

## **ARTS 2381 - 002 3D DESIGN FOUNDATIONS**

**Call Number: 13400**

Wednesday 12:15-3:30., AS1.110

### **Instructor Contact Information**

Instructor: David W. Van Ness

Contact: [dww016000@utdallas.edu](mailto:dww016000@utdallas.edu) or through webCT, I can also be reached through the art office.

Office Hours: Wednesdays 11-12 or by appointment

### **Course Pre-requisites, Co-requisites, and/or Other Restrictions**

None

### **Course Description**

ARTS 2381 3D Design Foundations (3 semester hours). This course provides a foundation for courses in sculpture and installation. Emphasis will be placed on working with the materials of sculpture. Concepts that are relevant to three-dimensional design, such as space, mass, and texture, will be presented in a context that relates to the history of sculpture as well as current issues in contemporary art and design. (3-0) Y

### **Student Learning Objectives/Outcomes**

1. Learn the principles and elements of design
2. Learn how to apply the principles and elements of design to creating in three dimensions
3. Learn the basics of building in three dimensions
4. Learn the basic principles of working with power and hand tools
5. Learn how to discuss and look at three dimensional objects
6. Develop a consistent working method and practice

### **Required Textbooks and Materials**

1. safety goggles
2. dusk masks
3. glue gun
4. Sketch book 8x11 or larger
5. Black Foam Core from Asel Art Supply
6. All materials for projects will be provided by student

There is no textbook required for this course. There will be selected reading and handout offered to students

## Suggested Course Materials

7. Optional: Rubber Gloves
8. Optional: Chip Brushes
9. Optional: mixing bucket

## Assignments & Academic Calendar

**Homework: I expect between 3-9 hours of work to be done outside of class each week. This will be part of your grade on each assignment. I will be photographing your project from week to week at the beginning of class as proof of this work. It is difficult to access the exact amount of time each student does put in but you should make as much if not more progress than you do in class.**

**Class work: Students are expected to come to class prepared to work for the entire class period. If you do not come prepared then you will be considered absent and you will receive a failing grade for that day on that project.**

### Projects

#### 1. Design Analysis (Due 1/16/2008)

- Objective: using the terms, techniques, and ideas discussed in class write a one page design analysis of an object from your home. Make sure to treat this like any other paper. Remember to think about all the reasons that your object looks the way it does.

#### 2. Manipulation Project (Due 2/6/2008) \*Please see manipulation assignment handout

- Objective: To create an object based on parts or elements of three objects brought from home. The transition between object and manipulation needs to be seamless.
- Estimated Labor Hours: 18-27 hours
- Suggested Materials: Florist Foam, Fiberglass, Poster Board, Plaster, Resin, Foam Core, Fabric, Thin Metal and Wood
- Rules: First you must find three objects that have interesting design elements. Look for parts of objects that you are interested in. Examples might be the internal ribbing of a game controller, a filter for a tea cup, a handle, a plug, an outlet, or any part of anything that you can bring with you to class. You might possibly damage the object so be careful if you care about the object. Recreate these elements using a planar material. (Cardboard, paper, foam core, etc.) You may want to paint the part you are recreating one solid color to simplify it. The larger the object the easier it will be to copy. You do not have to copy it a 100% scale you may scale up or down. Using these three elements combine them to make an interesting three dimensional object. You may use each element as many times as you wish or even scale the element to fit your needs. You may only use one element from each object and must use one element from each of the three objects. We will go over some basic model building techniques as well as other planar manipulations. We will also discuss how to build and skin a skeleton.

- You must create and design this object from your own imagination.
- You can make monsters, aliens, creatures, devices, sculptures, and other similar things but it has to be an original creation of your own. I have also had some really interesting costumes made (head dresses gloves, skirts, or something that is wearable). Be creative and make something original. There is a 1000+ ways to solve this problem. Also keep track of your time and make sure you can get it finished by due date.

