

University of Nebraska-Lincoln, Fall 2022  
ARTP-152: 3D Design (RH 106)  
M/W: 11:30am – 2:20pm

Instructor: Carlie Antes  
Email: [cjeffrey@huskers.unl.edu](mailto:cjeffrey@huskers.unl.edu)  
Office Hours, In person or  
via Zoom: By Appointment

## **COURSE OVERVIEW**

In this semester-long course, students will be introduced to the basic language of three-dimensional disciplines through interaction with spatial concepts, technical processes, and hands-on practice. As students learn, understand and demonstrate the various elements of three-dimensional design, they will be expected to develop a strong studio work ethic, increase creative problem-solving capabilities, gain knowledge of and observe professional standards of shop conduct and safety.

## **COURSE OUTCOMES**

- Establish the ability to identify and implement three-dimensional elements and principles
- Develop a broad three-dimensional process knowledge base
- Acquire familiarity and training in materials, tools, techniques, shop equipment, and shop safety
- Develop critical thinking as a means to verbal, written, and visual expression
- Develop an understanding of the conceptual processes and formal elements of art and design

Develop an understanding of space. This can relate to an object in space as well as our bodies presence and interaction with its environment

## **ATTENDANCE**

This is an experience-based studio class. You will learn from both your instructor and your peers, therefore it is very important that you show up for class and gain hands-on experience. Leaving class early, arriving more than five minutes late or coming unprepared will be considered a tardy. Three tardies will result in an unexcused absence. If you arrive at class more than 30 minutes late, you will be counted absent.

- If you are unable to attend class for any reason, it is your responsibility to contact your instructor or a classmate and obtain discuss any pertinent information missed in class.
- Students will be allowed TWO unexcused absences. If you arrive at a combined total of three unexcused absences, you will be docked one full letter grade, with each subsequent absence resulting in the loss of another letter grade. (Six unexcused absences = F).

## **CANVAS**

It is essential that you check canvas regularly for course updates. All course materials, documents, assignments and additional information will be housed in canvas and updated as needed throughout the semester.

## **MATERIALS & TOOLS**

TOOLS: In order to stay on schedule, it is very important that everyone develop a small kit of tools to take back and forth between your residence and school. And take your tools/materials home with you OR have a plan regarding how you will access them if you are to become sick or quarantined. That way, you can be sure to work remotely as needed. A general rule of thumb for most studio classes (including this one) is to plan for about 6 hours of work time outside of class each week.

**MATERIALS:** In this course we will be using a combination of materials such as wire, paper, cardboard and found materials. You will be responsible for providing your own found materials should you be instructed (or choose) to use them.

Tools needed for the course will be as follows:

You will need to provide:

- Sketchbook: Must be 8.5 x 5.5 or larger. Ruled notebooks are not acceptable.
- Hammer or Mallet
- Black Sharpie
- Pencil
- Sponge

Provided to You:

- Wire
- Cardboard
- Needle Nose Pliers\*
- Wire Cutters/Snips\*
- Ruler\*
- Cutting Mat\*
- Utility Knife\*
- Hot Glue Gun & Thermal Adhesive\*

\*Items are provided, but may prove worth purchasing for future classes/projects. If you already have these items and would prefer to use your own, please bring them to class regularly.

Suggested Materials:

- Lock for Storage Locker
- Additional Pliers (specifically jeweler's pliers)
- Toolbox, small tote, or carrying case for tools
- Tape Measure
- #2 Screwdriver (Straight, Philips, Square Drive)

### **GRADED PROJECTS**

- [Dis]Assembly Required = 30 points
- Wire Word = 30 points
- Wire Wearable = 40 points
- Cardboard Arcade = 40 points
- Interactive Museum Display = 60 points

