

Washtenaw Community College Comprehensive Report

ART 108 Three-Dimensional Design Effective Term: Spring/Summer 2025

Course Cover

College: Humanities, Social and Behavioral Sciences

Division: Humanities, Social and Behavioral Sciences

Department: Humanities, Languages and the Arts

Discipline: Art (new)

Course Number: 108

Org Number: 11400

Full Course Title: Three-Dimensional Design

Transcript Title: Three-Dimensional Design

Is Consultation with other department(s) required: No

Publish in the Following: College Catalog , Time Schedule , Web Page

Reason for Submission: Three Year Review / Assessment Report

Change Information:

Consultation with all departments affected by this course is required.

Rationale: Update syllabus based on assessment.

Proposed Start Semester: Winter 2025

Course Description: In this studio class, students will use a variety of three-dimensional materials and methods to explore the qualities inherent in successful design. Stressing practice before theory, students will create designs that explore ways of articulating form. Projects will introduce students to a variety of materials and the use of both hand and power tools.

Course Credit Hours

Variable hours: No

Credits: 4

Lecture Hours: Instructor: 30 Student: 30

Lab: Instructor: 60 Student: 60

Clinical: Instructor: 0 Student: 0

Total Contact Hours: Instructor: 90 Student: 90

Repeatable for Credit: NO

Grading Methods: Letter Grades

Audit

Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

No Level Required

Requisites

General Education

MACRAO

MACRAO Humanities

MACRAO not WCC Gen Ed

Request Course Transfer**Proposed For:**

Eastern Michigan University
Ferris State University
Grand Valley State University
Jackson Community College
Kendall School of Design (Ferris)
Lawrence Tech
Michigan State University
Oakland University
University of Detroit - Mercy
University of Michigan
Wayne State University
Western Michigan University
College for Creative Studies
Central Michigan University

Student Learning Outcomes

1. Demonstrate planning in 3D designs that articulate clear relationships between the individual elements of three-dimensional design and the sense of the whole, stressing unity with variety using layouts and drawings.

Assessment 1

Assessment Tool: Outcome-related project
Assessment Date: Fall 2026
Assessment Cycle: Every Three Years
Course section(s)/other population: All
Number students to be assessed: All
How the assessment will be scored: Departmentally-developed rubric
Standard of success to be used for this assessment: 70% of students will score 75% or higher.
Who will score and analyze the data: Departmental faculty

2. Create designs from a variety of materials by safely using simple hand and power tools with the following methods of construction: additive, subtractive, manipulative and substitutive.

Assessment 1

Assessment Tool: Outcome-related project
Assessment Date: Fall 2026
Assessment Cycle: Every Three Years
Course section(s)/other population: All
Number students to be assessed: All
How the assessment will be scored: Departmentally-developed rubric
Standard of success to be used for this assessment: 70% of students will score 75% or higher.
Who will score and analyze the data: Departmental faculty

3. Create works that demonstrate movement and extension in space, as well as an interesting and dynamic interplay between solid and void.

Assessment 1

Assessment Tool: Outcome-related project
Assessment Date: Fall 2026
Assessment Cycle: Every Three Years
Course section(s)/other population: All
Number students to be assessed: All

How the assessment will be scored: Departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 75% or higher.

Who will score and analyze the data: Departmental faculty

Course Objectives

1. Build a structure from 2D geometric shapes into a 3D structure.
2. Explore the possibilities of color and surface pattern to change or modify created shapes.
3. Develop strategies for joining, attaching and combining the various elements of the design.
4. Relate the relationship of parts to the whole.
5. Challenge the limits of plastic material by creating a small figure in clay.
6. Design a project to fit in a specific display format by creating the illusion of space in an enclosed area.
7. Construct a design that reveals, enhances or contrasts with the existing features of the surrounding elements.
8. Create a wearable sculpture that exemplifies the design principles of emphasis and contrast in relation to the human form. This wearable sculpture must be well-crafted, durable, and safe.
9. Implement a variety of constructing methods utilizing different materials to build a series of simple designs.
10. Acquire proficiency with hand tools and power tools in the building process.
11. Recognize the relationship between solid and void.
12. Experiment with the possibilities for extension of the materials in shaping space.
13. Explore the relationship between negative and positive forms using plastic materials.
14. Select materials and constructing methods that are suitable for each piece of a project design.
15. Identify accurate scale and proportion while utilizing molds and hand-sculpting.
16. Synthesize understanding of basic concepts of mass/void interaction, transforming materials, and unity with variety.
17. Develop sensitivity to the use of textures.

