A&D 10600
Three-dimensional
Design
Course Packet

Spring, 2012

This syllabus belongs to: _____

Your section: _____ Meeting date & time: _____

Instructor: Ryan Gibboney
ryangibb@purdue.edu
Office Hours: By appointment (PAO B179)

Course Coordinator: Rick Paul
rpaul@purdue.edu (please use **AD10500 YOUR NAME** in email subject line)
Office Hours: Posted outside office door (PAO 3163)

Page

AD 10600
Course Information, Guidelines and Evaluation Procedures

What you need to know about the Art and Design Foundations Design Program.
The Foundations Design Program at Purdue consists of two sequential courses, AD 10500 and AD 10600. The Foundations Design Coordinator, **Rick Paul**, not your instructor, determines the content, format, requirements, and policies for these courses. The coordinator is also responsible for any disputes that may arise between students and instructors. If you have a problem or question regarding your class you are encouraged to discuss it with the Foundations Design Coordinator. You need not ask permission of your instructor to do so. You may contact the coordinator at:

> rpaul@purdue.edu (please use **AD10600 YOUR NAME** in email subject line)
> office: PAO 3163   (Please include your email address if you leave a note)

About this Course
You will be working four hours in studio and two hours each week in a computer lab. Although not required, we strongly encourage you to purchase a flash memory stick (5 MB or larger) for this course. **The textbook** for the course is *Launching the Imagination* by Mary Stewart, **4th** Edition

Locker
- o Choose any empty locker in the basement or first floor.
- o Go to room PAO3121 (Art and Design office, 3rd floor) and sign up for the locker number you have selected. You must have a combination lock and student ID when you sign up for your locker.

Plagiarism and Cheating All work done for this class must be done by you, the student. Plagiarism or cheating will result in no less than a failing grade for a problem and may result in a failing grade for the course. Any instances of cheating or plagiarism will be reported the Dean of Students Office. Copying, appropriation, reference and/or citation of visual works of art and design are permitted only when given as an assignment or with the permission of your instructor. One assignment to copy or appropriate should not be considered permission to copy or appropriate for any or all other course work. When in doubt regarding appropriation, students should consult with their instructor to avoid plagiarism.

Copying or appropriating visual works of art and design created by other members of the Purdue University community (students and faculty) will be considered a violation of the code of honor and is prohibited.

Campus Emergency In the event of a major campus emergency, course requirements, deadlines and grading percentages are subject to changes that may be necessitated by a revised semester calendar or other circumstances.

Cell phones and social media. Use of cell phones is not permitted in class. texting, facebook, tweets and net surfing are also not permitted in class. You may be dismissed from class and marked absent if you are not working on course related materials.

Student Evaluation Procedures All assignments will have a specific date and time they are due.

Late Work	**Late work will be accepted only at the next regular class meeting and will automatically be deducted one full letter grade.** DO NOT turn in late work to the A&D office or your instructor's office.
Wet Glue	Work that has obviously been executed at the last minute and cannot withstand handling will be considered late.
Discussion	Use critiques to develop your understanding and use of design vocabulary while making objective judgments. Your participation in critiques will be evaluated and effect your final grade for the course.

Problem Grading Scale

A   Excellent
- Clear and complete understanding of the concepts introduced by the assignment.
- Creative and individual application of these concepts as applied to solving a given problem.
- Sensitive use of materials and tools, excellent craftsmanship.
- Extensive participation in class discussion and critiques.
- Good work habits.

B   Above average
- Good understanding of the concepts introduced by the assignment.
- Creative and individual application of these concepts in problem-solving.
- Good use of materials and tools, good craftsmanship.
- Participation in class discussions and critiques.
- Good work habits.

C   Average
- Average understanding of the concepts introduced by the assignment.
- Average application of these concepts in problem-solving.
- Some understanding of materials and tools.
- Limited participation in class discussions and critiques.
- Average work habits.

D or F Below average
- Incomplete understanding of the concepts introduced by the problem.
- Poor application of these concepts in problem-solving.
- Poor use of materials and tools.
- Little or no class participation.

Based on a 100 point scale for the course, your final grade will be distributed as follows:

Studio problems (seven problems)	60 points
Computer problems (4 problems)	30 points
Other (participation, reading, gallery visits, etc)	10 points

A plus/minus grade system will be used when assigning your final grade for the course.

Official Plus/ Minus Grading System for AD 10600

A	100% - 94%	C	76% - 74%
A-	93%- 90%	C-	73%-70%
B+	89%-87%	D+	69% - 67%
B	86% - 84%	D	66% - 65%
B-	83% -80%	F	below 65%
C+	79% -77%		

Class Attendance. The Foundations Design Area has a uniform attendance policy that is applied to all sections of AD 10600.
- You are required to attend **all** scheduled class meetings.
- Come to each class prepared to work. Coming to class unprepared may cause you to be **marked absent** for one entire class meeting.
- You are required to attend all critiques, even if you have no finished work to turn in. Late for critique equals an absence and you project will be considered late.
- If you are absent more than **4 class meetings (8 class hours), your final grade will be reduced one letter grade.**
- If you are absent more than **7 class meetings (14 hours), your final grade for the course will be "F".**
- **It is your responsibility to keep a record of your total absences hours** (in both classroom and lab) and how they may affect your final grade.
- late (10 minutes or more) three times is equal to one absence.

