
SECTION HEADING

ART 1118: Foundations of Art 3D

Description

Foundations of Art 3D introduces a visual vocabulary and tools essential for three-dimensional representation. Students will utilize a variety of media and studio production methods to develop creative thinking and investigate the basic principles of art.

Credits

3

Prerequisite

None

Corequisite

None

Topics to be Covered

1. Mixed media
2. Assemblage
3. Additive and subtractive techniques
4. Sculpture
5. Material manipulation
6. History of three-dimensional art
7. Art critique

Learning Outcomes

1. Create mixed media art projects
2. Practice a variety of three-dimensional art techniques
3. Compile a portfolio of artwork
4. Relate produced pieces to historical artwork
5. Understand art creation as an expression of culture
6. Critique artwork of others appropriately

Credit Details

Lecture: 2

Lab: 1

OJT: 0

MnTC Goal Area(s): Goal Area 06 - Humanities/Fine Arts

Minnesota Transfer Curriculum Goal Area(s) and Competencies

Goal 6: The Humanities and Fine Arts

1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
2. Understand those works as expressions of individual and human values within an historical and social context.
3. Respond critically to works in the arts and humanities.
4. Engage in the creative process or interpretive performance.
5. Articulate an informed personal reaction to works in the arts and humanities.