New Resources for Course

Course Textbooks/Resources

Textbooks

Manuals

Periodicals

Software

Equipment/Facilities

Level I classroom

<u>Reviewer</u>	<u>Action</u>	<u>Date</u>
Faculty Preparer: <i>Alexander Clinthorne</i>	<i>Faculty Preparer</i>	<i>Sep 25, 2024</i>
Department Chair/Area Director: <i>Charles Johnson</i>	<i>Recommend Approval</i>	<i>Sep 26, 2024</i>
Dean: <i>Anne Nichols</i>	<i>Recommend Approval</i>	<i>Sep 27, 2024</i>
Curriculum Committee Chair: <i>Randy Van Wagnen</i>	<i>Recommend Approval</i>	<i>Mar 17, 2025</i>
Assessment Committee Chair: <i>Jessica Hale</i>	<i>Recommend Approval</i>	<i>Mar 27, 2025</i>
Vice President for Instruction: <i>Brandon Tucker</i>	<i>Approve</i>	<i>Mar 30, 2025</i>

Washtenaw Community College Comprehensive Report

ART 108 Three-Dimensional Design Effective Term: Spring/Summer 2020

Course Cover

Division: Humanities, Social and Behavioral Sciences

Department: Humanities, Languages & the Arts

Discipline: Art (new)

Course Number: 108

Org Number: 11400

Full Course Title: Three-Dimensional Design

Transcript Title: Three-Dimensional Design

Is Consultation with other department(s) required: No

Publish in the Following: College Catalog , Time Schedule , Web Page

Reason for Submission: Course Change

Change Information:

Consultation with all departments affected by this course is required.

Outcomes/Assessment

Objectives/Evaluation

Rationale: Course update

Proposed Start Semester: Fall 2019

Course Description: In this studio class, students will use a variety of three-dimensional materials and methods to explore the qualities inherent in good design. Stressing practice before theory, the student will create designs that explore ways of articulating form. Projects will introduce the student to a variety of materials and the use of both hand and power tools.

Course Credit Hours

Variable hours: No

Credits: 4

Lecture Hours: Instructor: 30 Student: 30

Lab: Instructor: 60 Student: 60

Clinical: Instructor: 0 Student: 0

Total Contact Hours: Instructor: 90 Student: 90

Repeatable for Credit: NO

Grading Methods: Letter Grades

Audit

Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

Requisites

General Education

MACRAO

MACRAO Humanities

MACRAO not WCC Gen Ed

Request Course Transfer**Proposed For:****Student Learning Outcomes**

1. Demonstrate planning in 3D designs that articulate clear relationships between the individual elements of three-dimensional design and the sense of the whole, stressing unity with variety using layouts and drawings.

Assessment 1

Assessment Tool: Portfolio

Assessment Date: Winter 2020

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 3.5 out of 5.0 or higher.

Who will score and analyze the data: Departmental faculty

2. Safely use simple hand and power tools to create designs from a variety of materials that implement the following methods of construction: additive, subtractive, manipulative and substitutive.

Assessment 1

Assessment Tool: Portfolio

Assessment Date: Winter 2020

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 3.5 out of 5.0 or higher.

Who will score and analyze the data: Departmental faculty

3. Create works that demonstrate movement and extension in space, identifying an interesting and dynamic interplay between solid and void.

Assessment 1

Assessment Tool: Portfolio

Assessment Date: Winter 2020

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 3.5 out of 5.0 or higher.

Who will score and analyze the data: Departmental faculty

Course Objectives

1. Build a structure from 2D geometric shapes into a 3D structure. Explore the possibilities of color and surface pattern to change or modify this shape.
2. Develop strategies for joining, attaching and combining the various elements of the design.
3. Relate the relationship of parts to the whole.
4. Challenge the limits of plastic material by creating a small figure in clay.
5. Design a project to fit in a specific display format by creating the illusion of space in an enclosed area.
Identify the existing features of the space and construct a design that reveals, enhances or contrasts

with these elements.