Artists to look at:

Duchamp, Man Ray, Claus Oldenburg, Robert Rauschenberg, John Chamberlain, Magdalena Abakanowicz, Meret Oppenheim, Jasper Johns, Eve Hesse, Tom Friedman, Joseph Beuys

**3. Multiples (Due: 2/27/2008) \*\*Please see multiples assignment handout**

- Objective: To use several copies of one object to make a large object
- Estimate Labor Hours: 18-27 Hours
- Rules: Using either castings from an original or multiple purchased parts make a unique and interesting 3d object. Think about the manner in which you plan on attaching them to one another just as much as the individual parts themselves. You must use at least 10 copies in your final object. You may paint, melt, or cover the multiple in the final form, but you must make it clear what you are using as your multiple. Think about a skeletal structure and using the multiples as a skin that you cover it with. The skin could also be self supporting. How can you use motifs and repeated patterns to improve the design or you object. You must use 10 planar elements, 10 linear elements, and 10 volumetric form.

**4. Scene in perspective (Due: 4/23/2008) \*\*Please see perspective assignment handout**

- Objective: Using the building techniques you have learned, create a realistic scene that from the front looks like a two dimensional drawing.
- Estimated Labor Hours: 24-33 Hours
- Rules: Build a shadow box and create an illusionary three-dimensional space that conforms to all the rules of linear perspective. Make sure that all shapes and figures make sense. From the front the scene should look like a two dimensional perspective drawing. You will have to change the shape, proportions and scale of some object to make the scene work. For the most part this is a mathematical process but it will require some artistic interpretation to work. Also keep in mind the ideas of atmospheric or aerial perspective when painting or modeling the background of your project. Craftsmanship is a must. You must convince me of this space of being real. That being said you are free to choose what you wish as far as subject or style is concerned.

**5. Sketchbook project (Due: 4/23/2008)**

- Objective maintain record of your thoughts and ideas
- Estimated Labor Hours 8-12 hours
- Rules: Though not directly assigned I will be collecting these to see you ideas and how they developed through the semester. Please include two or more drawings showing the planning of each project. Also please keep notes of lectures, critiques, and your own ideas in here as well. You must keep all notes taken in class. This includes lecture notes, class critique notes of all the students' work, and notes of your own here
- Critiques: Please write at least one critique of another student's project for each of the 3 major projects. Please keep these in your sketch book and turn them in with the sketch book. It only needs to be a few sentences long, but discuss using as many of the vocabulary what you think about the other student's project. It should be similar to the design analysis.

**5. Remake (Due: 4/16/2008)**

- Optional. You may remake **ONE** project and one project only for a **NEW** grade. This will replace your grade both if it is better or worse.

**Tentative Schedule (This maybe revised at any point please make sure to hold on to this and revise as needed)**

**1/9/2008) week 1**

- Introduction to course
- Go over syllabus
- Introduce Vocabulary
- Introduce Long term Assignments
- Lecture: Discuss how to analyze and describe a 3d object in terms of design
- HWK:
  - 1. Write a one page design analysis on an object from home.
  - 2. Collect 3 or more objects to use for Manipulation project
  - 3. Five completely different idea drawings for the Manipulation project

**1/16/2008) week 2**

- Discuss the
- Class discussion on each other objects and ideas
- BITY MOLD SUPPLY DEMO
- Work in class
- Hwk: work on Manipulation Project

**1/23/2008) week 3**

- Individual meetings with students
- Work on Manipulation Project in class
- Introduce Multiples Project
- Hwk: work on Manipulation Project

**1/30/2008) week 4**

- Group Discussion on progress of project, mini critique must be 50% done
- Individual meetings with students
- Work in class on Manipulation Project

**2/6/2008) week 5**

- Class mini Critique must be over 75% complete on Manipulation Project
- Introduce Multiple Project
- Class discussion on the objects each student plans on using for multiples project
- HWK:
  - 1. Finish Manipulation project
  - 2. Write critique of another student's project
  - 3. Find object for Multiples Project bring to class
  - 4. Make at least 5 different drawings of your different ideas

**2/13/2008) week 6**

- Class Critique on Manipulation Project
- Class brainstorming on what could be done with each objects for Multiples Project
- HWK Work on Multiples Project

**2/20/2008) week 7**

- Individual Meetings with students
- Work on Multiples Project
- HWK Work on Multiples project

**2/27/2008) week 8**

- Individual Meetings with students
- Work on Multiples Project
- HWK Work on Multiples project

**3/5/2008) week 9**

- Critique Multiples Project
- Introduce Perspective
- HWK:
  - 1. Purchase and Build perspective box, box must be finished by the beginning of next class
  - 2. Have at least 5 drawings of your ideas

