

## NOVA COLLEGE-WIDE COURSE CONTENT SUMMARY ART 132 – THREE-DIMENSIONAL DESIGN (3 CR.)

### Course Description

Introduces the elements and principles of design as applied to three-dimensional studio projects. Introduces three-dimensional media, techniques, compositional strategies, and color concepts and interactions. Supports conceptual development through introduction to historical and contemporary practices and critical analysis. May include field trips as required. **This is a UCGS transfer course.** Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

### General Course Purpose

This course provides lecture and studio instruction on the fundamentals, practices, and related concepts of three-dimensional design. No prior art training is necessary. This course is a requirement for all ART curricula.

### Course Prerequisites/Corequisites

None

### Course Objectives

Upon completing the course, the student will be able to:

#### Communication/Critical Thinking

- Use media-specific terminology to critique and evaluate works of art and design.

#### Composition

- Identify, analyze, and synthesize the elements and principles of design in regards to the creation of three-dimensional works of art and design.
- Identify, analyze, and synthesize the elements of color and the principles of color interaction.

#### Technique

- Demonstrate technical skills and craftsmanship through the considered use of art and design media and techniques and through the correct handling of materials and tools.

#### Cultural Understanding

- Identify precedents of traditional, historical, and contemporary three-dimensional art and design.

#### Three-dimensional Theory

- Translate two-dimensional shapes into three-dimensional forms using the elements and principles of art and design. Examines the spatial relationship between objects and the space they occupy.

#### Materials

- Explore and develop a sense of materiality using various three-dimensional media. Use various processes such as additive, subtractive, constructive and kinetic to manipulate media.

#### Composition

- Explore traditional and contemporary three-dimensional design media and techniques and compositional strategies using the elements and principles of design.

#### Critique

- Utilize media-specific terminology to critique and evaluate three-dimensional works incorporating the elements and principles of design.

### Conceptual Intent

- Use traditional, historical or contemporary examples of three-dimensional design to synthesize composition and a variety of three-dimensional processes dictated by conceptual and expressive goals.
- Elaborate upon the formal and conceptual implications of style, materials, composition, color and imagery/space.

### **Major Topics to Be Included**

- Three-dimensional Theory
- Materials
- Composition
- Critique
- Conceptual Intent