6. Create a design for a toddler's chair that exemplifies the spirit of childhood. This chair must be usable, safe, and attractive.
7. Implement a variety of constructing methods utilizing different materials to build a series of simple designs.
8. Acquire proficiency with hand tools and power tools in the building process.
9. Recognize the relationship between solid and void, and experiment with the possibilities for extension of the materials in shaping space.
10. Explore the relationship between negative and positive forms using plastic materials. Identify interesting rhythms of form in process of making the mold.
11. Learn to select materials and constructing methods that are suitable for each piece of the project design.
12. Synthesize understanding of basic concepts of mass/void interaction, transforming materials, and unity with variety.
13. Develop sensitivity to the use of textures.

New Resources for Course

Course Textbooks/Resources

Textbooks
Manuals
Periodicals
Software

Equipment/Facilities

<u>Reviewer</u>	<u>Action</u>	<u>Date</u>
Faculty Preparer: <i>Irving Remsen</i>	<i>Faculty Preparer</i>	<i>Aug 13, 2019</i>
Department Chair/Area Director: <i>Jill Jepsen</i>	<i>Recommend Approval</i>	<i>Aug 16, 2019</i>
Dean: <i>Scott Britten</i>	<i>Recommend Approval</i>	<i>Sep 18, 2019</i>
Curriculum Committee Chair: <i>Lisa Veasey</i>	<i>Recommend Approval</i>	<i>Oct 17, 2019</i>
Assessment Committee Chair: <i>Shawn Deron</i>	<i>Recommend Approval</i>	<i>Oct 18, 2019</i>
Vice President for Instruction: <i>Kimberly Hurns</i>	<i>Approve</i>	<i>Oct 18, 2019</i>

Washtenaw Community College Comprehensive Report

ART 108 Three-Dimensional Design

Effective Term: Fall 2015

Course Cover

Division: Humanities, Social and Behavioral Sciences

Department: Humanities

Discipline: Art

Course Number: 108

Org Number: 11510

Full Course Title: Three-Dimensional Design

Transcript Title: Three-Dimensional Design

Is Consultation with other department(s) required: No

Publish in the Following: College Catalog , Time Schedule , Web Page

Reason for Submission: Three Year Review / Assessment Report

Change Information:

Consultation with all departments affected by this course is required.

Course description

Outcomes/Assessment

Objectives/Evaluation

Rationale: regular three-review based on assessment report

Proposed Start Semester: Fall 2015

Course Description: In this studio class, students will use a variety of three-dimensional materials and methods to explore the qualities inherent in good design. Stressing practice before theory, the student will create designs that explore ways of articulating form. Projects will introduce the student to a variety of materials and use of both hand and power tools.

Course Credit Hours

Variable hours: No

Credits: 4

Lecture Hours: Instructor: 30 Student: 30

Lab: Instructor: 60 Student: 60

Clinical: Instructor: 0 Student: 0

Total Contact Hours: Instructor: 90 Student: 90

Repeatable for Credit: NO

Grading Methods: Letter Grades

Audit

Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

Requisites

General Education

MACRAO

MACRAO Humanities

MACRAO not WCC Gen Ed

Request Course Transfer

Proposed For:

Student Learning Outcomes

1. Create works that articulate a clear relationship between the individual elements of a three-dimensional design and the sense of the whole, stressing unity with variety.

Assessment 1

Assessment Tool: Portfolio

Assessment Date: Winter 2018

Assessment Cycle: Every Three Years

Course section(s)/other population: all

Number students to be assessed: all

How the assessment will be scored: departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 3.5 out of 5.0 or higher.

Who will score and analyze the data: departmental faculty

2. Create designs from a variety of materials that implement the following methods of construction: additive, subtractive, manipulative and substitutive.

Assessment 1

Assessment Tool: Portfolio

Assessment Date: Winter 2018

Assessment Cycle: Every Three Years

Course section(s)/other population: all

Number students to be assessed: all

How the assessment will be scored: departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 3.5 out of 5.0 or higher.

