

Course Code: ART 124 (IAI ART 908)

Course Title: Three-Dimensional Design

Department: Arts, Media, and Social Sciences

Effective Date: Summer 2026

PCS Code: 1.1 - Baccalaureate/Transfer

CIP Code: 50.0401

Repeatability: 0

Credit Hours

Catalog Notation: 1-5-3

Credit Hour Distribution:

Lecture: 1

Lab: 5

Clinical: 0

Total: 3

General Course Information

Catalog Description

Foundation course in three-dimensional design fundamentals.

General Course Objectives

Students create three-dimensional compositional forms through the use of the elements of art such as line, plane, volume, and principles of design. Students will develop an understanding of these elements aesthetically through the use of the principles of design such as unity/variety, balance, and scale. Basic additive and subtractive methods will be learned by working with various materials and tools, as will presentation articulation and fundamental compositional skills. Students will develop the ability to translate 2D information into 3D forms.

Minimum Placement Levels

English	Reading	Math
None	Placement out of CCS 098	None

Prerequisites

None

Methods of Evaluation

4-6 design assignments, group and individual critiques, grading of design assignments, evaluation of final portfolio, ongoing evaluation of individual student work and at least one written assignment and/or written examinations/quizzes.

Instructional Materials and Additional Supplies

Student materials and supplies approximately \$40-\$60.

Course Content

General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Demonstrations and Definitions of Elements of Design: line, shape, value, color, and texture	<ol style="list-style-type: none"> 1. Identify and discuss the manipulation of art elements in significant historical and contemporary artworks. 2. Solve visual problems through the manipulation of art elements in a series of design projects. 3. Demonstrate an understanding of implying volume through plane and line. 	2	15	0
Principles of Art and Design: unity, variety, balance, movement/rhythm, emphasis, scale/proportion, and space	<ol style="list-style-type: none"> 1. Review and discuss the use of principles of design in historical and contemporary artworks. 2. Examine each design principle in a series of original artworks. 3. Analyze and evaluate a design's effectiveness at communicating the desired outcome. 	5	16	0
Creative Process for Resolving Design Problems	<ol style="list-style-type: none"> 1. Employ the use of ideation through sketching, maquettes, journaling, and brainstorming at the beginning of a project. 2. Select the most effective solution from a series of ideations. 3. Solicit feedback on design from instructor and peers. Use this feedback to formulate revisions. 	2	15	0
Traditional and Non-Traditional Studio Materials and Techniques: additive and subtractive techniques and mixed media	<ol style="list-style-type: none"> 1. Review various traditional and non-traditional techniques for creating three-dimensional works of art. 2. Practice additive and subtractive techniques to create three dimensional forms in a series of projects. 3. Employ best practices and studio safety when working with various materials and tools. 4. Demonstrate ability to translate 2D information into 3D forms. 	4	21	0
Objective Criticism and Group Discussion	<ol style="list-style-type: none"> 1. Analyze and evaluate the quality of designs based on the principles of design and craftsmanship. 	2	8	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
15	75	0