

ART 108 - THREE DIMENSIONAL DESIGN
Spring 1999
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INTRODUCTION. During the semester we will explore three dimensional design through assignments emphasizing the nature of form and space. Design will be approached as a response to the human need to create, to express, and to solve problems. Since this is a studio course, the emphasis will be on "learning by doing." While there will be some introductory lectures, the majority of your time will be spent in the studio generating creative ideas and building models of your own solutions to the assigned projects.

CLASS FORMAT. A typical assignment or "problem" will involve the analysis of a basic design concept and will be the focus of the class for several sessions. Following an introductory discussion, you will be assigned a studio problem involving the creative exploration of this concept. This exploration will entail sketching, simple mechanical drawing, and construction using ordinary materials such as cardboard or "found objects." One or more studio sessions will be devoted to individual desk criticism by Prof. Williamson. At the conclusion of the problem each student will present his or her completed project to the class, which will then discuss its strengths and weaknesses in a round-table format. In this way, you will develop your ability to both give and receive constructive criticism. You will also discover that in design there are no absolute solutions.

TIME COMMITMENT. It is departmental policy that studio courses require a minimum time expenditure of 46 hours per credit; for a 3 hour studio such as this, students are required to pledge a total of 138 hours per term, or an average of 10 hours per week. Thus if you spend 6 hours per week in class, you are expected to devote a minimum of 4 additional hours per week outside of class. In actual practice, however, more time is required to do more than simply pass.

You should maintain a daily log of time spent on assignments, both in and out of class, to be pledged and turned in at mid-term and at the end of the semester.

SKETCHBOOK. Each student should keep a sketch-diary during the semester. This sketchbook is a place to record your sketches and notes pertaining to the studio problems, as well as your daily time log. You should think of your sketchbook as a stream-of-consciousness outpouring of ideas, questions, speculations, and realizations in the style of Leonardo da Vinci's famous notebooks.

ATTENDANCE AND COMPLETION OF ASSIGNMENTS. Attendance at studio sessions is mandatory; repeated absences will result in a failing grade. If you must be absent for all or part of a session, please make arrangements with Prof. Williamson in advance. Assignments must be completed within the time allotted. Work which is not completed on time cannot be presented to the class, and thus a vital part of the learning experience is lost. Grading will reflect timely completion of assignments, and late assignments will ordinarily be penalized one letter grade for every class beyond the due date.

COMMUNICATIONS. As an adjunct faculty member and practicing architect, Prof. Williamson is unable to offer regular office hours. Appointments to discuss individual matters of concern can generally be arranged during class. Potential problems or questions should be discussed as soon as they arise in order to facilitate a solution. To arrange an appointment please see the instructor during class or send an e-mail message: jfw@wparchitects.com.

AFTER-HOURS STUDIO ACCESS: A class roster will be supplied to campus security so that, upon request, you can be admitted to the studio at any hour.

GRADING. Unlike some other academic disciplines, design does not deal in absolute solutions to problems. For any design problem there are likely to be multiple "correct" solutions. Nevertheless, it is possible to distinguish relative effort, depth of understanding, skill of execution, and creativity. Mid-term

and final grades will be assigned on this basis. The grade for each project will be weighted in proportion to the percentage of the semester devoted to it. In addition, approximately 10% of the final grade will reflect attendance and participation in class discussions.

REQUIRED EQUIPMENT AND SUPPLIES

Equipment: Each student should purchase the basic equipment indicated below no later than the second class session. Other supplies can be purchased on an as-needed basis.

T-square, 36"
Triangle, clear plastic, 45 degree, 8"
Utility knife and no. 11 blades
Heavy-duty matt knife and blades (Stanley 299 or similar)
Drafting tape, 3/4"
Pencils: Dixon Ticonderoga No. 2 or Berol Mirado No. 2
Elmer's Glue-All, 4 oz.
Duco Cement, small tube
Metal straight-edge with cork backing, 12"
Sketchbook, approx. 11" x 14", spiral bound
Eraser: Eberhard Faber Pink Pearl or similar
Compass (with 4"- 5" arms)

Sources include:

Art Center, 1636 Union (Ask for student discount; bring ID)
Campbell Blueprint, 3124 Broad Avenue
Memphis College of Arts, Overton Park

CAREERS IN DESIGN. Students who are interested in the possibility of a design profession as a career, whether as an Art major or with a major in another subject, should arrange to discuss with Prof. Williamson their interest and the various options that exist for professional training. Advertisements for graduate programs received by the Art Department are posted on the bulletin board in the hall outside 410 Clough.

REVISIONS IN COURSE REQUIREMENTS. The calendar, contents, requirements, and assignments of this course are subject to change in the event of extenuating circumstances.