

**2D and 3D Design**  
**Fine Arts Center**  
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**Course Description:** This introductory course is designed to give students an opportunity to better understand the elements and principles of art through instruction, production, exploration and the use of a variety of art media. Students will create a series of exercises and completed works demonstrating artistic growth throughout the year while using the elements and principles of design in two-dimensional and three-dimensional work. Students will incorporate the study of artists, sketchbook assignments, and a variety of tools and techniques as they explore 2D and 3D design. Students will prepare a portfolio that reflects originality, quality, growth, and expressive qualities.

The Design course offers students a strong foundation in two and three-dimensional design and serves as building block for continued work at the Fine Arts Center. The assignments serve as a guide to help students further develop their skills, gain understanding of the elements and principles of design, and expand on the creative process throughout the year.

**First Semester:** Emphasis 2D Design

**Second Semester:** Emphasis 3D Design

**Assessment:** Teacher Observation, Sketchbook Assignments, Major Projects, Critiques, Tests, Rubrics, and Checklists

**Grading Scale:**

93-100 A

85-92 B

77-84 C

70-76 D

63-69 F (weighted for GPA calculations)

0-62 (no credit for GPA calculations)

**Grading:**

Projects 60%

Sketchbook 20%

Tests & Quizzes 15%

Class Participation 5%

**Attendance and Tardy Policy:**

Refer to the Fine Arts Center Handbook

**Classroom Rules & Expectations:**

No food, gum, or drinks allowed in the studio. Students are required to clean work areas and return supplies to designated areas. Students are expected to work in their sketchbook on a regular basis and to complete assigned work by the date due. Students must maintain a high level of professionalism in presenting and critiquing work.

**Goals:**

Students will:

- Critique, interpret, and evaluate works of art using appropriate vocabulary
- Develop work that demonstrates exploration, inventiveness, and knowledge of compositional form
- Create 2D and 3D studies using elements and principles that lead to further exploration and creative use of tools and techniques
- Produce finished artwork using a variety of techniques and media in both 2D and 3D design.
- Understand basic color theory and its application
- Identify possible careers in art
- Identify, define, and solve visual art problems
- Demonstrate responsible use of media, tools, and equipment
- Develop the perceptual skills needed for representational drawing
- Recognize good design in art and be able to use sound design principles in one's own artwork.
- Create sketchbooks that demonstrates growth and depth of ideas throughout the year
- Identify artists and periods of art history and discuss their cultural contexts.
- Organize artwork into a design portfolio

Student Projects Include:

- Sketchbook
- Drawing Exercises
- Value Studies
- Color Studies
- Expressive Line Charcoal Drawings
- Repetition of an Object
- Panel Book
- Altered Book in Clay
- Wire Sculpture
- Monotypes
- Portfolio Presentations
- Artists Book