

# THREE-DIMENSIONAL FUNDAMENTALS

## I. Course Description:

A studio course exploring the fundamentals of the formal systems and basic elements of visual organization through three-dimensional design principles and theories using a variety of materials.

## II. Credit Hours: Three (3) A studio class meeting six (6) clock hours per week

## III. Media and Tools:

Emphasis on a variety of media to support the concepts and design principles listed below which may include but are not limited to wood, clay, metal, foam core, paper, wire, and plaster. Instruction on the correct and safe use of any hand & small / portable power tools used in class is integral to this course. Safety issues should be addressed.

## IV. Concepts and skills should include but not limited to:

Relief/In the Round	Contour/Plane	Cutting	Gesture
Concave/Convex	Unit to whole	Mass/Form	Proportion
Fabrication	Modeling	Emphasis	Shaping
Volume	Weight	Casting	Carving
Additive/ Subtractive	Motif/Pattern	Scale	3D Space
Positive/Negative	Light modulation	Balance	Movement
Visual/Conceptual	Organic/Synthetic	Kinetic/Static	Found objects
Joining/Attaching	Combining unlike materials	Figurative/Non-Figurative	

*Note: It is strongly recommended that students maintain sketchbooks for this class.*

## V. Curriculum Development Option:

Computer generated practice in 3D image applications and printing is encouraged.

## VI. Critical Analysis:

Class and Individual Critiques providing for understanding the criteria and standards used in assessing performance

## VII. Historical Reference:

Connect various contemporary, historical, and multi-cultural 3-Dimensional structures as models for design reference to this particular studio/aesthetic practice in the development of visual literacy

## VIII. Health and Safety:

Students should be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

## IX. Suggested References / texts, current editions of the following:

*Launching the Imagination*, Stewart                      *Shaping Space*, Zelanski & Fisher  
*Principles of Form and Design*, Wong  
*Experiments in Form: Foundation Course in Three-dimensional Design*, Pearce  
Paper Constructions: Two- and three-Dimensional Forms, Zeier

**Revised by IHEAA, 10-27-2017**

**Revised by IHEAA, 4-20-2012**

**Adopted by IHEAA, 4-16-1999**

**Revision Endorsed by the IAI Art Major Panel, \_\_\_\_\_**

**Revision Endorsed by the IAI Art Major Panel, 10-19-2012**

**Endorsed by IAI Art Major Panel, 10-29-99**

The Illinois Higher Education Art Association (IHEAA) and the IAI Art Major Panel both recognize that each discipline within an art program has specific objectives that are routinely formulated by faculty within the discipline. These objectives are further defined and implemented by each faculty member during the course of teaching a class. It is not the intention of these skills and content outlines to impose specific course objectives or approach or to prescribe projects - the domain of each individual instructor. These skills and content outlines, however, are intended to suggest a set of minimum expectations or standards from which specific individual objectives and approaches can be developed. Instructors may provide additional experiences, content and skills, but they should cover what is outlined to assure continuity among courses with similar titles.