

Curriculum Map: Intro. to 3D Art

Course: INTRO TO 3D ART Sub-topic: General

Grade(s): 9 to 12

Course Description: Intro to 3D Art is an introductory course where you are given a sampling of various 3-Dimensional mediums. This course will explore many facets of 3-D Art from material choice, creation technique, realistic or abstract representation. We will focus on translating an artist's idea in a 3 dimensional piece of art through the Artistic Process. This includes brainstorming possibilities, exploring and developing techniques, sketching, creating and then evaluating your final piece. Students will be evaluated by themselves and the instructor on technique, creativity, effort, and critical responses.

Course Textbooks, Workbooks, Materials Citations: N/A

Course Interdisciplinary Connections: Students will use a variety of different tools and processes to be create Art. Some of these tools and techniques require safety instructions and will push students to get familiar with tools to keep the integrity of good craftsmanship in mind. Students will use engineering and math in measurement and construction. Science in chemistry of materials such as clay and plaster. Students will also learn historical references of traditional and contemporary techniques and artforms.

Course Notes: This course is for students who have little to no experience in 3D Art but enjoy working and making three-dimensional objects out of a variety of materials. The sculptural processes of assemblage, additive and subtractive (reductive) carving and modeling will be used to create artwork based on a theme or concept. The ability to generate original solutions to design problems will require basic drawing skills, creative thinking and artistic exploration of possible approaches. Sketchbook assignments that require drawing, reflection and research are part of the curriculum. Work of artists from the past are also studied and incorporated into the work.

Unit: 2D vs. 3D

Unit Description: Students learn differences between 2D Shapes (length and width) and 3D Forms (length, width, and depth). Students will use a flat NET shape to create a design that showaces Movement and Visual Flow when folded to become a 3D Form.

Unit Big Ideas: 2D shape (length and width) vs 3D Form (Length, Width, Depth)

Unit Key Terminology & Definitions : Shape, Form, Movement, Flow, 2D, 3D

Topic: Shapes vs. Forms

Topic: Visual Movement

Unit: Contrast/Unity

Unit Description: Students will discuss different elements to show contrast in a piece of art. Students will discuss importance of unity and how a piece of artwork can createunity despite having contrating elements.

Unit Key Terminology & Definitions : Unity, Contrast, Aesthetic

Topic: Contrast/ Unity

Unit: Emphasis/ Theme

This Curriculum Map Unit has no Topics to display

Unit: Linear Sculpture

Topic: Space- Foreground, Middleground, Background

Unit: Pattern

Topic: Color

Unit: Found Object / Assemblage

Topic: Found Objects/ Texture

Unit: Medium and Sculpture Exploration

Topic: Independent 3D Color Wheel

Unit: Texture

Topic: Monochromatic Sculpture relying on Texture

Unit: Subtractive Sculpture

Topic: Clay

Topic: Styrofoam

Unit: Functional vs Decorative Sculpture

This Curriculum Map Unit has no Topics to display

Unit: Independent Project

Topic: Techniques

Topic: Functional vs Decorative