**SPRING BREAK 3/10/2008 – 3/15/2008**

**3/19/2008) week 10**

- Discuss ideas as class for perspective assignment
- Foam and model making demo
- Discuss atmospheric perspective as well
- Individual Meetings with students
- Work on Perspective Project
- HWK: Work on perspective assignment

**3/26/2008) week 11**

- Individual Meetings with students
- Work on Perspective Project
- HWK: Work on perspective assignment

**4/2/2008) week 12**

- Individual Meetings with students
- Work on Perspective Project
- HWK: Work on perspective assignment

**4/9/2008) week 13**

- Individual Meetings with students
- Work on Perspective Project
- HWK: Work on perspective assignment

### **4/16/2008) week 14**

- Class discussion on progress on perspective assignment, mini critiques you must be 75% complete
- Individual Meetings with students
- Work on Perspective Project
- HWK:
  - 1. Finish perspective assignment
  - 2. Write critique on another student or group's project

### **4/23/2008) week 15**

- Final Critique
- Clean class room (this is part of you grade on the perspective assignment)

## **Grading Policy**

Grading visual materials in the arts can often appear to be subjective, mysterious and down right confusing. I am employing a system that has some gray area but that will hopefully give you a clear idea of where you stand grade-wise. This assessment may not always be a failsafe representation of what you know or what you have accomplished, though it will give you an idea of what is expected of you.

### **1. OBJECTIVE OF THE ASSIGNMENT**

- Has the student addressed issues related to the problem in a manner that suggests an understanding of the artistic concept and applicable material usage?
- Has one applied the previous assignment experiences to the present work?
- Has one made use of research and readings relevant to the problem?

### **2. QUANTITY OF WORK**

- How much time has a student put into the production of the work?
- How much time has been put into the research and preparation of the work?
- How much has one followed through with his idea and what resolution has been made after critique?

### **3. CREATIVITY OF CONCEPT & APPLICATION**

\*How much originality and creative manipulation has been projected into the process and concept of one's solution?

- Does the solution suggest prospects for future development?
- Has the student combined other resources in an inventive way?
- Has there been an element of risk involved?

### **4. ATTITUDE**

- Has the student found the problem challenging in an inquisitive and open minded way?
- Does the student ask questions, offer comments, listen and focus his attention?
- Has the student participated in the critique in a constructive way?

Grade Scale

			<u>Grade Range</u>
Attendance 10 point per day	150 points	A	675 - 750
Sketch Book	100 points	B	600 - 675
Design Analysis	100 points	C	525 - 600
Manipulation	100 points	D	450 - 525
Multiples Project	100 points	F	0 - 450
<u>Perspective Project</u>	<u>200 points</u>		
<b>Total</b>	<b>750 points</b>		

Aside from all these categories, I do take into account various learning styles and talents. Improvement weighs more heavily on your grade at the end of the semester than at the first, with a lesser emphasis on talent and ability. Those with talent, ability and experience will be expected to rise to the challenge through effort and the unique application of concept.

Assignments will be given a numerical grade at the time they are due, based on the evaluation categories. This grade may be altered as one finishes or refines the assignment.

Portfolios will be graded at finals time as the summation of course accomplishment. Productivity is very important at this period in your study. The more you do and see, the faster your skills will increase. Your productivity is the only way you can visually demonstrate the skills and knowledge you have acquired.

**Assignments:**

Assignments will usually be given for the following period. Out of class work should be completed before the class begins on the day the assignment is due. This is considering being on time! Getting behind will only make things more difficult. You will be penalized for late work! Being late means you missed the critique. **You may redo 1 assignment following critiques to improve your grade. If you turn in your work late and miss the critique you will not be allowed to redo your project. A work that is late can not be given an A.**

You are responsible for knowing all that goes on in class. If you don't know, find out! Ask questions, learn to anticipate, know who to call and write things down. This is all part of your survival training for the real world. Remember, one thing lead to another. It is as important to reflect as it is to perceive. I am looking for involvement more than perfection.

Make sure you understand the objectives of all the assigned problems. If you are not sure, please don't hesitate to make sure! Do not wait until the end of the semester. I will be glad to talk to you regarding any class-related problems.

