



Basic Course Information

Semester:	Spring 2022	Instructor Name:	Luis G. Hernandez
Course Title & #:	ART 112, 3-D Foundations	Email:	Through Canvas inbox luis.hernandez@imperial.edu
CRN #:	20451	Webpage (optional):	https://luisgmohdzf.tumblr.com/
Classroom:	Room 1306	Office #:	Room 1306/Art Room
Class Dates:	2/14/202-06/10/2022	Office Hours:	M/W - 8:00-8:20am, 10:50-11:10am, 1:45-2:05pm, in room 1306
Class Days:	MW	Office Phone #:	N/A
Class Times:	8:20am -10:55pm	Emergency Contact:	Email instructor
Units:	3	Class Format:	Face-to-Face

Course Description

Introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to three-dimensional space and form. Development of a visual vocabulary for creative expression through lecture presentations and use of appropriate materials for non-representational three-dimensional studio projects. Additional materials fee applies. (C-ID ARTS 101) (CSU/UC)

Course Prerequisite(s) and/or Corequisite(s)

N/A

Student Learning Outcomes

Upon course completion, the successful student will have acquired new skills, knowledge, and or attitudes as demonstrated by being able to:

1. Choose and manipulate three-dimensional elements and principles of design to create a visual and functional solution to a given problem. (ILO2, ILO3, ILO5)
2. Develop a portfolio of three dimensional designs. (ILO2, ILO3, ILO5)
3. Present, discuss and critique three dimensional designs in a coherent manner. (ILO1, ILO2, ILO3, ILO5)

Course Objectives

Upon satisfactory completion of the course, students will be able to:

1. Identify and understand the formal elements and organizing principles of three-dimensional art;
2. Independently produce objects, forms, and problem-solving projects that successfully incorporate the basic elements and organizing principles of three-dimensional art;



3. Discuss, describe, analyze and critique three-dimensional works of art through references to the formal elements and principles of design;
4. Make individual aesthetic decisions and judgments related to their own design work;
5. Translate ideas and visual experience into tactile forms objects using both formal and conceptual approaches;
6. Recognize the presence of specific design elements and principles in works of art as well as in the everyday physical world around them, throughout history and across cultures;
7. Compose in three dimensions and work with a variety of media which may include but is not limited to clay, wood, metal, paint, plaster, paper, fibers, mixed media, and in the use of digital technology such as 3D scanners and printers in an appropriate and safe manner.

Work-based Learning

Work-based learning (WBL) allows students to apply classroom content in professional settings while gaining real-world experiences. These opportunities will provide you with a deeper, more engaging and relevant learning environment. This semester, I will be offering the following WBL activity in order to provide you with the opportunity to explore opportunities in the professional field of art.

WBL Activity Name	WBL Activity Description
WBL Activity 1: Submit Artwork to an Open Call for Artists	Learn how to respond to an exhibition open call. An application-based learning experience in responding to an open call by submitting artwork with the requested documentation.

Some examples of WBL assignments are job shadowing, informational interviews, guest speakers and workplace simulations.

Textbooks & Other Resources or Links

Recommended Textbook: Stewart, Mary. *Launching the Imagination: A Comprehensive Guide to Basic Design (Fifth edition)*. The McGraw Hill Companies ISBN 978-0-07337930-2

Additional readings may be required and will be provided on Canvas.

Art Supplies: An art kit with MOST materials needed for this course will be distributed during the first week of class.

These kits contain a cutting mat, X-acto knife, sketchbook, glue and other art materials and represent about \$50.00 paid for by IVC and your lab fee.

Additional Materials List

\$25 LAB FEE The \$25 lab fee that you paid when you registered to this course covers the items in the materials kits distributed during the first week of class. You are responsible to acquire the additional materials in the list below and the course textbook.

