing these ideas. Although there will be two quizzes and one reading

response, most of the grade for this course will be weighted with the projects. This initial evaluation will be completed during class critiques. Therefore, only work that is presented during critique, even if incomplete, will be accepted. Completed late work will be accepted one week late without a penalty, and up to two weeks past the critique but will then be downgraded by one full letter grade.

<i>Assignment</i>	<i>Percentage</i>
Quiz 1	5%
Quiz 2	5%
Reading Response	5%
Project 1	20%
Project 2	20%
Project 3	15%
Project 4	20%
Participation	10%

<i>Grade</i>	<i>Percentage</i>
<i>A plus</i>	<i>96 to 100%</i>
<i>A</i>	<i>93 to 95%</i>
<i>A minus</i>	<i>90 to 92%</i>
<i>B plus</i>	<i>86 to 89 %</i>
<i>B</i>	<i>83 to 85%</i>
<i>B minus</i>	<i>80 to 82%</i>
<i>C plus</i>	<i>76 to 79%</i>
<i>C</i>	<i>73 to 75%</i>
<i>C minus</i>	<i>70 to 72%</i>
<i>D plus</i>	<i>66 to 69%</i>
<i>D</i>	<i>63 to 65%</i>
<i>D minus</i>	<i>60 to 62%</i>

Grading Policy / 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 the 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.**

- **Classroom Protocol**

- *Zoom provides a roster of attendees along with times of when they joined and left the meeting. We will meet each Monday and Wednesday as scheduled and begin with a lecture, demonstration, or quiz. Please have your video on and your microphone on mute unless you need to ask a question or add a comment.*
- *This is a college level studio course you are paying for. It is meant to be very interactive, and your attentiveness will only increase the benefits you will receive in this class. You are encouraged to ask questions, and experiment with ideas. All work must be original and your own but can be inspired by other artists.*

University Policies (Required)

Per University Policy S16-9 (<http://www.sjsu.edu/senate/docs/S16-9.pdf>), relevant information to all courses, such as academic integrity, accommodations, dropping and adding, consent for recording of class, etc. is available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](#) at <http://www.sjsu.edu/gup/syllabusinfo/>” Make sure to review these university policies and resources with students.

Art 13 Section 01 / 3-D Concepts, Spring 2021, Course Schedule

Course Schedule

Week (Optional)	Date	Topics, Readings, Assignments, Deadlines (If appropriate, add any extra column(s) to meet your needs.)
1	1/27	Intro to class – discussion of syllabus & materials to be ordered. Watch shop video, discuss video. Homework: Check SJSU address.
2	2/1	Lecture: Intro to 3D Design – Part 1- Volume and Line. Introduce Project 1 – Wireframe. Zoom demonstration: simple exercise for wire. Homework: Choose 3 possible objects for Project 1. Begin reading <i>The Critique Handbook</i> Chapter 1 Highlighted sections on pages 1- 27. Review vocab sheet. Get object(s) for Project 1.
2	2/3	Zoom demonstration: Orthographic drawings. Wire exercise due (posted to assignment on canvas) at end of class. Break out discussions for approval of object for Project 1 - Wireframe. Last day to drop courses without an entry on your permanent record.
3	2/8	Zoom demonstration: using orthographic drawings for wireframes. Work on Project 1 – Orthographic Drawings Homework: Read <i>The Critique Handbook</i> Chapter 1 Highlighted sections on pages 27- 45. Review vocab sheet.
3	2/10	Lecture: Intro to 3D Design – Part 2 – Positive and Negative Space, Unity, Scale. Work on Project 1 – Orthographic Drawings and wire manipulation. Orthographic drawings due by midnight.
4	2/15	Vocabulary Quiz #1 Work on Project 1 – Wire manipulation.
4	2/17	Lecture: Taking photographs of work. Work on Project 1 – Wire manipulation.
5	2/22	Lecture: Critique etiquette – Describe, analyze, interpret, evaluate. Work on and complete Project 1. Project 1 is due Wednesday at the beginning of class.
5	2/24	Critique of Project 1.
6	3/1	Lecture: Intro to 3D Design – Part 3 – Rhythm/Repetition, Contrast Variety Introduce Project 2 – Abstract Form Project Work on Project 2 – Sketching ideas. Reading response for Chapter 1 due at midnight.
6	3/3	Zoom demo: Project 2 Work on Project 2 – Sketching ideas begin step 2 if possible. Project 2 Step 1 Sketches due at midnight.
7	3/8	Lecture: Intro to 3D Design – Part 4 – Scale and Proportion Balance. Work on Project 2 – Work on Project 2 step 2.
7	3/10	Zoom demo: Project 2 Work on Project 2.
8	3/15	One on one meetings with professor. Work on Project 2. Project 2 Step 2 Card Stock Models due at midnight.

Week (Optional)	Date	Topics, Readings, Assignments, Deadlines (If appropriate, add any extra column(s) to meet your needs.)
8	3/17	Lecture: Intro to 3D design – Part 5 – Processes. Work on Project 2.
9	3/22	One on one meetings with professor. Work on Project 2. Project 2 due Wednesday at the beginning of class.
9	3/24	Critique Project 2
10	3/29	SPRING RECESS NO CLASS
10	3/31	SPRING RECESS NO CLASS
11	4/5	Introduce Project 3 – Plaster Carving Demo: Plaster casting and carving. Work on plaster pieces.
11	4/7	Lecture: Intro to 3D Design – Part 6 – Texture and Scale. Work on Project 3 - Plaster pieces.
12	4/12	Critique Project 3.
12	4/14	Lecture: Intro to 3D Design – Part 7 – Meanings in Material Introduce Project 4 – Cultural Critique Work on Project 4
13	4/19	Demo: Combination of materials Work on Project 4
13	4/21	Lecture: Intro to 3D Design – Part 8 – Cultural Critique Work on Project 4
14	4/26	Demo: As needed for Project 4 Work on Project 4 Concept drawings due.
14	4/28	Vocab Quiz #2 Work on Project 4.
15	5/3	Lecture: Intro to 3D Design – Part 9 – Tell a Story. Work on Project 4
15	5/5	One on One meetings for Project 4.
16	5/10	Lecture: Intro to 3D Design – Part 10 – Public Works Work on Project 4.
16	5/12	Demo: As needed Work on Project 4.
17	5/17	Critique of Project 4.
Final Exam	5/19	EARLY FINAL 7:15AM to 9:30AM Finish Critiques of Project 4.