### **OTHER GRADED COMPONENTS**

- Visiting Artist Lectures = 10 points
  - Each student will be required to attend three artist lectures each semester. The department works extremely hard to bring artists, curators, and critics of the highest quality to enhance UNL students' exposure to the art world. Dates and times for these lectures will be given as the department determines them. It is your responsibility to post to the appropriate discussion board once you have attended a lecture.
- Terminology Quiz = 30 points
- Discussion posts = 160 points/10 points per post
  - Your lowest discussion post grade will be removed at the end of the semester

## GRADING

This class is largely centered on the development of problem-solving skills from a three-dimensional standpoint. While there is no single way to solve the challenges presented in this class, you will be graded primarily on the following: Work Ethic, Attendance/Engagement, Craftsmanship/Completion, and Homework/Out-of-Class Assignments (see below for detailed descriptions). For each assignment however, see the detailed rubric provided. If you accomplish the required expectations, you will receive a “B” for the semester. To receive an “A”, you must exceed these expectations.

### IMPORTANT GRADING CONCERNS:

- Late Work: will be subtracted 5% for each day that it is late.
- Documentation: For each assignment, you will be required to 1.) document your final results, 2.)upload them to canvas, and 3.) upon completion of critique, remove your finished projects from the classroom (unless otherwise instructed). If you do not complete these steps, you will be docked one full letter grade for the corresponding assignment.
- Fabrication Space Training: Throughout the semester, there will be two or three (TBD) scheduled training sessions in the Fabrication Space with Joseph Holmes. If you are unable to attend these training sessions, it will be your responsibility to reschedule a time with Joseph. If you fail to complete (or make up) these training sessions, you will be docked one full letter grade at the end of the semester.
- Final Cleanup Day: At the end of the semester we will host a “cleanup day” during our scheduled time for finals. At this time, you will be required to return any tools/materials belonging to the 3D Design room. You will also need to remove any remaining personal items and projects from the classroom. You MUST participate and perform the aforementioned actions in order to receive a passing grade for the class. Any personal belongings left behind in the classroom will be redistributed, recycled, or discarded.
- One-on-One Meetings: You will be required to meet individually with your instructor twice throughout the semester, and together, we will review your work and grades. If your grade is in need of assistance, you are permitted to request an extra credit assignment at either of these two meetings. This option may only be used as an additional extra credit assignment—it may not be used to replace a grade for an existing or missing assignment. You may only utilize this option once throughout the course of the semester.

WORK ETHIC: Students are required to be on time and prepared for each class. You should always have a sketchbook and something to write with. Always make sure you have your sketches for the project you are working on and any extra materials you are using that are not available in the classroom. All students are expected to work on their projects for the duration of the class. Clean up after yourself and disinfect and put all tools away. Participation in group critiques and class discussions also count toward this element of your grade. Positive attitude will also be considered as work ethic (endless lists of excuses or being unreceptive to criticism will lower your grade). Students are required to work a minimum of 6 hours a week out of class.

ATTENDANCE/ENGAGEMENT: Please bear in mind, that all students are expected to use their full designated class time toward their 3D-Design course objectives. This is an experience-based studio class. You will learn from both me and your peers, so it is very important to show up for class and gain hands-on experience.

- Leaving class early, arriving more than ten minutes late or coming unprepared will be considered a tardy. Three tardies will result in an unexcused absence.
- Arriving more than 30 minutes late will result in an unexcused absence.

- If you are unable to attend class for any reason, it is your responsibility to communicate with your classmates and/or check canvas to obtain any pertinent information missed in class.
- Per SAAHD Policy, students will be allowed TWO unexcused absences. If you arrive at a combined total of three unexcused absences, you will be docked one full letter grade, with each subsequent absence resulting in the loss of another letter grade.(Six unexcused absences = F).
- An unexcused absence during a critique day will result in the loss of a full letter grade for the project being critiqued.

**CRAFTSMANSHIP/COMPLETION:** There will be five assignments throughout the semester. These assignments will have material/process parameters in conjunction with conceptual and technical problems to solve. The final project will be open to any media and will include a digital component. Each project must be completed and presented on time (see calendar for critique dates), demonstrate investment of creative thought, process competency/craftsmanship, and display an understanding of 3-D Design principles.

