

**ART 141: BEGINNING 3-D DESIGN, #10356**

CSUN, FALL 2005

TTH 6:00 - 8:50

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The intent of this course is to expose you to ideas and concepts informing three-dimensional design and aims to help you translate your ideas into physical form. The topics and problems explored relate to sculpture, architectural design, product design, interior design, visual communication, and 3-D illustration.

Over the course of the semester we will explore elements and principles of 3-D design including line, plane, form, scale, repetition, balance, and proportion. Emphasis will be placed on form in space, design systems, and contemporary art concepts. Slide lectures, videos, and books will be presented to discuss the concerns of various movements in art and design, as well as, the prominent artists and designers of these historical and contemporary periods and their relevance to the current assignment. The class is structured around studio projects that require problem solving through direct experimentation and research. Although some of the work will be done during the class period, you will also be expected to work outside of class.

Demonstrations of different materials, techniques, and processes will be presented usually proceeding an assignment. Assignments involve construction and techniques in paper, wire, wood, found objects, and various other materials.

As you work on different projects you will acquire manual dexterity with basic tools and model making techniques. These basic skills will help you in problem solving and to realize your ideas.

Homework consisting of collecting images, textures, etc., going to the library to find works by artists/designers related to your projects, reading short essays or excerpts, investigating frequently used terms relevant to the concerns of 3-D design will be periodically assigned. You are expected to keep abreast of the assignments and outside class work without prompting. Since homework, slide lectures, and the introduction to new assignments are often discussed at the beginning of class you need to be on time. Your attendance is mandatory.

Group critiques will be conducted during class usually after the completion of an assignment. Critiques are a way for you to develop a vocabulary for talking about ideas, perceptions, and constructs of 3-D design presented in your work and the work around you. Come prepared to ask questions and give insights into the work. I encourage you at any time to talk to fellow students and myself about your ideas and concerns.

Launching the Imagination by Mary Stewart is the required textbook for the class. It can be purchased at the campus bookstore.

**GRADES** are determined by:

<u>Attendance</u>	[3 late arrivals or early departures = 1 absence, 3 absences will result in a reduction of a letter grade]
<u>Projects</u>	55% [Is the work conceptually inventive? Have you demonstrated a solid grasp of problem content? Is there substantial engagement with ideas? Is the work visually compelling? Is it fully engaged? unified? balanced? well crafted?] (Grading scale: F thru A+) C = project minimally fulfills the criteria of assignments. B = project is creatively resolved through ingenuity and well crafted. A = project shows conceptual, technical, and aesthetic excellence.
<u>Homework</u>	20% [i.e. collecting images or information, drawings, defining terms]
<u>Class Participation</u>	25% [Did you use class time effectively and come well prepared? Did you take risks? How many solutions did you invent for each problem? How frequent and substantial were your contributions to critiques?]

Keep a sketchbook and bring it to class with you. Compile notes on assignments, demonstrations, and critiques within it in addition to sketches of your ideas. It can be a place for collecting any visual or textural data that interests you (newspaper or magazine images, scraps of fabric, fragments found on the street, or excerpts from text, etc.) Consider carrying a disposable camera for collecting images. Allow the accumulation to inform you about what attracts and interests you.

**BRING TO EVERY CLASS:** pencil, eraser, sketchbook (any size), exacto knife, utility knife, scissors, white glue, 1/2 or 3/4" making tape, steel ruler- 18" (or larger), compass, needle nose pliers (required for first assign and recommended to have on hand in the future)

Materials can be found at:

Michael's Art Supplies	18030 Chatsworth [west of white oak] 818. 831.1889
Joann's Fabrics	818.832.6045 19819 Rinaldi St @ Corbin St
Home Depot	818.780.5448 16800 Roscoe Blvd @ Balboa
Continental Art Supplies	818.345.9588 Reseda Blvd
Pearl Art Supplies Inc.	1250 S. La Cienega Blvd, Los Angeles 310-854-4900
Blick	44 Raymond Ave, Pasadena 7301 W. Beverly Blvd, LA 626-795-4985
Swain's	11660 Santa Monica Blvd, LA 537 N Glendale Ave, Glendale 818-243-3129

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Lockers are available in classroom and outside behind the room. Tape your name, class, my name and Fall 05 on the locker then get a lock as soon as possible. Consider sharing with someone in the class.

You are expected to be courteous to your fellow students. We are working in close quarters and it can be stressful. Think about what you say and how you choose to say it. Consider whether the topic or form of verbal expression may be offensive to others. Any disruptive behavior will be reported the Department Chair for appropriate action to be taken. No cell phones in class. Turn them off during class or on vibrator if for emergencies.

Note: this is a rough outline of the semester. Detailed explanation of assignments will be distributed proceeding each assignment. Dates may be changed due to class progression.

- Aug. 30 Choose a Locker.  
LIBRARY: Find an image book depicting what you feel is an example of good 3D design. Be prepared to discuss your reasons for selecting this example.  
HOMEWORK: Materials for contour drawing: 2B & 6B pencil, 24" drawing paper (newsprint or sketch)
- Sep. 1 Intro: **2D/ 3D Volume Project**  
Slide lecture  
Make contour and cross contour drawings  
HOMEWORK: Materials: 20 gage wire, needle nose pliers.  
Due after wire form is complete: tissue paper, glue, plastic container for thinning glue, 1" paintbrush (inexpensive), plastic drop cloth  
Define terms on assignment sheet be prepared to discuss in class.
- Sep. 6 Workday: 2D/ 3D Volume Project  
Sep. 8 Workday: 2D/ 3D Volume Project  
Sep. 13 Workday: 2D/ 3D Volume Project  
Sep. 15 Critique: 2D/ 3D Volume Project  
HOMEWORK: Materials for 6" cube
- Sep. 20 Construct a 6" cube from bristol brd  
Materials: bristol brd, white glue, sharp exacto blades, metal ruler, compass
- Sep. 22 Critique: 6" cube  
Intro: **Unit/ Whole**  
Materials: bristol brd, white glue  
Slide Lecture  
Workday: Unit/ Whole
- Sep. 27 Workday: Unit/ Whole  
Sep. 29 Workday: Unit/ Whole
- Oct. 4 Critique: Unit/ Whole  
Change materials and scale of unit/ whole
- Oct. 6 Workday: Unit/ Whole with new materials and scale  
Oct. 11 Critique: Unit/ Whole with new materials and scale  
HOMEWORK: Gather materials for Apparent Flight.
- Oct. 13 Intro: **Apparent Flight**  
Materials: Mixed media  
Slide Lecture  
Workday: Apparent Flight
- Oct. 18 Workday: Apparent Flight  
Oct. 20 Critique: Apparent Flight  
HOMEWORK: Choose a site and obtain materials for Site/ Para-Site project.
- Oct. 25 Intro: **Site/ Para-Site: relationship to site**  
Slide Lecture
- Oct. 27 Workday: Site/ Para-Site  
Nov.1 Workday: Site/ Para-Site  
Nov.3 Workday: Site/ Para-Site  
Nov.8 Workday: Site/ Para-Site  
Nov.10 Critique: Site/ Para-Site  
Nov.15 Intro: **Rock on: forms relationship to movement**  
Slide lecture  
Workday: Rock on
- Nov.17 Workday: Rock on  
Nov.22 Workday: Rock on  
Nov.24 THANKSGIVING  
Nov.29 Workday: Rock on  
Dec. 1 Workday: Rock on  
Dec. 6 Workday: Rock on  
Dec. 8 Final Critique: Rock on  
6 - 8:50 p.m.