3D DESIGN SUMMER (FA4a)

Mon., Tues. & Thur. 11:00 – 12:50pm

July 10 – Aug. 11, 2017

Christopher Frost

Office hours: Monday, 10:00 – 11:00    cfrost@brandeis.edu

Course Description

This course is an exploration of the sculptural process through an introduction of artistic design, material and technical procedures. We will explore the elements and principles of 3D design; form, space, mass, scale, light and color and their responses to physical forces and time. Students will be introduced to various materials; wood, plaster, clay, metal, etc. To facilitate the use of these materials, students will be instructed in techniques of wood and metal working, plaster use, mold-making and casting with all related safety requirements.

Course Requirements

Students are required to complete ALL projects and participate in class discussions and critiques. Completing course projects will require students to work outside of class time. Success in this course is based on the expectation that students will spend a minimum of 6 hours a week on preparation, readings and/ or creation of artwork outside of scheduled class times.

Course Grading

Your grade for this course will be determined by five factors; Projects, Performance, Participation, Responsibility and Progress.

-Project Completion. All projects must be completed in full and on time.

-Studio Performance. Working/ performing in a studio setting requires that students act and work safely, assist and cooperate with others and be respectful of their own and others work. Studio performance also means a strong work ethic in and out of class time, i.e. using time effectively.

-Studio Participation. The studio setting also demands group participation. Students are required to participate in class discussions and critiques. This dialogue between peers, students, teachers and TAs is essential for a cohesive and creative environment.

-Responsibility (Attendance). You have to come to class and be on time. Three unexcused absences will result in grade deduction (ex. A- goes to a B+). Every absence after the first 3 will also result in a grade deduction. Excessive tardiness will also affect your grade.
Course Grading (cont.)

-Progress. It is the goal of this course to introduce technical, material and conceptual methods in the creation of sculpture. For each student, the assimilation of these ideals and concepts will be determined by their progression through the semester. Assigned projects will be viewed as evidence of this progression as students use new materials, learn techniques and apply concepts of creativity. It is encouraged that students be willing to experiment and take risks with their work and ideas.

In the Studio and the Shop:

You may work in the studio at any time that the building is open. The use of tools in the tool closet and all shop power tools is only possible during class time (with Instructor Chris Frost). Hand tools for use in specific projects will be available and do not require the presence of the instructors.

Our studio Technician is Rebecca Straus. She can be available to assist outside of our class time, if need be. Her hours are 10-5, M-F, though due to summer requirements, she may not always be in the G-S building. Her office is #106. rstrauss@brandeis.edu.

When working in the studio you must follow these rules:

- Welding, table saw and other advanced tools require clearance from Chris or Rebecca. Do not use tools you have not received instruction for.

- Use the buddy system when using shop tools. Follow safety rules.

- Keep the studio/ shop clean. Place your work in your class’ designated shelves.

- Do not use materials unless they have been designated for our specific class. We share the studio with other classes and individuals and many materials have been purchased for their use only.

- Do not use toxic materials within the studio.
Course Schedule

July

Monday  10  Intro. to course and facilities. Intro. to Project 1: Plane to Volume.
Tuesday  11  continue work on Project 1
Thursday 13  continue work on Project 1
Monday  17  **Project 1 due and critiqued.** Introduction to Project 2:
               Paper Lantern
Tuesday  18  Continue work on Project 2
Thursday 20  Continue work on Project 2, Project 3 introduced; *Plaster Figure*
Monday  24  **Project 2 due and critiqued.** Bring in objects / begin work on
               Project 3.
               Shop instruction?
Tuesday  25  Continue work on Project 3
Thursday 27  Continue work on Project 3
Monday  31  Continue work on Project 3

August

Tuesday  1  **Project 3 due and critiqued.** Introduction to Project 4; *Environmental
           Installation*
Thursday 3  Field trip to Decordova Museum
Monday  7  Continue work on Project 4
Tuesday  8  Continue work on Project 4
Thursday 10  **Final Project due and critiqued.** Last day of class.