

Studio Arts 3D 12 2021-22
Formerly Ceramics & Sculpture
COURSE OUTLINE & GENERAL EXPECTATIONS

BIG IDEAS

- An artist’s intention transforms materials into three-dimensional art.
- Visual arts are an essential element of culture and personal identity.
- Refining artistic expression requires perseverance, resilience, and risk taking
- Purposeful artistic choices enhance the depth and impact of artistic works
- Aesthetic experiences have the power to transform our perspective.

This is an advanced level course exploring 3D artwork. Previous instruction in visual arts (Studio Art 10, 11 and/or 12, Studio Arts 3D 10 or 11, Art Metal), particularly working with clay modeling, is highly recommended and beneficial. Students may work with materials such as clay, paper, wire, metal and/or plastic to create functional pottery and art sculpture. Research on three-dimensional art forms, art in public places, influential artists, and sculpture techniques will also be included.

Regular and punctual attendance both in-studio and online lessons is expected so students can receive instruction and keep up with project deadlines and course requirements. Learning resources, lesson summaries and assignments will be also posted on Microsoft Teams; therefore, students will need to check class team posts regularly. Students will be attending along with others enrolled in more junior levels of Studio Art 3D, and others with considerable experience in studio art.

CONTENT

Students are expected to participate in exercises and assignments aiming to enhance their knowledge and understanding of:

- Elements of visual art & design
- Principles and post-modern principles of design
- Materials, technologies, and creative processes for 3D artistic works
- Physical properties and impacts of various materials; e.g. clay, paper, wire, plastics
- First Peoples relationship with the land and natural resources, their worldviews, stories, and practices, as revealed through 3D artistic works
- Symbols and metaphors in art, ‘reading’ a sculpture
- Roles and relationships of artist and audience in a variety of contexts
- Influences of visual culture in social and other media

- Contributions of traditional, innovative, and intercultural artists from a variety of movements, contexts, and historical periods
- Moral rights, and the ethics of cultural appropriation and plagiarism
- Health and safety protocols and procedures in the studio

EXPECTATIONS

The best way to enjoy and gain value from this course is to participate fully in class activities and projects. This means attending regularly and punctually, for both in-studio and on-line classes, with required materials, preparation and concentration. Work will need to be completed to the best of one's ability and submitted in a timely manner. Accompanying each project will be a written, reflective assignment, research evidence and/or artist statement. With consistent effort, a desire to create, and completion of all projects, success is highly likely. However, if one desires a very high mark, (i.e., an "A"), one must be prepared to master skills and techniques to an exceptional level, take creative risks, research ideas and produce VERY good work.

Students are expected to be able to do the following:

- Create three-dimensional (3D) artistic works using sensory inspiration, imagination, and inquiry
- Explore artistic possibilities and take creative risks
- Intentionally select and combine materials, processes, and technologies to convey ideas
- Create 3D artistic works for a specific audience
- Express meaning, intent, and emotions through 3D artistic works
- Refine artistic skills and techniques from a variety of styles and with various media
- Demonstrate active engagement in creating artistic works and resolving creative challenges
- Explore contributions of traditional and innovative artists from a variety of movements and contexts
- Understand the purpose of a critique and choose when to apply suggestions
- Describe and analyze how artists use materials, technologies, processes, and environments in 3D art making
- Analyze design choices in 3D artistic works
- Document, share, and appreciate 3D artistic works in a variety of contexts
- Demonstrate awareness of self, others, and place through 3D artistic works
- Communicate about and respond to social and environmental issues through 3D artistic works
- Create artistic works to reflect personal voice, story, and values
- Create artistic works that reflect personal, cultural, and historical contexts
- Explore First Peoples perspectives, knowledge, and protocols; other ways of knowing, and local cultural knowledge through 3D artistic works

- Explore First Peoples relationship with the land and natural resources as revealed through 3D artistic works
- Explore personal, educational, and professional opportunities related to visual arts and related fields
- Connect with others on a local, regional, or national scale through 3D artistic works
- Demonstrate safe and responsible use of materials, tools, and work space

EVALUATION

Students will create three-dimensional (3D) artwork using sensory inspiration, imagination, and inquiry. They will be expected to explore artistic possibilities, cross-cultural perspectives, and take creative risks. Projects should be personally meaningful, intended to express personal voice, story, values and emotions.

While some students may complete more or fewer projects than others, both process and product will be evaluated:

- 40% Cumulative (projects, presentations, independent explorations)
- 30% Formative (exercises, explorations with materials, participation, media management)
- 30% Cognitive (written or oral critiques, reflections, research, idea development)

SUPPLIES

Most supplies such as clay are provided for by the teacher through course fees; however, students are encouraged to supplement some projects with resources or materials brought from home, particularly with mixed-media and up-cycled artwork. Students are expected to use classroom supplies and resources respectfully, report spills or breakages, and clean up their own workspace at end of class according to WorkSafe and Covid-19 specifications.

CURRICULUM LINK:

<https://curriculum.gov.bc.ca/curriculum/arts-education/12/studio-arts-3D>

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