Art 140: 3-Dimensional Design + Color Theory

Josephine Durkin  
Associate Professor of Art

Tuesdays and Thursdays, 8 – 10:50 a.m.  
Sculpture Lab (ASL119)

Office Location: A116 in the main Art Building  
Office Hours: Tuesdays and Thursdays, by appointment. Please email to schedule.

Please Note: I am happy to meet with you to discuss your project ideas and/or class progress during my office hours. If you would like to meet with me, please email me to make an appointment during my office hours. You are more than welcome to stop by my office, but I suggest making an appointment because I may be assisting students with video equipment, sculpture equipment or doing graduate studio visits during these hours.

Email Address: Josephine.Durkin@tamuc.edu

Course Description:

This course focuses on three-dimensional problem solving with attention to material choice, composition, construction, color and craftsmanship. Students will complete a variety of projects that emphasize different material uses, construction techniques and goals. A range of contemporary works and artists will be incorporated into class discussions. Additionally, at least one project will investigate how design and engineering can create a positive impact for the purpose of community outreach.

Student Learning Outcomes:

• To gain construction skills while utilizing a variety of assembly methods
• To advance visual, physical and conceptual problem solving abilities
• To understand how three-dimensional design is utilized in a variety of disciplines
• To understand the importance of craftsmanship while learning how formal decisions impact the meaning of the work
• To encourage creative and ambitious thought processes and work habits
• To introduce a variety of contemporary artists whose works relates to the current assignments

Materials:

Students are required to purchase their own materials which will vary for each project. In addition to materials, students will need basic tools and supplies to complete each project. There are no required textbooks for this course.

Please see the Basic Supply List at the end of this syllabus.
Assignments:

Assignments will be given one at-a-time. You will receive each assignment on the class day that follows the last critique day.

Calendar, Critique Dates and Other Due Dates: There will be four assignments given throughout the semester. Additional assignments and readings may be incorporated into the class. Deadlines for these assignments TBA. Project descriptions for each critique are given one-at-a-time.

Schedule:

The class will be made up of studio work time, lectures, demonstrations, videos and class critiques. Class will also be held at a museum during one of the class days later in the semester.

Students will complete at least four projects during the semester. Additional smaller projects might be added.

Attendance and Absences: Class participation is required and students are allowed up to three absences. I do not distinguish between excused and unexcused absences. Make sure to “budget” your absences wisely. You will be dropped from the course if you miss more than three classes. All students are required to be present on critique days. Should you need to miss a class on a critique date (for a funeral, etc.), please communicate with me so that you can turn the project in early. I do not accept late work. Excessive lateness will be counted as an absence. Three tardies equal one absence. You will be counted absent if you are more than 20 minutes late to class. If you are late, it is your responsibility to check in with me.

Each student is responsible for keeping up with class assignments, lectures, etc. I will not repeat lectures or demonstrations. Should you miss a class, please be in touch with your classmates so that they can help you catch up to speed. Should you need to meet with me outside of class, please email me to schedule an appointment during my office hours.

Note: We will not have class on October 14th and October 16th. I will be out-of-state for a lecture.

You are expected to check your university email at least once a day. This is important, as faculty may need to send you additional course information or updates through email. If you do not have a computer, there are plenty of computers in the library for you to use.

Studio Participation: The majority of the classes will be used for demonstration purposes and studio work days. Please be prepared for class and have your materials with you. Failure to bring materials and work during class will be counted as an absence.

Grading:

You will be graded on your preparedness for each class, work ethic in and out of class, class participation during studio time, discussions and critiques, quality and quantity of assignments, any group project participation and facility upkeep. Students who are consistently prepared and work very hard in and out of class to produce excellent projects will earn higher grades. At the minimum, you are required to work twelve hours a week for this class. This consists of six hours of class time per week and six hours out of class per week. This is the minimum requirement. In order to earn a high grade, you may need to put more time into the project.
First Project 20%
Second Project 20%
Third Project 20%
Fourth Project (Documentation) 20%
Class Participation and short-term assignments 20%

Your participation grade is based on how regularly and professionally you participate in class and critiques. I expect each student to make a positive contribution during class discussions, critiques, and clean-up/sculpture lab improvement times.