**HOMEWORK/OUT OF CLASS ASSIGNMENTS:** In addition to the completion of each project, skills in the form of artistic research, planning and preparation must be developed throughout the semester. You will need to maintain an 8.5"x11" sketchbook, in which you will compile visual sources, drawings and sketches. These will need to accompany each project and should be supplemented with written thoughts and documented resources. You will also be required to turn in a 250 word project reflection (due on the day of critique) for each finished project—as well as your photo documentation. Other out of class assignments include the attendance of two visiting artist lectures (for which you will post to the discussion board) and discussion board posts.

Grade Percentages and Letter Equivalents:

A	94-100.00%
A-	90-93.99%
B+	87-89.99%
B	84-86.99%
B-	80-83.99%
C+	77-79.99%
C	74-76.99%
C-	70-73.99%
D+	67-69.99%
D	64-66.99%
D-	60-63.99%

Please note, Canvas is a great communication tool, but your final grade will be determined by the policies in this syllabus. Including the grading concerns outlined above and the the attendance policy.

#### **ADDITIONAL INFORMATION/GUIDELINES**

**Critiques:** During critique students are expected to engage in constructive conversation relevant to each assignment. When assignments are due students will show the work for class discussions. Some of these will be quick and others will be long and in-depth. Some critiques may even happen in process. Each student has unique experiences and perceptions that can benefit others. Critique involves being receptive to the views of others, giving serious thought to your own opinions, and giving thought out verbal feedback. It is each student's responsibility to pay attention and participate for the full duration of the critique.

**Respect and Appropriate Behavior:** Success in this class is largely determined by your attention, hard work, and focus. Talking on cell phones and texting in the classroom during class detracts from the classes' ability to focus on course content. If you need to use your phone, please step out of the classroom. Disruption of the class may result being marked absent for the day.

**Academic Integrity:** You have the responsibility to conduct yourself in a lawful manner and in compliance with the University's standards for student conduct, as set out in the Student Code of Conduct, <http://stuafs.unl.edu/ja/code/three.shtml>. Misconduct, including Academic Dishonesty and plagiarism will be subject to disciplinary sanctions under the University Disciplinary Procedures.

#### **SERVICES FOR STUDENTS WITH DISABILITIES:**

The University strives to make all learning experiences as accessible as possible. If you anticipate or experience barriers based on your disability (including mental health, chronic or temporary medical conditions), please let me know immediately so that we can discuss options privately. To establish reasonable accommodations, I may request that you register with Services for Students with Disabilities (SSD). If you are eligible for services and register with their office, make arrangements with me as soon as possible to discuss your accommodations so they can be implemented in a timely manner. SSD contact information: 232 Canfield Admin. Bldg; 402-472-3787; [acontreras3@unl.edu](mailto:acontreras3@unl.edu).

#### **COUNSELING AND PSYCHOLOGICAL SERVICES (CAPS) @ UNL HEALTH CENTER:**

Sadness, anxiety, anger, depression, grief, frustration, confusion, guilt, helplessness and other common emotions are all feelings that we have or will have to face at some point in our lives. In many cases, these experiences are temporary, and you will recover without needing additional help or support. Sometimes, these life struggles may be more severe or prolonged.

If you need a safe place to talk and get support, Counseling and Psychological Services is hereto help. If you need support to problem solve or you just find yourself feeling overwhelmed but not sure what to do, we are here to support you in any way we can.

Individual counseling is a safe, confidential place where you can slow down, think out loud, get support and start finding solutions during a difficult time.

- Learn new ways to manage stress
- Get a fresh, new perspective
- Learn better coping strategies
- Get connected with resources to help you with your concerns
- And much more

These services are offered at no charge to students who have paid the University Program and Facilities Fee.

Call CAPS at 402.472.7450 to schedule an appointment.