

COURSE SYLLABUS 3/D DESIGN

SEMESTER: FALL 2005
INSTRUCTOR: David Van Ness
TIME: Tues 7-10

OFFICE HOURS: Tues. 5:00-7:00

Arrangements need to be made ahead of time to assure accessibility.
972-679-4700 or at david@davidvanness.com

- Aug 23** **Class policies and procedures:** Grading, expectations for both instructor and student
Overall Goals and objectives of the class
Lecture: Introduction to the object/create vocabulary list definitions
Demo: the role of the object, a classroom discussion/investigation
Assignment: take handouts and using notes define characteristics that reflect the object images. Take an everyday object and write up a profile using words in vocabulary list.
Due Aug. 29
- Aug. 30** **Review:** assignment due discuss ideas and concerns raised by the assignment
Demonstration on reconfiguring an object
Tool use demo/ rules of sculpture room, more depth instruction will be available to the students upon request
Assignment: Create a sculptural object through modification of an object. Transform it, section and resection, obscure and replicate, embody, pay homage, clone, mutate, re-fabrication, but the final object must reference the original object in some fashion. Due Sept. 16 Group discussion about materials and ideas to help develop ideas. Slide presentation on the reconfiguration in art and design.
- Sept. 7** **Classwork:** work on assignment discuss, project development.
- Sept. 14** **Classwork:** work on assignment, address any concerns with project. Discuss the concept of group critique. Discuss how the critique should be approached and what the students should be thinking about going into next weeks critique
(Suggestion: students should meet with one or two other students before critique and develop a written review to help launch discussion of project on the 20th)
- Sept. 21** **Critique and Review object reconfiguration project**
Assignment: multiples project: using multiples of an object, create an new form that pushes the object beyond its traditional definition or role due: Oct 18
- Sept. 28** **Class work:** multiples project slide presentation on multiples in art and design
- Oct. 5** **Class work:** multiples project
- Oct. 12** **Class work:** multiples project
(Suggestion: students should meet with one or two other students before critique and develop a written review to help launch discussion of project on the 18th)
- Oct. 19** **Critique on multiples**
Introductions to final project:
Assignment: Build Box by Oct. 25. Collect special effects that show depth. Get as many varying sources as possible. At least 6 sources. Have Multiples ready for re-grading if necessary. You will also need to start a file on architectural effects you might consider using. This will be an important part of the project. You will need to employ both geometric architecture and organic elements. This will be part of your project workbook which will be part of your grade. Slide presentation on perspective.
- Oct. 26** Formal introduction and review of perspective examples (6 examples). Boxes should be complete by this time.
- Nov. 2** **Class work:** theatrical model, construction demo
- Nov. 9** **Class work:** theater model construction
- Nov. 16** The Viewer: primer on lighting, depth of field zoom, angle and other different ideas that could be used in theatrical model
Assignment: viewer perspective photo boards. Define who the viewer is of each photo.
- Nov. 23** **THANKSGIVING.** Attendance optional Room will be open and instructor available for assistance with project

(Suggestion: students should meet with one or two other students before critique and develop a written review to help launch discussion of project on the 18th)

Nov. 30***

Final Critique YOU MUST ATTEND TO RECEIVE A GRADE****