

3D Design and Beyond

Course: 3D Design and Beyond: AVT 105 Section 2

Time: Monday/Wednesday from 1:30 PM - 4:10 PM

Location: Art and Design Building L003

Spring Semester: Jan 22- May 19

Instructor: Rachel Debuque

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Office: 2029

Office Hours: Monday 5PM-7PM or by appointment

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“Ordinarily we do not make full use of our faculty for seeing. An expeditious, computer-like response to visual stimuli is the normal mode; we react automatically, selecting from numerous signs that crowd and demand our attention only those which provided information pertinent to our momentary needs, and very little else. Not to exceed this mean level is, in effect, to suffer from visual poverty.” Edward Hill

Course Description: Explores elements and principles of three-dimensional design, establishment of visual vocabulary, and critical analysis that supports conceptual development. Studio projects explore form and composition, time-based media, materials, precedents, and contemporary practices in visual arts. (Prerequisite(s): AVT 104 or permission of instructor.)

This class fulfills a General Education Core requirement for Arts. Core requirements help ensure that students become acquainted with the broad range of intellectual domains that contribute to a liberal education. By experiencing the subject matter and ways of knowing in a variety of fields, students will be better able to synthesize new knowledge, respond to fresh challenges, and meet the demands of a complex world.

Arts goal: Mason courses in the film making, visual and performing arts stress generative, inquiry based learning through direct aesthetic and creative experience in the studio environment. Courses aim to achieve a majority of the following learning outcomes: students will be able to identify and analyze the formal elements of a particular art form using vocabulary appropriate to that form; demonstrate an understanding of the relationship between artistic

technique and the expression of a work's underlying concept; analyze cultural productions using standards appropriate to the form and cultural context; analyze and interpret material or performance culture in its social, historical, and personal contexts; and engage in the artistic process, including conception, creation, and ongoing critical analysis.

University and School of Art Policies: In accordance with George Mason University policy, turn off all beepers, cellular telephones and other wireless communication devices at the start of class. The instructor of the class will keep his/her cell phone active to assure receipt of any Mason Alerts in a timely fashion; or in the event that the instructor does not have a cell phone, he/she will designate one student to keep a cell phone active to receive such alerts.

Commitment to Diversity: This class will be conducted as an intentionally inclusive community that celebrates diversity and welcomes the participation in the life of the university of faculty, staff and students who reflect the diversity of our plural society. All may feel free to speak and to be heard without fear that the content of the opinions they express will bias the evaluation of their academic performance or hinder their opportunities for participation in class activities. In turn, all are expected to be respectful of each other without regard to race, class, linguistic background, religion, political beliefs, gender identity, sex, sexual orientation, ethnicity, age, veteran's status, or physical ability.

Statement on Ethics in Teaching and Practicing Art and Design: As professionals responsible for the education of undergraduate and graduate art and design students, the faculty of the School of Art adheres to the ethical standards and practices incorporated in the professional Code of Ethics of our national accreditation organization, The National Association of Schools of Art and Design (NASAD).

Open Studio Hours: SOA teaching studios are open to students for extended periods of time mornings, evenings and weekends whenever classes are not in progress. Policies, procedures and schedules for studio use are established by the SOA studio faculty and are posted in the studios.

ArtsBus Credit:

* Each student must have up to 5 AVT 300/Artsbus credits before graduation. For credit to appear on your transcript you must enroll in AVT 300. This also applies to anyone who intends to travel to New York independently, or do the DC Alternate Assignment.

* If you plan/need to go on multiple ArtsBus trips during a semester and need them towards your total requirement, you must enroll in multiple sections of AVT 300. Please go to the ArtsBus website: <http://artsbus.gmu.edu> "Student Information" for additional, very important information regarding ArtsBus policy.

* Non-AVT majors taking art classes do not need Artsbus credit BUT may need to go on the Artsbus for a class assignment. You can either sign up for AVT 300 or buy a ticket for the bus trip at the Center of the Arts. Alternate trips must be approved by the instructor of the course that is requiring an ArtsBus trip.

ArtsBus - Dates for Spring 2018:

February 24

March 24

April 14

Visual Voices Lecture Series Fall 2017: Visual Voices is a year-long series of lectures by artists, art historians and others about contemporary art and art practice. Visual Voices lectures are held on Thursday evenings from 7:20- 9:00 p.m. in Harris Theater:

January 25, 2018 – **Brian Noyes** “Recipe for Change: If you can’t stand the heat, get into the kitchen”
 February 1, 2018 – **Teresa Jaynes** “Talking to the Fingers in the Language of the Eyes: Haptic Interpretations of the Archive”
 February 22, 2018 – **Dr. Sharif Bey** “Artist, Researcher, Teacher: Problems, Paradigms, and Processes”
 March 1, 2018 – **Juliet Bellow** “Performing Stillness: Rodin’s Nijinsky”
 March 8, 2018 – **John R. Henry** “The Quest for unintended consequences”