You are required to have the following items in every studio class meeting:

Hot glue gun/ glue sticks	Craft glue	Pencils
18" metal ruler	White eraser	Compass
3 ring binder	Idea book	Utility knife/blades
X-acto knife	X-acto blades	Masking tape
30/60 triangle	45/45 triangle	scotch Magic tape
Drafting tape	Scissors	Paint brushes
Art box	Kneaded eraser	

Additional supplies you may find useful include:

Black acrylic paint	Spray adhesive	Super glue/accelerator
Small cutting mat	Sand Paper (120,180,220)	Band-aids

Art & Design Division Information
A&D department office is located in Room 3121 (information, mailboxes, lockers, etc.)
Building and classroom open hours are Monday to Friday 6:30 a.m. - 12 p.m. and
Saturday & Sunday 6:30 a.m. - 7 p.m.

FOUNDATIONS DESIGN ELECTRONIC DOCUMENTS

Documents common to both AD 10500 and AD 10600 can be found at
V:\FoundationsDesign\CommonFiles (on server *1352-fs4.cla.purdue.edu)*
These include but are not limited to:

- FOUNDATIONS SOURCE MATERIALS
- A COPY OF THE UNIFORM ATTENDENCE POLICY FOR THIS COURSE
- GALLERY REPORT FORM
- ARTIST PROFILE WORKSHEET

V:\FoundationsDesign\106 (on server *1352-fs4.cla.purdue.edu*) contains:

- STUDIO AND COMPUTER ASSIGNMENTS
- TEMPLATE FILES USED IN COMPUTER LAB
- HELP FILES
- EXAMPLES OF PAST STUDENT WORK

http://www.cla.purdue.edu/courses/ad/studio/106/ is a website that includes examples of past student work and other interesting visual materials related to the class.

Turning in work as a computer file.

 When you are ready to turn in work you must first either **rename your file or copy it and then rename it**. To rename the file hold the cursor over the file and right click. At the bottom of options list is *RENAME*. Click on it and now you can appropriately rename your file. Don't forget to keep the file extension at the end of the name or you will not be able to open it (picture1**.jpg**). You will be required to turn in files for grading. **All files turned in for a grade must include your name in the file name as show by the examples below. DO not use spaces to make a file name.** If needed, use the underline character to separate words.

> Image: Lastname_Firstname-Assignment.Proper file extension
> **Davis_Bill-1.jpg or**

FILES IN THE WRONG FORMAT, MISSNAMED, OR THAT CAN NOT BE OPENED WILL NOT BE GRADED BY YOUR INSTRUCTOR.

All working files used to make your solution must be available for review by your instructor as needed. Save 3D StudioMax working files using your name and add the problem number to the end of the file name.
> **Davis_Bill-1.Max**

Course Resources

A copy of the course syllabus for AD 106 can be found at:
V:\FoundationsDesign\106\Class Folders\RyanGibboney\Course Materials

V:\FoundationsDesign\106\Class Folders\RyanGibboney\Drop Box
This is where you are required to submit final digital files.

Idea Book

What is an Idea Book? An Idea Book is a three-ring binder, notebook, sketchbook or folder that is used to store all your handouts, sketches, paper mock-ups, samples, notes, workbook pages, etc. It should include any and all materials you generate during the course. It should ONLY be used for this course and not shared with other courses. Bring your idea book to every class.

Why use an idea book?:
- To help you stay organized. There are many project assignments in this class and it is easy to loose important papers.
- One place to keep all class notes. Your instructor may ask to see these notes when asked to assist you with a software problem.
- To document your design process and your personal progress.

Strategy: Organize your Idea Book in a format that works for you. Remember that you are required to bring your Idea Book with you to every 106 studio or computer session. All sketches, notes and concepts for projects will be reviewed and counted in your final grade, keep your Idea Book up to date.
Your instructor will tell you when your Idea books will be collected.

10600 Critique Guidelines

WHAT IS A CRITIQUE? WHY DO WE HAVE CRITIQUES? Critiques may be viewed as the A&D equivalent of a quiz. Critiques provide an opportunity for you and your classmates to discuss and evaluate your work. Design is half creation and half discussion; simply creating a design is not enough. While you will always receive written comments from your instructor; critiques are *your* time to use *your* design vocabulary and voice *your* opinion on the work of your classmates. It is important that both accomplishments and flaws are discussed. While critiques may vary, the following are some general objectives:

- To discuss if and how a design problem is solved successfully.
- To appreciate the aspects of the design that have been done successfully.
- To call attention to the aspects of the design that need further development.
- To make suggestions of ways to correct the aspects of the design that need further development.
- To briefly comment on the craft of the design.
- To challenge the ideas or concepts the designer employed in the design.

The bulk of critiques should be an open dialog between you and your classmates. Your instructor is merely there to moderate and facilitate the discussion. Regardless of what academic major you intend to pursue, the ability to think critically and clearly express yourself is very important to your success.

Formal critiques – the final critique you receive on an assignment the day it is due.
Informal critiques – these occur at least once between the introduction of the assignment and the final due date. Sometimes they will be in the form of an individual discussion with the instructor. Sometimes they will be quick group critiques where you present your sketches and mock-ups to those at your table. Sometimes they will be run very much like a formal critique, having the entire class evaluate your mock-ups and sketches. THESE ARE VERY IMPORTANT AS THEY WILL DIRECTLY AFFECT YOUR DESIGN DEVELOPMENT, SO IT IS IMPORTANT TO SPEAK UP AND THINK CRITICALLY! If you do not bring in sketches or mock-ups you will loose out on this important step of the design process.