

3 Dimensional Design II Curriculum Overview

Description (including primary objectives and outcomes):

This course extends and deepens the study of sculptural design. This course will connect three-dimensional media with more advanced experiences in observational and figure drawing, painting, and printmaking. The acquisition of an intermediate level of 3 dimensional design skills is stressed. Students will develop their ability to form artwork that communicates intentional content and meaning. Students will continue to work on techniques with familiar materials and will be introduced to new materials (plaster, mold making, found objects, wire and wood). Color theory will be examined in relationship to its visual effect. Expansion of critique skills and aesthetics will be developed. For homework, each week, students are expected to complete 5 ten-minute drawings based on the assigned theme. This course aligns with the Massachusetts State Curriculum Frameworks for Extended study in Visual Arts.

Learning Experiences:

- Students will develop their technical skills to an intermediate level.
- Students will build on their knowledge of the principals of 3d design and the elements of art to create meaning and expand their visual voice.
- Students will engage in the artistic experience of planning, creating and reflecting at the intermediate level.
- Students will develop their ability to communicate their ideas visually through a variety of styles.
- Students will examine the relationship between realism and abstraction and non-objective artwork.

Content Outline:

Content:

Physical manipulation of media and space, unique qualities of different materials, exploration of gravity as part of planning and working, additive and subtractive techniques, ceramic hand building techniques, wheel throwing, working in a series, large-scale, and continue observational techniques.

Skills:

Ceramic hand building: coil, slab and pinch, ceramic wheel throwing, armature, mold making, casting, plaster mixing, functional design, trompe l'oeil, working from direct observation and idea generating.

Resources Used:

Texts:

Nelson, Glenn C. and Richard Burkett, *Ceramics: A Potter's Handbook*, Wadsworth, 2002, Sixth Edition

Zelanski, Paul and Mary Pat Fisher, *Shaping Space, the Dynamics of Three-Dimensional Design*, Thompson, 2007, Third Edition.

Zelanski, Paul and Mary Pat Fisher, *Design Principles and Problems*, Thompson, 1996, Second Edition.

Websites:

www.artlex.com

www.moma.org

www.metmuseum.org

www.mfa.org

www.icaboston.org

www.artcyclopedia.com

Materials and additional resources:

A wide variety of art materials, including but not limited to: Clay, pottery wheels, wood, wire, plaster, wax, mixed media, found objects, papier mache, plaster gauze, PowerPoints, teacher generated worksheets and handouts.

As of 5/11/2012

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