

3D Art Studio 1 & 2

Location: Bld. 17

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3D Studio Art is a class that introduces students the experience of producing three dimensional designs as well as learning about the elements of art and the principles of design. Also, students will gain visual art techniques such as material modeling, carving, cutting, pasting and gluing, scaling, sculpture design and art history through direct instruction and independent research.

Students will acquire the skills of producing 3D works of art by following a step by step process that includes:

- research,
- exploring of ideas,
- producing blueprints of the intended product,
- properly illustrating the steps of each process,
- design of details, textures and colors,
- manipulation of media and tools,
- documentation of the final product,
- evaluation and reflection of the artwork.

The better part of the work done during studio class, will be done independently based on research, sketching and manipulation of medium. The artwork produced in the art studio will be creative and unique striving with the best quality as possible. The 3D art class revolves heavily around the sketchbook (for taking notes, draw ideas and design, as well to plan the steps of each project) and teaches students how important it is for artists to keep track of preliminary works and small projects. Much of the work in 3D is designed to give students the opportunity to experience a wide range of media; such as cardboard, glue and paper, papier mâché, paper clay, modeling and ceramic clay, carving foam, plaster, found and recycling objects and mixed media, sculpture casting, etc.

After the medium and technique is reviewed, the students will have an assignment based on an art style or idea. It is the responsibility of the student to produce and design an original composition based on the project idea. The final design of each project must be demonstrated in the sketchbook. That may include the composition, color distribution, lines, values, balance, emphasis, etc. Each art project will take from start to finish an average of 14 school days (2 ½ weeks) Little homework is given in 3D art. If so, homework usually consists of, but is not limited to, bringing requested materials, making additional research and sketching.

3D Design 1&2 Grading system

They are four categories in which the Art projects will be grades: Research and experimentation, Sketching and composition design, Art project and final product, Critique, self-evaluation and reflection.

1. Research and experimentation (15% of the grade):

this category is about regular classwork and student engagement. Bellworks, research pieces and ideas, medium and technique experimentation, classroom procedures and neatness are included in this category. Sketchbook will be used in this category.

2. Sketching and composition design (30% of the grade):

this category is about student capacity of successfully be creative and original on their artwork design. The student will set the artwork design based on the research of art style and experimentation of medium. Sketching, color arrangements, perspective, elements of art and design, distribution of images, meaning and purpose, creativity and originality will be included in this category. Student will be given a Rubric ahead of time with expectations and details that the artwork must have. Sketchbook will be used in this category.

3. Art project and final product (40% of the grade):

this category is about the success of completing a final piece of art. The successful manipulation of the medium, the neat execution of the composition, and thoughtfulness of the artmaking process will be included in this category. The final product will be assessed in this category following a detailed Rubric. Sketchbook will be used in this category for references only.

4. Critique, self-evaluation, and reflection (15% of the grade):

this category measures the insight of the student/artist. A paragraph will be written about the experience, reasoning, motivation, and though process of the finished art piece. Will include the challenges that the artwork posed and how they were successful or not. The student/artist will assess the work through the given rubric. Usually this part takes a Word document with the picture(s) of the artwork, with the name, title, medium, size, and a brief critique of the artwork. This will be sent to the teacher via TEAMS or CANVAS.

SUPPLIES LIST

– Face masks. It is encouraged that every student wears a face mask inside the classroom.

– Required: An 8 ½ x 11 HARDCOVER sketchbook (NO SPIRAL SKETCHBOOKS) *black hard cover sketchbooks can be purchased from the art teacher while supplies last, for \$10 cash or check made out to Gateway High School. This is the class fundraising

– Required: Vinyl eraser (Will not be provided in class)

– Required: Sharpie black markers. Fine point and ultra-fine point. Permanent ink.

– Required: Black, blue and red ink pens. 2 of each.

– Required: Color pencils set of 12 colors.

– Required: Bottle of Elmers glue 12 oz

– Required: empty box of soap.

– Required: 3 Plastic quart zip lock bags.

– Required: pencil pouch.

– Plastic 12inch ruler, and protractor.

– ** Paintbrush set for acrylic and watercolor. Flat and rounded tip (synthetic bristles)

– **Acrylic paint set (12 colors) in tubes.

– Old newspapers and magazines

– Masking tape

– Apron (to cover the clothes from paints and inks)

– Small decorative items (crafts materials for decorations) (when requested)

– Pieces of fabric (when requested)

**As face to face meetings, the studio will provide materials and tools that the student/artist needs. However, if the student/artist feels safer bringing their own tools and materials they are welcomed to do so. the only items the students are required to bring are the ones that are stated as required in the list.