Materials will be assigned for each project. Most, if not all, will consist of everyday materials that you may be able to find at home



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RECOMMENDED BUT NOT MANDATORY

1. Tools such as nails, hammer, plier, screwdriver, handsaw, etc.
2. Set of drawing pencils (HB, 2B, 4B, 6B)
3. Acrylics, or other colored media/paint of your choice
4. Something to carry this stuff in (tackle box, tool box,)
5. Miscellaneous

RELIABLE MAIL ORDERS FOR ART SUPPLIES

- **Blick**, 1-800-828-4548 <http://www.dickblick.com/> (Links to an external site.)
- **Michaels**, <https://www.michaels.com/> (Links to an external site.)
- [Jerry's Artarama](#)
- **Walmart**, <https://www.walmart.com/> (Links to an external site.)
- **Art Supply Warehouse**, 1-800-854-6467 <http://www.artsupplywarehouse.com/index.php> (Links to an external site.)
- **Utrecht**, 1-800-223-9132 <http://www.utrechtart.com/>

Course Requirements and Instructional Methods

- **Participation in class:** Students are required to complete all design projects and other assignments, and to participate in critiques and class discussions. Students should constantly check **Announcements** and emails and communicate with the instructor through the Canvas inbox if issues, problems, and/or concerns arise well in advance of the due date.
- **Critiques:** There will be critiques on most projects, all students will be expected to participate in by presenting their projects, its statement of purpose, and how it fulfills the design problem studied. Students will offer, and perhaps receive constructive criticism on their own, and their peer's projects.
- **Statement of Purpose** must be written for each critiqued design project.
- **Design Projects and Studio Problems:** Students will begin, work on, and finish design projects and studio problems in class, as well as in homework. These works will reinforce the study of the principles and elements of design, with a working knowledge.
- **Written assignments:** Students will be asked to provide a written statement of purpose for each of their final Design projects. Students are also expected to view at least 2 in-person and/or online art exhibitions and to write short reviews of each, as well as an essay about a work of art or artist, historical or contemporary.
- **Quizzes:** There will be a few **vocabulary and lecture** quizzes. Some of these may be in the form of short essay, challenging the student to think about form and function, comparisons of art and design works, etc.
- **Final Portfolios:** Students are expected to submit a final digital portfolio with all major design projects by then end of the term.

Instructional Methods

Face-to-Face (Canvas will be used to enhance the class outside of the face-to-face meetings)



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Lectures/demonstrations and audio-visual presentations (in-person/Canvas); ongoing studio critiques and discussions; artist studio, in-person and online gallery, museum and artist studio visits and guest speakers. Always have your sketchbook and something to write/draw with during class sessions in any modality.

Students are expected to actively participate in the above, as well as to complete studio projects, written assignments, portfolios for review and attend cultural events/places.

Out of Class Assignments

The Department of Education policy states that one (1) credit hour is the amount of student work that reasonably approximates not less than one hour of class time and two (2) hours of out-of-class time per week over the span of a semester. WASC has adopted a similar requirement.

This means that since this is a 3-credit course, you're responsible for **about six hours of work outside of class each week**. You should use that time to read the textbook and lecture notes, look for additional art sources, and work on your art projects!

Course Grading Based on Course Objectives

Grades will be assessed on the following criteria: (May vary somewhat from term to term)

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|---|-----|
| ● Class Participation, Discussions, Critiques | 30% |
| ● Design Problems / Studio Problems / Portfolios | 40% |
| ● Sketch Journal / HW / Quizzes /Canvas Assignments | 15% |
| ● Written Assignments | 15% |

A = 90 - 100%

B = 80 - 89%

C = 70 - 79%

D = 60 - 69%

Late Work Policy

Unless specifically stated otherwise, all projects are to be completed by the due date and/or critique day. Late projects will be marked down one letter grade (an A becomes a B and so on). Most design projects in the workplace have strict due dates that are enforced by contracts between the designer and the company/client. Therefore, due dates are important. Students will have the opportunity to improve, and/or redo projects in order to raise the letter grade on a project(s).

Feedback Policy

As your instructor, I will

- Communicate to you via Canvas announcements and inbox, Pronto and comments in work submitted in-person, to Canvas and to Google Slides.
- In-person and online posts of weekly course-related announcements.
- Respond to your email messages within 24-48 hours and be available during office hours.
- **Monitor** all discussions and provide feedback to the entire class where needed at least weekly.



