

San José State University
College of Humanities and the Arts
Department of Art and Art History
Art 13, 3-D Concepts, Section 04, Fall, 2021

Course and Contact Information

Instructor:	Jennifer Cannon
Office Location:	On-line or Art 119
Email:	jennifer.cannon@sjsu.edu
Office Hours:	MW 2:00-3:00
Additional contact availability:	Please set up an appointment, even during my office hours. In addition, I am available at other times if you have a conflict, just email me and we can set up a meeting.
Class Days/Time:	TR: 4:00 – 6:50
Classroom:	Online and Art 108

Course Description

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

Course Format

Hybrid - Online with some in person meetings.

All students will need to have online access. Most of the lectures will be online. In person meetings will be for demonstrations, distribution of materials, and discussions as required. Please see the course schedule for those dates, but please also be aware that there might be times where the dates will need to be adjusted. All students must wear masks on campus.

Course Materials

Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on [Canvas Learning Management System course login website](https://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 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, 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

Textbook

A selection of excerpted readings will be posted to 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. There is a supply list on canvas, some will be supplies you already have, others will need to be purchased. It is possible that completing some of your own ideas will require you to purchase materials not supplied in this course.

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: Although this class will not be accessing the shop, in the future students should be aware that using the shop facilities requires students 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 of \$20. 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/>

Final Examination or Evaluation

The final exam will be a critique of the final project for this course.

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 a 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 (or before) critique, even if incomplete, will be accepted.** Incomplete submissions may be completed within one week late without a penalty, and up to two weeks past the critique but will then be downgraded by one full letter grade. In addition, projects that are completed for critique may have two weeks after grades are posted to improve and re-submit those projects for a better grade. This option will not be available for the final project.

<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>

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

Grading Policy / Rubric

A+ to 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+ to 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+ to 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+ to 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 Tuesday and Thursday on the schedule and each day will begin with a lecture and/or demonstration. Please have your microphone on mute unless you need to ask a question or add a comment. If possible, please leave your video on, especially during class discussions. Some of these meetings will last the full course time, others will be relatively brief. Therefore, you need to be on time, or you might miss valuable information.*
- *In person meetings will be held in the Art Building, Room 108. See schedule for dates.*
- *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

Per [University Policy S16-9](#), relevant university policy concerning all courses, such as student responsibilities, academic integrity, accommodations, dropping and adding, consent for recording of class, etc. and available student services (e.g. learning assistance, counseling, and other resources) are listed on [Syllabus Information web page](https://www.sjsu.edu/curriculum/courses/syllabus-info.php) (<https://www.sjsu.edu/curriculum/courses/syllabus-info.php>). Make sure to visit this page to review and be aware of these university policies and resources.

Art 13, Section 4 / 3-D Concepts, Spring 2021 Course Schedule

Tuesdays & Thursdays 4:00 – 6:50 PM

See canvas for Zoom links for meeting on-line. In person meetings will occur as scheduled below in the Art Building, Room 108. The final will be on-line on Thursday, December 9 from 2:45 – 5:00PM.

Course Schedule (Required - Delete the word “Required” in final draft)

Week	Date	Topics, Readings, Assignments, Deadlines
1 Online	8/19	Intro to class – discuss materials to be ordered Watch shop video, discuss video. Homework: Order materials.
2 Online	8/24	Lecture: Intro to 3D Design – Part 1- Volume and Line. Introduce Project 1 – Wireframe. Homework: Choose 3 possible objects for Project 1. Begin reading sections of <i>The Critique Handbook</i> available on Canvas. Review vocab sheet. Get object(s) for Project 1.
2 IN PERSON!	8/26	Bring objects for Project 1 and needle nosed pliers with side cutters to class. Demo: Wireframe demonstration. Individual discussions for approval of object for project 1. Distribution of materials for Project 1.
3 IN PERSON!	8/31	Bring objects, large pad of paper, pencil, wire, needle nosed pliers to class. Demo: Orthographic drawings and wire manipulation. Homework: Read <i>The Critique Handbook</i> : Chapter 1. Review vocab sheet. Last day to drop classes without a “W” Grade.
3 Online	9/2	Lecture: Intro to 3D Design – Part 2 – Positive and Negative Space, Unity, Scale. Work on Project 1 – Orthographic Drawings and wire manipulation. Orthographic drawings and wire sphere due by midnight.
4 Online	9/7	Vocabulary Quiz #1 Work on Project 1 – Wire manipulation.
4 Online	9/9	Lecture: Taking photographs of work. Work on Project 1 – Wire manipulation.
5 Online	9/14	Go over Quiz 1. Evaluate spheres. Work on and complete Project 1.

