Hey, How’s it going? Welcome to 3-D Design. My name is Jeffie Brewer.
You can call me Jeff or Jeffie or whatever. This Fall semester of 2018 we will be hanging out here in the
sculpture lab room 130 for about 2.5 hours at a time. The course number is Art 130.001. The class
meets twice a week on Monday and Wednesday from 11 to 1:40, and, yes, I am aware that is a very
long time. That’s why I pointed out the time thing twice. My office is right over there - room 134. If
you need me, send me an email at brewerjeffe@sfasu.edu or call 468-4381 and set up an appointment.
For legal/academic reasons, the rest of this will be in boring, unreadable art jargon, bad metaphors and
accreditation stuff.

**Class Description:** This is a foundation course in three-dimensional design. This course will deal with
the basic elements and principles of design in relation to three dimensional art. Focusing on volume, line
and plane, we will take historical, as well as conceptual, look at the 3-D spaces and objects around us.

**Program Learning Outcomes:**
- The student will demonstrate an understanding of the elements and principles of design.
- The student will understand their art in an art historical context.
- The student will be equipped to critically analyze their artwork as well as others.
- The student will demonstrate understanding of contemporary art issues.
- The student will learn to use their super powers for only good.

**Student Learning Outcomes:**
- Understand the basic principles of 3-D Design.
- Explore various materials as well as working methods and ways of thinking.
- Demonstrate a variety of art making techniques in the construction of 3-D art.
- Effectively apply design principles to a variety of visual expressions and problems.
- Become familiar with the process of creative thinking and creative problem-solving.
- Initiate an awareness of artists and designers who inspire.
- Communicate their design concepts clearly. (through sketches, written or spoken words)
- Select successful, concept-driven solutions and apply design principles to projects.
- Blah, blah, blah... Make things that are awesome!!!

**Attendance:** This is my one pet peeve. You must come to class. If I have to, you have to. Here is my
policy: no more than 4 absences will be allowed without penalty. For every absence over 4, you will
lose a letter grade. If you miss more than 8, you fail. Tardiness is also a deal breaker, 3 will constitute an
absence. This class is easy. Show up and share some time with Jeff.

**Medical Conditions:** If you are pregnant or may become pregnant, talk to me. If you have special
needs, consult me or go to http://www.sfasu.edu/disabilityservices/.

**Grading:** You will have 6 large projects consisting of 60% of your grade. You will have 4 smaller
projects and quizzes. These will constitute 20% of your grade. You will also have your sketch
book which will make up 10%. The final exam will be 10%. You will be graded on effort, creativity,
composition, craftsmanship understanding of material and fulfillment of requirements.

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Every child is an artist. The problem is how to remain an artist once we grow up.

~ Pablo Picasso
Grades for finished projects are based on the following criteria:

- Completion and development of the work during each week
- Conceptual and formal accomplishment of the work in response to the proposed objectives
- Level of craft and technical achievement
- Completion of work according to project deadlines
- Creative and original approaches
- Ingenuity
- Diligence

A = Excellent:
Fully engaged in the process of learning, each assignment demonstrates excellent commitment and effort and a willingness to push yourself to do the very best work.

B+, B = Good:
Strong effort, good participation, good growth, good quality of work

C+, C = Average:
Average performance, work and attitude that meet the minimum requirements, effort and quality of work

D+, D = Poor:
Lack of projects or poor quality, poor participation, poor development of skill, poor effort

F = Failing:
Lack of projects, missing critique, unacceptable performance

Late projects will not be considered for a grade above a “C”. Incomplete assignments will not be considered for a grade above an “F”

Sketchbooks: For this course, you are required to keep a sketchbook. You are expected to bring this sketchbook to each class and in it you should keep all your research, drawings, plans, notes on group discussions, interesting anecdotes, suggested artist names, assignment due dates, and notes on techniques/processes that we review during class. Your sketchbook is THE place for creativity as well as a great way to document your journey through life. Sketchbooks will be collected for review at the mid-term as well as the end of the semester.

Reading Assignments: There is no specific text for this class but reading assignments will be given regularly.

Project Time Line and Due Dates:

Project 1 Cardboard: Due date Sept. 12th.
Project 1.5 Group Construction

Project 2 Line: Wire Sculpture. Due Sept. 26th
Project 2.5 String Theory

Project 3 Measuring. Due. Due Oct. 10th
Project 3.5 VR

Project 4 Site Specific: TBA. Due Oct. Nov. 7th
Project 4.5 TBD.

Project 5 Group: Inflatable. Due Dec. 6th

Final Exam Dec. 12th 8 am Environmental: Arboretum

All Dates and Projects are subject to change.

General Information: This can be a messy class. Wear the right clothing and be sure to keep it clean. Lockers are available. Headphone use will be limited to one earbud and must be at a volume as to not disturb others in the room. During class, cell phones should be used only in emergency. If you need anything, ask. I'm here to help. (air hug)