Critiques will provide you with valuable feedback from your peers and myself. I encourage you to take notes of the comments being made during your critique so you have a record of the discussion.

A - Excellent: You should possess exceptional attitude which is reflected in your critique participation, response to criticism and professional conduct. Your work must manifest remarkable achievement both in quantity and quality. Your ability to communicate ideas should exhibit noteworthy achievement. Your project exhibits superior craftsmanship and attention to installation or display needs.

B - Good: You should have a positive attitude which is reflected in your critique participation, response to criticism and professional conduct is expected. Your work must manifest high quality achievement. You should possess sound, above-average ability to communicate your ideas. Your project exhibits good craftsmanship and attention to installation or display needs.

C - Satisfactory: A positive attitude which is reflected in your critique participation, response to criticism and professional conduct is expected. Your work must manifest acceptable achievement both in quality and quantity. You should possess satisfactory ability to communicate your ideas. Your project meets the minimum requirements of the assignment. Your project exhibits average craftsmanship and attention to installation or display needs.

D - Poor: Exhibiting a below standard or indifferent attitude which is reflected in your critique participation, response to criticism and professional conduct could also result in this grade. A grade of D indicates your work is less than acceptable in quality and/or quantity. This grade could indicate your inability to satisfactorily communicate ideas.

F - Failure: If you possess an unacceptable attitude which is reflected in your lack of critique participation, response to criticism and professional conduct, and/or your work shows a pattern of low productivity and/or unacceptable quality you could receive a failing grade.

**Cell phone, MP3 Player and Woodshop Safety Rules:** You are not allowed to use cell phones in class. Do not turn them on. Do not text. You may listen to music on your MP3 players during studio work time, but not during critiques, discussions or demonstrations. For safety reasons, you can not wear MP3 players in the woodshop. Do not use the woodshop until I have introduced a project that requires the use of the woodshop. Do not use the tools or woodshop until you complete my demos and proper tool training.
University Specific Procedures:

Texas A&M University – Commerce does not tolerate plagiarism and other forms of academic dishonesty. “Academic dishonesty” includes, but is not limited to, plagiarism (the appropriation or stealing of the ideas or words of another and passing them off as one’s own), cheating on exams or other course assignments, collusion (the unauthorized collaboration with others in preparing course assignments), and abuse (destruction, defacing, or removal) of resource materials. Plagiarism will result in a failing grade for the course.

ADA Statement

Students with Disabilities:
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact: 903.886.5150 Office of Student Disability Resources and Services, Texas A&M University-Commerce StudentDisabilityServices@tamu-commerce.edu, Gee Library, Room 132

Student Conduct

All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See Code of Student Conduct from Student Guide Handbook).
Supply Lists for 3-D Design + Color Theory, Shop Safety and Sculpture Students:

*Introduction to Shop Safety Basic Supply List:*

- safety goggles
- pencils and pens
- large sketchbook with blank pages
- wood glue
- scissors
- flathead and Phillips screwdrivers
- ruler
- tape measure
- square
- masking tape
- materials (MDF, birch plywood, etc.) as needed for assignments
- Labeled Rubbermaid container for your materials, tools and projects

*3-D Design + Color Theory Basic Supply List:*

All tools and materials needed for the *Introduction to Shop Safety Basic Supply List* PLUS:

- X-acto knife
- cutting mat
- utility knife
- pliers
- white school glue
- glue gun
- glue sticks
- Scotch tape
- extension cord

*Basic Supply List for all Sculpture classes:*

All tools and materials needed for *Introduction to Shop Safety Basic Supply List, All tools and materials needed for 3-D Design Basic Supply List PLUS:*

- drill, Note: You do not need to spend a lot of money on a drill. You also do not need a cordless drill. You can get a good used drill on [www.craigslist.org](http://www.craigslist.org) or you can get one of the inexpensive drills from Walmart or Home Depot.

- basic drill bit set
- wood glue and sandpaper as needed

*All students in 3-D, Shop Safety and Sculpture must wear closed-toe shoes and goggles when working with power tools. For safety purposes, do not use the power tools until you have received proper class instruction. Wear appropriate and comfortable clothing that you are able to work in during class.*