Important Deadlines

Martin Luther King Day (no classes)	Mon Jan 15
First day of classes; last day to submit Domicile Reclassification Application; Payment Due Date; full semester waitlists removed	Mon Jan 22
Last day to add classes —all individualized section forms due Last day to drop with no tuition penalty	Mon Jan 29
Last day to drop with a 33% tuition penalty	Mon Feb 12
Final Drop Deadline (67% tuition penalty)	Fri Feb 23
Immunization Record Deadline	Thu Mar 1
Midterm progress reporting period (100-200 level classes)—grades available via Patriot Web	Mon Feb 19 – Fri Mar 23
Selective Withdrawal Period (undergraduate students only)	Mon Feb 26 – Fri Mar 30
Spring Break	Mon Mar 12 – Sun Mar 18
Incomplete work from Fall 2017 due to instructor	Fri Mar 23
Incomplete grade changes from Fall 2017 due to Registrar	Fri Mar 30
Dissertation/Thesis Deadline	Fri May 4
Last day of classes	Sat May 5
Reading Days Reading days provide students with additional study time for final examinations. Faculty may schedule optional study sessions, but regular classes or exams may not be held.	Mon May 7 – Tue May 8
Exam Period (beginning at 7:30 a.m.)	Wed May 9 – Wed May 16
Commencement	Fri May 18
Degree Conferral Date	Sat May 19

Once the add and drop deadlines have passed, instructors do not have the authority to approve requests from students to add or drop/withdraw late. Requests for late adds (up until the last day of classes) must be made by the student in the SOA office (or the office of the department offering the course), and generally are only approved in the case of a documented university error (such as a problem with financial aid being processed) , LATE ADD fee will apply. Requests for non-selective withdrawals and retroactive adds (adds after the last day of classes) must be approved by the academic dean of the college in which the student’s major is located. For AVT majors, that is the CVPA Office of Academic Affairs, Performing Arts Building A407.

Students with Disabilities and Learning Differences: If you have a diagnosed disability or learning difference and you need academic accommodations, please inform me at the

beginning of the semester and contact the Disabilities Resource Center (SUB I room 234, 703-993-2474). You must provide me with a faculty contact sheet from that office outlining the accommodations needed for your disability or learning difference. All academic accommodations must be arranged in advance through the DRC.

Official Communications via GMU E-Mail: Mason uses electronic mail to provide official information to students. Examples include communications from course instructors, notices from the library, notices about academic standing, financial aid information, class materials, assignments, questions, and instructor feedback. Students are responsible for the content of university communication sent to their Mason e-mail account, and are required to activate that account and check it regularly.

Attendance Policies: Students are expected to attend the class periods of the courses for which they register. In-class participation is important not only to the individual student, but also to the class as a whole. Because class participation may be a factor in grading, instructors may use absence, tardiness, or early departure as de facto evidence of nonparticipation. Students who miss an exam with an acceptable excuse may be penalized according to the individual instructor's grading policy, as stated in the course syllabus.

105 Attendance: Attendance is mandatory. If there are circumstances where you will have to a class, it is the students' responsibility to make up work outside of class. Remember that attendance is essential to the understanding of the Studio Fundamentals and missed classes will greatly compromise your development as an artist. On other words: ATTEND EVERY CLASS. There are no unexcused absences. **3 missed classes results in automatic drop of one letter grade. Every subsequent absences lowers another letter grade. Six missed classes results is an automatic failure. Every missed and late class effects your midterm and final participation grades.**

Honor Code: Students in this class are bound by the Honor Code, as stated in the George Mason University Catalog. The honor code requires that the work you do as an individual be the product of your own individual synthesis or integration of ideas. (This does not prohibit collaborative work when it is approved by your instructor.) As a faculty member, I have an obligation to refer the names of students who may have violated the Honor Code to the Student Honor Council, which treats such cases very seriously. No grade is important enough to justify cheating, for which there are serious consequences that will follow you for the rest of your life. If you feel unusual pressure about your grade in this or any other course, please talk to me or to a member of the GMU Counseling Center staff.

Using someone else's words or ideas without giving them credit is plagiarism, a very serious Honor Code offense. It is very important to understand how to prevent committing plagiarism when using material from a source. If you wish to quote verbatim, you must use the exact words and punctuation just as the passage appears in the original and must use quotation marks and page numbers in your citation. If you want to paraphrase or summarize ideas from a source, you must put the ideas into your own words, and you must cite the source, using the APA or MLA format. (For assistance with documentation, I recommend Diana Hacker, *A Writer's Reference*.) The exception to this rule is information termed general knowledge—information that is widely known and stated in a number of sources. Determining what is general knowledge can be complicated, so the wise course is, "When in doubt, cite."

Be especially careful when using the Internet for research. Not all Internet sources are equally reliable; some are just plain wrong. Also, since you can download text, it becomes very easy to inadvertently plagiarize. If you use an Internet source, you must cite the exact URL in your paper and include with it the last date that you successfully accessed the site.

Writing Center: Students who are in need of intensive help with grammar, structure or mechanics in their writing should make use of the services of Writing Center, located in Robinson A116 (703-993-1200). The services of the Writing Center are available by appointment, online and, occasionally, on a walk-in basis.