**Lost Work:**

I can only grade what work is not turned in as work not done. Keep up and protect your work with pride. All work should be viewed as important to your development. Your preparatory studies reveal the breadth and scope of your total search effort and creative energies, so save and submit all of your studies for grading. Only work done for this class will be considered for grading.

### **Incompletes:**

Generally, NO incomplete will be given for a semester grade. Exceptions to this policy will be granted only if severe physical and/or mental/emotional difficulties prevented you from functioning in the university system as a whole. Incomplete will be given by the above terms if a passing grade was expected at the time of difficulty.

To receive an incomplete grade, a passing grade must have been maintained prior to interruption of normal class activity. The basis for removal of an incomplete will be as follows: In class completion of missed work in the next semester following the "I" grade. No "independent" study proposals will be considered. The exact terms for the removal of the incomplete will be discussed relative to the individual's given situation.

\*\* See requirements listing in following page

### **Pass/Fail:**

For you to elect to participate in the pass/fail program you must follow normal UTD policy procedures. This course of action must be decided early on. This class is not an "easy A" yet if one follows these suggestions in earnest, one should do well.

## **Course & Instructor Policies**

Please do not hesitate to discuss with me any questions, concerns or problems you may have about this course during the semester. If you don't feel comfortable approaching me in class, then feel free to contact me at the above number or during my posted office hours. **Please remember that it is the University policy that faculty are only required to respond to emails sent from a university account. So you may use your own personal off campus email but I am not required to respond**

### **Project Photography**

The instructor will be recording your work once a class period with a digital camera as a progress report. When this is done we will discuss with you what you have planned to do by the following class period. You are expected to do between 3 to 6 hours of homework each week. You are welcome to these images at anytime in digital format.

### **Dress Code**

1. No open toe shoes
2. No heels
3. No baggy shirts when using the saws
4. Girls must tie their hair back when using the saws
5. No music devices maybe worn when using saws
6. No slip on shoes
7. Be prepared to get messy don't wear anything you can get dirty

If you come to class not ready to work you will be counted absent and sent home to change

### **Safety Rules**

1. Safety Glass must be worn when using any tool
2. Dusk masks must be worn when producing any form of dust
3. Before you can use any of the power tools you must go through a demo and prove to me you can I don't care about your experience.
4. You must have at least two clamps on your piece when using the drill press
5. Never cross your arms when using any power saw
6. Extension cords need to be out of the way as best they can

7. All painting and other toxic smelling procedure must be done in paint booth
8. Make sure there is plenty of room around you when working.
9. Always clean you mess
10. Put all tools and materials back where you found them
11. If you didn't create the mess but you see an issue please clean or take care of safety issue

### **Project Subject Matter**

No projects that have to do with game miniatures, movie and television references, or any other current pop culture trend will be accepted. Please make this an original creation of your own. Do not copy another person's work. That being said please talk to me if you really want to do a certain project.

### **Attendance/Participation Policy**

You receive 10 points each class day to overall grade and work or have an excused absence. You receive 0 points if you do not attend nor provide any excuse. You may also receive deductions for not working on your project for homework or not working in class. If you are going to be absent for any reason please e-mail the professor at the above address before the class period to receive full credit for the day. Please make sure to sign in on the sign in sheet each day. The Instructor is not responsible if you do not sign in

### **Cleaning Policy**

If for any reason you leave a mess in anywhere on campus and leave it for others to clean up you will receive a 5 point grade deduction to the current project. This includes at the end of each class period. Always clean up after yourself, including your easel and your wiping down your tables. We do not have a maintenance crew to do that.

### **Supplies:**

You will be responsible for purchasing your own supplies from the Bookstore or *Asels* who will offer kits (see handout).

1. Asels. Asels is located at the Southwest Corner of Beltline and Central on the service road just 3 doors down from MacDonaldis. Their # is 972- 690-6320.
2. Home Depot located on Coit across from the Target.
3. Brick in the Yard Mold Supply is a mold and sculpture supplier located on the east side of Richardson. Their number is 214-575-5600 address: 521 Sterling Drive, Richardson, TX 75080
4. Michael's and Hobby Lobby Located on Park next to Collin Creek Mall in Plano at the Intersection of Alma and Park

Bring your supplies to class.