5 Online	9/16	Lecture: Intro to 3D Design – Part 3 – Rhythm/Repetition, Contrast Variety Work on Project 1.
6 Online	9/21	Lecture: Critique Etiquette – Describe, analyze, interpret, evaluate. Project 1 is due Thursday at the beginning of class.
6 Online	9/23	Critique of Project 1. Project 1 Requirements: Orthographic Drawing, Wire Frame, Wire Sphere (Sphere due 9/2)
7 Online	9/28	Introduce Project 2 – Abstract form Project Lecture: Project 2 Tips Begin drawings for Project 2.
7 IN PERSON!	9/30	Demo Project 2. Work on Project 2. Reading response for Chapter 1 due at midnight.
8 Online	10/5	Class review of drawings/ feedback. Drawings need to be uploaded to discussion page before class begins.
8 Online	10/7	Lecture: Intro to 3-D Design – Part 4 – Scale Proportion and Balance Work on Project 2.
9 IN PERSON!	10/12	Demos and discussion as needed for Project 2. Work on Project 2.
9 Online	10/14	Lecture: Intro to 3-D Design – Part 5 – Processes. Project 2 is due Tuesday at the beginning of class.
10 Online	10/19	Critique Project 2 Project 2 Requirements: Drawings, cardstock, final design.
10 Online	10/21	Introduce Project 3 – Plaster Carving Demo: Plaster casting and carving. Homework: Find a disposable container to use for you plaster carving that will work with your idea.
11 IN PERSON!	10/26	Be prepared to cast plaster today. Casting and carving will begin for Project 3. Wear clothes you do NOT care about.
11 Online	10/28	Lecture: Intro to 3-D Design – Part 6 – Texture, Scale, and Meanings in Material Work on Project 3.
12 Online	11/2	Demos and discussion as needed for Project 3. Project 3 is due Thursday at the beginning of class.
12	11/4	Critique of Project 3. Project 3 Requirements: Carved Plaster Piece.
13 IN PERSON!	11/9	Introduce Project 4 Cultural Critique. Demo: Combination of materials. Begin work on Project 4 with concept drawings.
13	11/11	NO CLASS VETERAN'S DAY!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
14 Online	11/16	Lecture: Introduction to 3-D Design – Part 7 – Cultural Critique Group discussion of student work for Project 4. Work on Project 4.
14 Online	11/18	Vocab Quiz #2 Work on Project 4

15 Online	11/23	Lecture: Introduction to 3-D Design – Part 8 – Tell a Story. Review Quiz #2 Work on Project 4. One on one as needed
15	11/25	NO CLASS! THANKSGIVING BREAK!!!!!!!!!!!!!!!!!!!!!!
16 Online	11/30	Lecture: Introduction to 3-D Design – Part 9 – Public Works Work on Project 4 Demo as needed
16 IN PERSON!	12/2	Work on Project 4 - Final feedback opportunity for Project 4! Project 4 due on Thursday, December 9 at 2:45! Project 4 Requirements: Sketches and Final Artwork.
Final Exam	12/9	Thursday, December 9 Time: 2:45PM – 5:00PM Online