The Collaborative Learning Hub Located in Johnson Center 311 (703-993-3141), the lab offers in-person one-on-one support for the Adobe Creative Suite, Microsoft Office, Blackboard, and a variety of other software. Dual monitor PCs make the lab ideal for collaborating on group projects, Macs are also available; as well as a digital recording space, collaborative tables, and a SMART Board. Free workshops are also available (Adobe and Microsoft) through Training and Certification; visit ittraining.gmu.edu to see the schedule of workshops and to sign up.

Participation: Full engagement is imperative. Students are expected to actively participate in critiques. Active participation means: offering peers constructive criticism, utilizing a continually progressive art vocabulary, being attentive during demonstrations and maximizing class time. Also, we will maintain a blog that students are expected to contribute to on a weekly basis. All in class presentation material will be made available for your research. Students are encouraged to share any relevant research with the class via blog.

Sketchbook: Students are expected to regularly document their ideas in a sketchbook. These will act as references for individual meetings and be taken into consideration with final grading. Drawing is an important component to the creative process of an artist and designer. It is the most rapid response to visual phenomenon and will aid in your development as an artist. A student who is actively sketching and writing their ideas, is fully engaging in the assignments, it is in your best interest to make this part of your artistic practice. Hint: Creating small goals for your sketchbook can help. If you tell yourself that you will sketch everyday, no matter the circumstances, it will improve the articulation of your work. **You will be asked to use your sketchbook throughout the semester for writings and sketches. You will hand it in at midterm and final as part of your grade.**

Grading: F: Unsatisfactory work/ Did not meet criteria D: Below Average but passing/ Work is lacking C: Average/ Met requirements B: Above average/ exceeded requirements A: Superior/ greatly exceeded requirements

Supplies: Your studio fee will cover materials to an extent. However, there will be additional expenses to create desired effects of works. I also strongly recommend that you have a camera. Keep in mind that there are many free/cheap resources for supplies on campus and in surrounding areas. Approaching businesses about materials they would throw away is one of many ways to get free material. Recycled material options are good for your pocketbook and the earth!

Where to look for supplies:

- Second hand stores
- Specialty Art stuff: Artist and Craftsman, Plaza

- Craigslist free section
- The earth: twigs, seeds, stones
- Hardware store: wood, paints, glues, etc

Required:

- Pack of Pencils
- Safety gear: eye protection, ear protection, and dust mask, work gloves
- Tape measure and ruler
- Cutting board
- Hot glue gun + glue sticks (The larger versions of glue gun)
- Exacto and / or utility knife and blades
- Masking & Duct tape
- Sandpaper (assorted pack of, med., fine, course)
- Bucket (1) 5 Gallon Bucket & (1) 2 Gallon Bucket with lid

Studio Maintenance: Civility Rules:

- If you don't know, ask.
- Wear proper safety gear.
- No food or drink on machinery.
- No cell phones, headphones in wood or metal studio.
- PLEASE! Report broken machinery to faculty or technician immediately.
- Never use a tool before receiving proper instruction.
- Clean and return studio tools to proper storage area after each use.
- Put your work in storage areas and clearly label at end of every class.
- ID required for all non-class time tool use.
- Clean up after yourself.
- Treat people with respect.

What to expect this semester:

- Expect to spend a ***minimum of 12 hours*** of work outside of class for each week
- Expect to get dirty: Wear old clothing and closed toed shoes to class
- Expect to vocalize: Critique requires you to speak about your work
- Expect to sketch your ideas

Our Semester at a Glance:

****In celebration of failure:*** *The start of every class we will address and celebrate our failures. Failure is how we learn, expect to try things that do not work in this class. It is about experimentation and persistence through the obstacles!*

Project 1: Texture Project (20 points)

The world of materials and processes is vast and complex. The first week on this semester will be spent creating 20 textures. First you will choose your surface or surfaces. Then you will apply

different finishes to those surfaces. Feel free to get crazy. Maybe you pouring melted marshmallows on a surface or you cover a surface in your dog's hair. The sky is the limit. For final critique, you will need to present your findings in some sort of cohesive visual system.

Project 2: Paper Clay Forms (40 points)

For this project we will be discussing form and how different artist approach form. You will also be learning about abstract forms and you will be creating your own abstract form. You will have a choice between creating a large form or multiple forms. You will use paper clay to create your final project. You will also be decorating your form. For this you can use your skills from the material laboratory project to create your desire finish.

Project 3: Collaboration Town (40 points)

For this project, we will collectively be showing in the Foundations gallery space. You will be split into 5 groups. Each group will get a space to occupy in the gallery. You will have to create a "shelter" space. Each space will reflect a well researched concept. All together they will become like a small neighborhood that express different research directions, materials, and viewpoints.

Project 4: Installation and Light (40 points)

This project will combine two considerations: Space and light. This project will be documented by either photograph or video.

Project 5: Mold Making Project (40 Points)

This project will introduce you to mold making in its many forms. You will create a work using the skills you learn and experiment with what can be a mold

Participation: (20 points)