

3 Dimensional Design IV | Curriculum Overview

Description (including primary objectives and outcomes):

The purpose of 3 Dimensional Design IV is to create two portfolios: one that illustrates the students' range of expression and one that integrates a theme into a series of related works. This course is designed for the student who is dedicated and self-motivated to creating artwork at an advanced level. In this course, students must apply advanced artistic thinking and skills, work independently and express themselves through both imagery and written presentation. Students will spend the first semester working on developing students' range of styles and skills. Assignments for the first half of the year will integrate skill development and conceptual-based thinking. For the second semester, students will develop a theme and create artwork around that theme. Students will integrate their understanding of aesthetics and Art History into their art-making. Students will be involved in creating artwork for public display. Each week, outside of class, students are expected to complete 5 fifteen-minute drawings based on the assigned theme. This course aligns with the Massachusetts State Curriculum Frameworks for Extended study in Visual Arts.

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Learning Experiences:

- Students will create a cohesive body of work around a personally selected theme
- Students will create a stylistically diversity body of work
- Students will apply advanced artistic problem solving to create piece that resonate and communicate their ideas.
- Students will plan for the creation of their artwork utilizing the deep understanding of media, the elements of art and the principals of design.
- Students will plan and create their work with an understanding of how professional artists work.
- Students will take risks with their artwork and challenge themselves to create the pieces of high quality that demonstrates advanced artistic thinking
- Students will sustain focus on their theme and work each piece through the process of planning, creating and reflecting
- Students will learn to evaluate, respond and improve their artwork independently

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Content Outline:

Concepts:

Expert and confident physical manipulation of media and space, understanding the 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, aesthetics, ergonomics, and ready-made (modular).

Skills:

Ability to work with a wide-range of materials at a high level of craftsmanship. Learning how to plan, execute and edit a cohesive body of work. Learning how to maintain focus over a sustained period of time. Working independently. Integrating the elements and principles of art and design to create ideas.

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, PowerPoint, teacher generated worksheets and handouts.

As of 5/15/2012