- Provide individual **feedback** on assignments/papers/projects within one week of the due date. (View [Finding Grades and Feedback \(Links to an external site.\)](#))
- Work with you so you will have a **successful learning experience** in this course!

Course Policies

Course Drop Policy

A student who fails to attend the first meeting of class will be dropped by the instructor as of the first official meeting of that class. Should readmission be desired, the student's status will be the same as that of any other student who desires to add a class. It is the student's responsibility to drop or officially withdraw from the class. See [General Catalog \(Links to an external site.\)](#) for details. Note: "logging in" does not count for attendance.

Attendance

Regular attendance in all classes is expected of all students. For online material, **students who fail to complete required activities for two consecutive weeks may be considered to have excessive absences and may be dropped**

Academic Honesty Policy

Academic honesty in the advancement of knowledge requires that all students and instructors respect the integrity of one another's work and recognize the important of acknowledging and safeguarding intellectual property.

There are many different forms of academic dishonesty. The following kinds of honesty violations and their definitions are not meant to be exhaustive. Rather, they are intended to serve as examples of unacceptable academic conduct.

- Plagiarism is taking and presenting as one's own the writings or ideas of others, without citing the source. You should understand the concept of plagiarism and keep it in mind when taking exams and preparing written materials. If you do not understand how to "cite a source" correctly, you must ask for help.
- Cheating is defined as fraud, deceit, or dishonesty in an academic assignment, or using or attempting to use materials, or assisting others in using materials that are prohibited or inappropriate in the context of the academic assignment in question.

Anyone caught cheating or plagiarizing will receive a zero (0) on the exam or assignment, and the instructor may report the incident to the Campus Disciplinary Officer, who may place related documentation in a file. Repeated acts of cheating may result in an F in the course and/or disciplinary action.

Other Course Information

N/A



IVC Student Resources

IVC wants you to be successful in all aspects of your education. For help, resources, services, and an explanation of policies, visit <http://www.imperial.edu/studentresources> or click the heart icon in Canvas.

Anticipated Class Schedule/Calendar

The following may be changed at the instructor's discretion/ all assignments will be pushed one week to correspond to the late start of the semester:

Date or Week	Activity, Assignment, and/or Topic	Pages/ Due Dates/Tests
Week 1 Feb 14, 16	Syllabus & Introduction	
Week 2 Feb 23 (one day)	Monday - No class Low relief	Read pgs. 179-180, 184, Volume Section (p.193) and Light Section (pgs. 204-207)
Week 3 Feb 28, Mar2	Guest Artist: Juan Pablo Chipe	
Week 4 Mar7, 9	Low Relief Free Standing Sculpture - Subtractive	Due: Low relief
Week 5 Mar 14, 16	Free Standing Sculpture - Subtractive	Due: Preliminary work
Week 6 Mar 21, 23	Free Standing Sculpture - Subtractive	Due: subtractive sculpture
Week 7 Mar 28, 30	Modeling Clay Sculpture - Addition and manipulation	Due: Preliminary work Written assignment
Week 8 Apr 4, 6	Modeling Clay Sculpture - Addition and manipulation	
Week 9 Apr 11, 13	Modeling Clay Sculpture - Addition and manipulation Mid Term	Due: Additive design
Week 10 Apr 18, 20	Sprint Recess (No Classes)	
Week 11 Apr 25, 27	Functional Sculpture- Constructed	Book chapter
Week 12 May 2, 4	Functional Sculpture- Constructed	
Week 13 May 9, 11	Functional Sculpture- Constructed	Due: Functional Sculpture
Week 14 May 16, 18	Installation Art project/Remaking of contemporary sculpture/ Assemblage. TALK ABOUT PORTFOLIOS	
Week 15 May 23, 25	Installation Art project/Remaking of contemporary sculpture / Assemblage	Book chapter



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Week 16 June 1 (one day)	Installation Art project/Remaking of contemporary sculpture / Assemblage	Due: Written Assignment
Week 17 June 6, 8	Final project Final Exams	Due: Portfolios Final Project Critique

*****Subject to change without prior notice*****