

Course Outcome Guide (COG)

Course:	Art 124-Three- Dimensional Design	Credits:	3	Date Edited:	Fall 2015
Course Description:	A basic course in the study of three-dimensional design for the studio artist.				
Concepts and Issues	Process Skills	Assessment Tasks	Intended Outcomes		
			Course	General Education or Program	Institutional
<ul style="list-style-type: none"> • Apply • Introduce • Develop • Observe • Experience 	<p>Apply the formal elements of art: line, value, texture, shape, volume/mass, composition, spatial illusion and color.</p> <p>Introduce and develop various media and materials for visual translation of ideas.</p> <p>Observe differences in diverse materials and discuss their effects on the communication of an idea.</p> <p>Examine the different applications of experimental media for personal expression.</p> <p>Experience the relationship of three dimensional vs. two-dimensional concerns.</p>	<p>Projects based on developing knowledge and understanding of 3-D design elements and principles.</p> <p>Sketchbook will be required to execute preliminary drawings and record ideas.</p> <p>Chapter tests and Final examination will be used to measure understanding of vocabulary and design concepts.</p>	<p>Demonstrate knowledge a verbal and visual vocabulary of art.</p> <p>Demonstrate an applied understanding of 3-D design.</p> <p>Demonstrate visualization skills as applied to the elements of principles of design.</p> <p>Apply self and group critiquing skills so as to develop autonomous 3-D experimental media while recognizing the standards and definitions</p>	<p>Students will demonstrate knowledge of diverse cultures and value systems.</p>	<p>Students will demonstrate knowledge of diverse cultures and value systems.</p>