3D Design • Art 1012

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■ COURSE OBJECTIVES
This class will introduce students to fundamental topics in three-dimensional design. Students explore the principles of visual perception and the meaning of form, space, function, and structure as they relate to three-dimensional design through a clear sequence of assignments and projects. Course work focuses on the preparation and presentation of discrete design projects that emphasizes understanding of formative processes that will lead the designer toward solutions. The class is structured with visual presentation/lecture, class assignments/projects and critiques.

■ COURSE STRUCTURE

■ Chapter 1
  • Primary Elements of Design
  • Properties of Form
  • Three-Dimensionality

■ Project 1
  • Line and Volume

■ Chapter 2
  • Organizing Principles
  • Hierarchy and Axes in Volume

■ Project 2
  • Plane and Space

■ Chapter 3
  • Form and Structure
  • Structural strength
  • Distributing Force

■ Project 3
  • Form and Structure

■ Chapter 4
  • Anthropometrics
  • Ergonomics
  • Sitting Form Design

■ Project 4
  • Form and Function

■ GRADES
  Grading is based on
  • The creativity / originality of each project
  • Fulfilment of criteria for each project
  • Timely completion of each project as scheduled

Grading breakdown
  • Project 1 20%
  • Project 2 20%
  • Project 3 20%
  • Project 4 25%
  • Final portfolio 10%
  • Performance* 5%

A=90% ~ 100% / B=80% ~ 89% / C=70% ~ 79% / D=60% ~ 69% / F=below 59%

■ Performance*
  • Completion of assignments
Supplies and materials ready for class
Removal of projects within a week after class critique
Participating in clean-up session
Cell phone, personal SNS usage, web surfing or any other distracting activities not appreciated nor tolerated

**ATTENDANCE**
- Attendance is mandatory. You are allowed only two unexcused absence during the semester.
- **On the third unexcused absence, your grade will be dropped one full letter grade** for each missed class period.
- Absences will be excused for emergencies only (medical or family emergency). An **excused absence requires official documentation** to be presented to the instructor during class period immediately following the absence. Your absence won't be marked as an excused on until required documentation is submitted.
- You are responsible for keeping track of your own attendance (tardies, absences).

**TARDINESS**
- Tardy means arriving in class more than 10 minutes late or leaving more than 10 minutes early. Three tardies equals one unexcused absence and will be counted toward your total of absences.
- You are responsible for informing the instructor of your presence to ensure that you are marked down as tardy rather than absent.
- Come to class prepared. Get project materials/supplies before class.

**POLICIES**
- Timely completion of all stages of problem solving and final presentation is important. Late submission of any assignments will lower your grade.
- You are responsible to catch up on any assignments or homework that you have missed during any absence. No email asking what you have missed during your absence.
- You are required to keep syllabus and all class handouts, readings etc.
- All due dates and information will be announced in class and are subject to change depending on class needs. All changes will be announced in class. It is your responsibility to keep up with due dates of assignments and projects. If I do not remind you, each project is still due on the assigned date.
- Respect fellow classmates and the instructor. There is a great deal that we can learn from each other. We have people from many different backgrounds in this class and people with many different levels of academic preparation. You should all feel comfortable and make each other comfortable with discussing the issues. Therefore, try to make our classroom a comfortable learning environment for everyone in the class.
- Many students of all levels share the sculpture studio. Maintenance of a clean and orderly studio is a responsibility shared by all students. All students must participate in scheduled clean up sessions.
- Finished projects must be removed from the studio within a week after critique

**FINAL PORTFOLIO**
- Get a camera (SLR, digital or disposable camera) to record each of your projects.
- All of your 3D works should be photographed for the final portfolio.
You are required to keep preliminary sketches and thumbnails to show the process of concept development on plain drawing paper. Sketches will not be accepted on loose-leaf notebook.

Final portfolio consists of preliminary sketches, photographs of final work and any written assignments. You should keep all of your records in a black binder with acetate sleeves.

Anyone with a disability that needs attention or modification of course requirements should let me know as soon as possible. Please let me know if you are having any problems or concerns. We can set up a time to meet and discuss your work or any other issues you may have.

MATERIALS

- Project 1
  - 15x15x1/4" plywood*
  - Coil of Galvanized steel wire, 16 GA*
  - 6 ½" long nose pliers with a side cutter*
  - Hardcover sketchbook* (Pro Art, Artist tools & Supplies)
  - Paint

- Project 2
  - Planar materials
    - Example
      - 24x24x1/2" MDF board*
      - 24x24x3/4" MDF board*
      - Plywood, Birch plywood, Plexiglas
    - Wood glue*
    - Sandpaper*
    - Paint

- Project 3
  - Example
    - Stretchable fabric
    - 12-gauge wire*
    - Square dowel*(minimum gauge 3/8")
  - Adhesives, fasteners (hot glue is not a desirable adhesive for this project)

- Project 4
  - Paper murano 25X19
    - Example
      - 1" PVC pipes, PVC elbows* (T, 45-degree, 90-degree)
      - 2"x2"X2/1" Plywood*
      - Birch Plywood
      - Pinewood
      - Plexiglass
      - Cardboard
      - Recycled material

- Final portfolio
  - 3-ring 1-inch black binder
  - Acetate sleeves
Statement on Student Academic Integrity Policy
Academic dishonesty tarnishes UMD's reputation and discredits the accomplishments of students. UMD is committed to providing students every possible opportunity to grow in mind and spirit. This pledge can only be redeemed in an environment of trust, honesty, and fairness. As a result, all members of the academic community regard academic dishonesty as a serious offense. In keeping with this ideal, this course will adhere to UMD's Student Academic Integrity Policy, which can be found at www.d.umn.edu/assl/conduct/integrity. This policy sanctions students engaging in academic dishonesty with penalties up to and including expulsion from the university for repeat offenders.

Statement on Student Conduct Code, including classroom conduct Policy
The instructor will enforce and students are expected to follow the University's Student Conduct Code (http://www.d.umn.edu/assl/conduct/code). Appropriate classroom conduct promotes an environment of academic achievement and integrity. Disruptive classroom behavior that substantially or repeatedly interrupts either the instructor's ability to teach, or student learning, is prohibited. Disruptive behavior includes inappropriate use of technology in the classroom. Examples include ringing cell phones, text-messaging, watching videos, playing computer games, doing email, surfing the Internet on your computer or other instructor-sanctioned activities. This class upholds maintenance of respect for all people, any age, race, religion, sexual orientation, culture, disability, or belief system. Anyone not abiding by this will not be allowed in the class. Persistence of disrespect of any kind, especially to the instructor or classmates, will not be tolerated and could lead to expulsion from the class or formal disciplinary action.