### **Room Use and Lockers/Storage: (Please take advantage of this!)**

The rooms we will be using are free to use whenever they are not occupied by another class in progress. You shall be assigned a locker for the semester. All lockers will have to have a taped label naming its owner and semester and instructor. Anything left in the locker or drawer after the semesters end will be disposed or recycled. Building hours are 8am- 10pm. After 10pm the doors are locked. You may remain in the building to work late after 10pm. There is no curfew. The building is open all day Saturday, but is closed Sunday. The air conditioning cut off at 10pm weekdays and completely off on Sundays. Bring a sweater if you get cold easily. Always clean up after yourself, including your easel and your wiping down your tables. We do not have a maintenance crew to do that.

## Field Trip Policies

### **NO FIELD TRIPS WILL TAKEN IN THIS CLASS**

**Field trips will be announced in the syllabus by date. You must fill out the proper forms at the beginning of the semester or not be eligible to participate in the field trip. All students will be responsible for their own transportation. Field trips not occurring on class date and times will not be mandatory unless stated otherwise.**

### **Student Conduct & Discipline**

The University of Texas System and The University of Texas at Dallas have rules and regulations for the orderly and efficient conduct of their business. It is the responsibility of each student and each student organization to be knowledgeable about the rules and regulations which govern student conduct and activities. General information on student conduct and discipline is contained in the UTD publication, *A to Z Guide*, which is provided to all registered students each academic year.

The University of Texas at Dallas administers student discipline within the procedures of recognized and established due process. Procedures are defined and described in the *Rules and Regulations, Board of Regents, the University of Texas System, Part 1, Chapter VI, Section 3*, and in Title V, Rules on Student Services and Activities of the university's *Handbook of Operating Procedures*. Copies of these rules and regulations are available to students in the Office of the Dean of Students, where staff members are available to assist students in interpreting the rules and regulations (SU 1.602, 972/883-6391).

A student at the university neither loses the rights nor escapes the responsibilities of citizenship. He or she is expected to obey federal, state, and local laws as well as the Regents' Rules, university regulations, and administrative rules. Students are subject to discipline for violating the standards of conduct whether such conduct takes place on or off campus, or whether civil or criminal penalties are also imposed for such conduct.

### **Academic Integrity**

The faculty expects from its students a high level of responsibility and academic honesty. Because the value of an academic degree depends upon the absolute integrity of the work done by the student for that degree, it is imperative that a student demonstrate a high standard of individual honor in his or her scholastic work.

Scholastic dishonesty includes, but is not limited to, statements, acts or omissions related to applications for enrollment or the award of a degree, and/or the submission as one's own work or material that is not one's own. As a general rule, scholastic dishonesty involves one of the following acts: cheating, plagiarism, collusion and/or falsifying academic records. Students suspected of academic dishonesty are subject to disciplinary proceedings.

Plagiarism, especially from the web, from portions of papers for other classes, and from any other source is unacceptable and will be dealt with under the university's policy on plagiarism (see general catalog for details). This course will use the resources of turnitin.com, which searches the web for possible plagiarism and is over 90% effective.

### **Email Use**

The University of Texas at Dallas recognizes the value and efficiency of communication between faculty/staff and students through electronic mail. At the same time, email raises some issues concerning security and the identity of each individual in an email exchange. The university encourages all official student email correspondence be sent only to a student's U.T. Dallas email address and that faculty and staff consider email from students official only if it originates from a UTD student account. This allows the university to maintain a high degree of confidence in the identity of all individual corresponding and the security of the transmitted information. UTD furnishes each student with a free email account that is to be used in all communication with university personnel. The Department of Information Resources at U.T. Dallas provides a method for students to have their U.T. Dallas mail forwarded to other accounts.

### **Withdrawal from Class**

The administration of this institution has set deadlines for withdrawal of any college-level courses. These dates and times are published in that semester's course catalog. Administration procedures must be followed. It is the student's responsibility to handle withdrawal requirements from any class. In other words, I cannot drop or withdraw any student. You must do the proper paperwork to ensure that you will not receive a final grade of "F" in a course if you choose not to attend the class once you are enrolled.

### **Student Grievance Procedures**

Procedures for student grievances are found in Title V, Rules on Student Services and Activities, of the university's *Handbook of Operating Procedures*.