Who will score and analyze the data: departmental faculty

3. Create an object using a variety of simple hand and power tools in working on simple materials and following safety protocols.

Assessment 1

Assessment Tool: Portfolio

Assessment Date: Winter 2018

Assessment Cycle: Every Three Years

Course section(s)/other population: all

Number students to be assessed: all

How the assessment will be scored: departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 3.5 out of 5.0 or higher.

Who will score and analyze the data: departmental faculty

4. Create works that demonstrate movement and extension in space, identifying an interesting and dynamic interplay between solid and void.

Assessment 1

Assessment Tool: Portfolio

Assessment Date: Winter 2018

Assessment Cycle: Every Three Years

Course section(s)/other population: all

Number students to be assessed: all

How the assessment will be scored: departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 3.5 out of 5.0 or higher.

Who will score and analyze the data: departmental faculty

5. Demonstrate planning in 3D designs through layouts and concept drawings.

Assessment 1

Assessment Tool: Portfolio

Assessment Date: Winter 2018

Assessment Cycle: Every Three Years

Course section(s)/other population: all

Number students to be assessed: all

How the assessment will be scored: departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 3.5 out of 5.0 or higher.

Who will score and analyze the data: departmental faculty

Course Objectives

1. Manipulation. Transforming simple materials. Discover and reveal the unexpected qualities of overly familiar materials, through organizing and presenting them in new, imaginative ways with consistency.

Matched Outcomes

2. Additive construction. Implement a variety of constructing methods on various materials to build a series of simple designs. Acquire proficiency with hand tools and power tools in the building process. Recognize the relationship between solid and void, and experiment with the possibilities for extension of the materials in space. Consider the methods of joining, attaching and combining the various elements of the design as an integral part of the design process and outcome.

Matched Outcomes

2. Create designs from a variety of materials that implement the following methods of construction: additive, subtractive, manipulative and substitutive.
3. Multiples. Create a module with which to explore the possibilities of multiples. Incorporate extension into space in design. Recognize that variety can coexist with unity.

Matched Outcomes

2. Create designs from a variety of materials that implement the following methods of construction: additive, subtractive, manipulative and substitutive.
4. Matiere. Textural similarities and contrasts. Choose materials from a variety of environments to contrast and compare. Refine ability to isolate, rearrange, and respond creatively to the textures of wide range of materials in environment.

Matched Outcomes

2. Create designs from a variety of materials that implement the following methods of construction: additive, subtractive, manipulative and substitutive.
5. Substitutive. Relief/Mold. Explore the relationship between negative and positive forms. Create a relief mold and then cast to create its opposite. Identify interesting rhythms of form in process of making the mold. Relate the relationship of parts to the whole. Develop sensitivity to the use of textures.

Matched Outcomes

2. Create designs from a variety of materials that implement the following methods of construction: additive, subtractive, manipulative and substitutive.
6. Installation. Design a project to fit a specific location. Choose a space in which to create a design. Identify the existing features of the space and construct a design that reveals, enhances or contrasts with these elements. Select materials and constructing methods for this piece integral to the intention of the design. Synthesize understanding of basic concepts of mass/void interaction, transforming materials, and unity with variety.

Matched Outcomes

1. Create works that articulate a clear relationship between the individual elements of a three-dimensional design and the sense of the whole, stressing unity with variety.

New Resources for Course

Course Textbooks/Resources

Textbooks

Manuals

Periodicals

Software
Equipment/Facilities

<u>Reviewer</u>	<u>Action</u>	<u>Date</u>
Faculty Preparer: <i>Belinda McGuire</i>	<i>Faculty Preparer</i>	<i>Jan 09, 2015</i>
Department Chair/Area Director: <i>Allison Fournier</i>	<i>Recommend Approval</i>	<i>Jan 22, 2015</i>
Dean: <i>Dena Blair</i>	<i>Recommend Approval</i>	<i>Jan 23, 2015</i>
Vice President for Instruction: <i>Bill Abernethy</i>	<i>Approve</i>	<i>Mar 26, 2015</i>