

## NEW COURSE PROPOSAL

PROGRAM AREA: **ART**

**REVISED 8.1.08 BY DAN WAKELEE**

- 1. Catalog Description of the Course.** *[Include the course prefix, number, full title, and units. Provide a course narrative including prerequisites and corequisites. If any of the following apply, include in the description: Repeatability (May be repeated to a maximum of \_\_\_\_ units); time distribution (Lecture \_\_\_\_ hours, laboratory \_\_\_\_ hours); non-traditional grading system (Graded CR/NC, ABC/NC). Follow accepted catalog format.]*

### **ART 421 ADVANCED ARTISTIC PROBLEMS: THREE-DIMENSIONAL ART (3-3)**

**Six hours ACTIVITY per week.**

Prerequisite: ART 321

Investigations into the development of advanced concepts, innovative processes and personal artistic style working in three-dimensional art. Students achieve increased artistic depth and advanced technical proficiency leading to the development of a congruent body of work in three-dimensional media. Creation of a professional portfolio presented on slides and CD Rom is a required component of the course work.

### **2. Mode of Instruction.**

	<b>Units</b>	<b>Hours per Unit</b>	<b>Benchmark Enrollment</b>
Lecture	_____	_____	_____
Seminar	_____	_____	_____
Laboratory	_____	_____	_____
<b>Activity</b>	<b>___3___</b>	<b>___2___</b>	<b>___20___</b>

- 3. Justification and Learning Objectives for the Course.** (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) *[Use as much space as necessary]*

#### Justification

This course fulfills three units of required upper division studio art course for the Art Major in the studio art option.

This is the final course in a sequence of Three-Dimensional Art courses designed for the student seeking to expand their knowledge and proficiency into the realm of sculpture, ceramics, mixed media and installation art. A course of this level and depth provides students with the opportunity to conceptually and technically refine their work in preparation for professional artistic practice. Numerous creative, professional and academic opportunities await the accomplished artist. It also serves to prepare CSUCI students to succeed in the competitive art world of galleries and museums and/or attain a position as a visual artist in the entertainment industry. Work in a studio art course of this nature is created through complicated experimentation involving evolving artistic concept and technique. For this reason, it is necessary that this course to be repeatable for an additional three units, allowing students time to resolve complex technical problems and create projects of greater artistic scope and scale.

#### Learning Objectives

Through studio projects involving technical demonstrations, artistic exercises, class discussions, field trips to museums and galleries, project presentations and class critiques, students will:

- Develop projects that integrate traditional art materials and techniques with digital art technologies.
- Articulate, verbally and in written form, their conscious intentions and coherent aesthetics in relationship to projects they produce.
- Express, through the process of artistic production, personal theories and artistic statements in relation to diverse global events.
- Design and execute artistic experiments that combine elements of three-dimensional art with new media.
- Develop skills leading toward professional artistic practice through the refinement of ideas and technique.
- Produce individual works of art.
- Demonstrate advanced proficiency working with three-dimensional media in the development of art projects.
- Produce group projects involving collaborative team assignments.
- Develop artistic skills leading toward professional practice in the arts.
- Produce a professional portfolio of artworks created in the term of the course.

**4. Is this a General Education Course**                      **YES**                      **NO**  
**If Yes, indicate GE category:**

<b>A (English Language, Communication, Critical Thinking)</b>	
<b>B (Mathematics &amp; Sciences)</b>	
<b>C (Fine Arts, Literature, Languages &amp; Cultures)</b>	
<b>D (Social Perspectives)</b>	
<b>E (Human Psychological and Physiological Perspectives)</b>	

**5. Course Content in Outline Form.** *[Be as brief as possible, but use as much space as necessary]*

**ART 421 Advanced Artistic Problems: Three-Dimensional Art (3-3)**

Students are encouraged to explore and refine specific techniques and elements of interest in their personal work. In consultation with the instructor, students will conceive, design, and execute specific projects best suited to enhance their future goals and artistic development. Projects will generally fall into, but are not limited to categories listed below.

- Sculpture
- Ceramics
- Mixed Media
- Installation
- Public Art
- Experimental Forms

Elements involved in projects

- Development of visual imagery, conceptual and narrative content
- Quality of image structures and fabrications
- Technical proficiency with selected media
- Originality of idea and artistic merit of the project
- Quality of final presentation illustrated in exhibitions and critiques

Creation of a professional portfolio presented on slides and CD Rom is a required component of the course work.

**6. References.** [Provide 3 - 5 references on which this course is based and/or support it.]

Nelson, Robert S. and Shiff, Richard. *Critical Terms For Art History*, Chicago: The Univ. of Chicago Press  
 Lucie-Smith, Edward. *Sculpture Since 1945*, Oxford: Phaidon Press Limited, 1987  
 McEvelley, Thomas. *Art and Discontent, Theory at the Millennium*, New York: McPherson Documentext, 1991  
 Speight, Charlotte F. *Hands in Clay, An Introduction to Ceramics*, California: Mayfield Publishing, 1989  
 Atkins, Robert. *Art Speak*, New York: Abbeville Press, 2002  
 Krauss, Rosalind E. *Passage in Modern Sculpture*, Cambridge and London: The MIT Press, 1996  
 Read, Herbert. *Modern Sculpture*, New York: Thames and Hudson Inc., 1964  
 Berger, John. *Ways of Seeing*, London: Penguin Books, 1972

**7. List Faculty Qualified to Teach This Course.**

- Jack Reilly, MFA, Professor of Fine Arts

**8. Frequency.**

a. Projected semesters to be offered: Fall x Spring x\_\_\_ Summer \_\_\_\_

**9. New Resources Required.**

- a. Computer (data processing), audio visual, broadcasting needs, other equipment
- b. Library needs
- c. Facility/space needs

No new resources will be required to implement this course. Instruction takes place in the CSUCI Art Complex sculpture studio that is equipped with tools and materials required to successfully execute assigned projects. The digital component of the course will be held in the Art Complex multimedia computer lab incorporating the latest digital software applications designed for three-dimensional computer modeling and image prototyping. Existing equipment and facilities are currently adequate to support the implementation of this course.

**10. Consultation.**

Attach consultation sheet from all program areas, Library, and others (if necessary)

**11. If this new course will alter any degree, credential, certificate, or minor in your program, attach a program modification.**

Jack Reilly, MFA, Professor of Fine Arts

12-8-2002

---

Proposer of Course

---

Date

## Approvals



(Jack Reilly ) 12-8-02

---

Program Coordinator

Date

---

GE Committee Chair  
(If applicable)

Date

---

Curriculum Committee Chair

Date

---

Dean

Date

Effective Semester: \_\_\_\_\_ Fall 03 \_\_\_\_\_


**California State University Channel Islands**  
**New Course Proposal Consultation Sheet**

---

1. Course prefix, number, title, and units: **ART 421 Advanced Artistic Problems: Three-Dimensional Art (3-3)**

2. Program Area: ART

**Recommend Approval**

Program Area/Unit	Program/Unit Coordinator	YES	NO (attach objections)	Date
Art		X		12-8-02
Business & Economics				
Education				
ESRM				
Humanities				
Liberal Studies				
Mathematics & CS				
Sciences				
Library*				
Information Technology*				

\* If needed