In attempting to resolve any student grievance regarding grades, evaluations, or other fulfillments of academic responsibility, it is the obligation of the student first to make a serious effort to resolve the matter with the instructor, supervisor, administrator, or committee with whom the grievance originates (hereafter called "the respondent"). Individual faculty members retain primary responsibility for assigning grades and evaluations. If the matter cannot be resolved at that level, the grievance must be submitted in writing to the respondent with a copy of the respondent's School Dean. If the matter is not resolved by the written response provided by the respondent, the student may submit a written appeal to the School Dean. If the grievance is not resolved by the School Dean's decision, the student may make a written appeal to the Dean of Graduate or Undergraduate Education, and the dean will appoint and convene an Academic Appeals Panel. The decision of the Academic Appeals Panel is final. The results of the academic appeals process will be distributed to all involved parties.

Copies of these rules and regulations are available to students in the Office of the Dean of Students, where staff members are available to assist students in interpreting the rules and regulations.

### **Incomplete Grade Policy**

As per university policy, incomplete grades will be granted only for work unavoidably missed at the semester's end and only if 70% of the course work has been completed. An incomplete grade must be resolved within eight (8) weeks from the first day of the subsequent long semester. If the required work to complete the course and to remove the incomplete grade is not submitted by the specified deadline, the incomplete grade is changed automatically to a grade of **F**.

### **Disability Services**

The goal of Disability Services is to provide students with disabilities educational opportunities equal to those of their non-disabled peers. Disability Services is located in room 1.610 in the Student Union. Office hours are Monday and Thursday, 8:30 a.m. to 6:30 p.m.; Tuesday and Wednesday, 8:30 a.m. to 7:30 p.m.; and Friday, 8:30 a.m. to 5:30 p.m.

The contact information for the Office of Disability Services is:  
The University of Texas at Dallas, SU 22  
PO Box 830688  
Richardson, Texas 75083-0688  
(972) 883-2098 (voice or TTY)

Essentially, the law requires that colleges and universities make those reasonable adjustments necessary to eliminate discrimination on the basis of disability. For example, it may be necessary to remove classroom prohibitions against tape recorders or animals (in the case of dog guides) for students who are blind. Occasionally an assignment requirement may be substituted (for example, a research paper versus an oral presentation for a student who is hearing impaired). Classes enrolled students with mobility impairments may have to be rescheduled in accessible facilities. The college or university may need to provide special services such as registration, note-taking, or mobility assistance.

It is the student's responsibility to notify his or her professors of the need for such an accommodation. Disability Services provides students with letters to present to faculty members to verify that the student has a disability and needs accommodations. Individuals requiring special accommodation should contact the professor after class or during office hours.

### **Religious Holy Days**

The University of Texas at Dallas will excuse a student from class or other required activities for the travel to and observance of a religious holy day for a religion whose places of worship are exempt from property tax under Section 11.20, Tax Code, and Texas Code Annotated.

The student is encouraged to notify the instructor or activity sponsor as soon as possible regarding the absence, preferably in advance of the assignment. The student, so excused, will be allowed to take the exam or complete the assignment within a reasonable time after the absence: a period equal to the length of the absence, up to a maximum of one week. A student who notifies the instructor and completes any missed exam or assignment may not be penalized for the absence. A student who fails to complete the exam or assignment within the prescribed period may receive a failing grade for that exam or assignment.

If a student or an instructor disagrees about the nature of the absence [i.e., for the purpose of observing a religious holy day] or if there is similar disagreement about whether the student has been given a reasonable time to complete any missed assignments or examinations, either the student or the instructor may request a ruling from the chief executive officer of the institution, or his or her designee. The chief executive officer or designee must take into account the legislative intent of TEC 51.911(b), and the student and instructor will abide by the decision of the chief executive officer or designee.

**Off-Campus Instruction and Course Activities**

Off-campus, out-of-state, and foreign instruction and activities are subject to state law and University policies and procedures regarding travel and risk-related activities. Information regarding these rules and regulations may be found at the website address given below. Additional information is available from the office of the school dean. ([http://www.utdallas.edu/Business Affairs/Travel\\_Risk\\_Activities.htm](http://www.utdallas.edu/Business_Affairs/Travel_Risk_Activities.htm)) ***These descriptions and timelines are subject to change at the discretion of the Professor.***

By signing below you acknowledge all rules and procedures of

Instructor: David Van Ness and

Course: Arts 2381 3D Design Foundations

Name

Date