

ART 1312 3D Design

Subject to change as necessary

Fall 2026: M/W 8:00pm-10:50pm

Professor Dewane Hughes

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Office Hours: M/W, please schedule an appointment!

UTT Student Resources and University Policies and Information

Please see the Syllabus Module in Canvas for the UTT Student Resources and University Policies and Procedures

The primary objectives of 3D Design are:

1. To assist students in developing their understanding of three-dimensional space and how one can manipulate this space through the use of numerous formal applications such as, but not be limited to, Line, Plane, Volume, Mass, Movement, Rhythm, Gesture, Organization, etc.
2. To help students develop the technical skills necessary to create and construct the sculptures with which to explore three-dimensional space.
3. To develop critical thinking and analysis skills that will allow the student to discern high quality product in terms of concept, content, and craftsmanship.
4. To develop an understanding and appreciation for the vast history of sculpture and three-dimensional art.

For final grade assessment, students must turn in a digital compilation of the following:

1) completed images of artworks created during the semester 2) inventory list 3) More details regarding format are TBA.

NOTES:

Any and all required supplies and materials not supplied by the department will be listed prior to assignment demo. There are no text books required for this course.

BFA/BA STUDENT LEARNING OUTCOMES:

1. Technical Proficiency: Students will be able to create technically proficient works of art.
2. Conceptual Proficiency: Students will be able to create conceptually proficient works of art.
3. Interpretation of Artworks: Students will be able to explain how formal or conceptual elements function in works of art.
4. Historical Context: The student will be able to contextualize works of art in relation to art history or contemporary practices.
5. Document Works: Students will be able to document works of art for the purpose of archiving, application, and presentation.
6. Disseminate Research: Students will be able to disseminate research through exhibition participation.

ATTENDANCE AND MISSED WORK POLICY

Attendance is mandatory and taken promptly. Attendance is recorded in CANVAS. **After 2 absences you may be dropped a full letter grade from your semester GPA, at 4 absences students may fail the course!** Continual tardiness or leaving early will influence the overall grade. If you are unprepared for class, you will be marked absent. *Being late is walking into class after start time.* **If you are absent on our critique or review day, you may fail that assignment, if you are absent on midterm critique you may be dropped a letter grade from your GPA or if you are absent final critique day, you may fail the class.**

NOTE ON SICKNESS

If you have a fever, do not attend class until you are fever free without medication for 24 hours- you will be excused if you have a Dr. note.

NOTE ON EXCESSIVE / EXCUSED ABSENCES

Excessive absences, even those which are due to illness or emergencies out of your control, may still result in a lower grade or failure of the course. If you are not able to be present for all, or most class meeting times, it is in your best interest to drop the course and retake during another semester instead of receiving an F. Please speak to Professor Hughes regarding concerns and options. Incompletes are given for medical or other type emergencies and are typically discussed as an option for students in strong academic standing in the class, when the semester is nearly over, when the drop period has long passed, and extra time may be needed to complete a *small amount* of coursework.

ABSENCES ARE NOT JUST ABOUT MISSING CLASS: Students who are present must be actively engaged in the classwork to get credit for attending. **Students who show up to the class may still be marked absent if they are:** 1) sleeping 2) watching TV or movies on their phones/ iPad 3) repeated texting or using phone when not during break times 4) doing work for other classes 5) taking excessive breaks 6) staring into space and doing nothing for more than a normal “break” period (i.e. 5-10 minutes). 7) eating long lunches (breaks over 10 min)

CLASSROOM ETIQUETTE

TURN OFF CELL PHONES!! Class time may consist of critiques, writing assignments, reading assignments, gallery visits, and open studio work time. Things that will not be tolerated during class time: texting, emailing, chit chatting, constant breaks, loud music (headphones are ok or quiet music if people close to your space approve), studying for other classes. **Students who do not use studio time wisely will be marked absent and have additional work added to their required load. Students who exhibit disruptive behavior will be asked to leave the class and will be marked absent. Escalating negative behavior will result in a formal meeting with the Professor and Department Chair. Some (but not all) examples of disruptive behavior include negative attitudes in class (bullying, negative gossip, name calling, creating an overall sense of discomfort for students), negative attitudes during critiques (looking at your phone, eye rolling, sighing, etc.), habitually lateness or leaving early, eating a meal in the classroom (safety violation), having an extensively sloppy studio space, interrupting or talking during class instruction or discussion when not in turn and failure to maintain proper classroom safety and etiquette.**

Reminder: In addition to the above class time structures, *you will also need to plan to come in “outside of class” around an additional 7-14 hours (as necessary)*, in order to complete the course work. It may not be possible to work only 5 hours per week and complete the course work necessary to pass this class.

CLASSROOM ETIQUETTE: NO CELL PHONES!! Class time may consist of critiques, writing assignments, reading assignments, gallery visits, and open studio work time. Things that will not be tolerated during class time: texting, emailing, chit chatting, constant breaks, loud music (headphones are ok or quiet music as long as people close to your space approve), studying for other classes. **Students who do not use studio time wisely will be marked absent and have additional sculptures added to their required load. Students who exhibit disruptive behavior will be asked to leave the class and/or will be expelled from the course altogether. Some (but not all) examples of disruptive behavior include habitually lateness or leaving early, an extensively sloppy studio space, interrupting or talking during class instruction or discussion when not in turn and failure to maintain proper classroom safety and etiquette.**

STUDIO DRESS AND SAFETY WEAR CODE:

- 1) Appropriate work clothing is required for the *entire* Department of Art and Art History, however individual classes may have different requirements depending on the materials and equipment being used.
- 2) **3D Design classes require the following dress code:**
 - No open toed shoes are allowed in the studio
 - Students are expected to wear long pants
 - Students should wear long sleeved shirts (preferred) however short sleeved shirts will be permitted.

MATERIALS AND CHEMICALS:

All solvents must be properly stored in the flammable storage cabinets, and not left out around the studio. If you bring any solvents into the studio, they must be catalogued by Alicia Quijano, studio lab tech.

GRADING PROCESS:

The student is graded on his or her dedication and output in completing the course objectives. **Attendance, studio work ethic, quality of artwork and completion of required assignments, maturation of work during the course of the semester, participation and presentations during any critiques, and any additional writing assignments and artist statements are all part of the overall grade.** Students are encouraged to ask questions and are expected to commit outside time. Expect between 7-14 hours of outside time per week.

Please note: By simply completing the above listed requirements, you may earn the average letter grade of C. You must go above and beyond the basic requirements of the course in order to earn yourself a grade that is above and beyond average.

Numeric to Letter Grade Translation: 100 - 90% = A 89 - 80% = B 79 - 70% = C
69 - 60% = D 59 - 0% = F

HOW FINAL GRADE IS DETERMINED:

100% BODY OF WORK CREATED

*It is expected that you attend all gallery openings and any art lectures (unless excused)

***Students will have 24 hour access every day of the week** once safety trainings are completed and Art Student Safety Agreements have been signed and turned in with Alicia Quijano (FAC 2009) Students working after hours need to sign in and out on the sheets provided near the doors to Art Studios I and II. *Please note that any abuse of access privileges will result in the loss of after-hour studio access.*

*Clean up is an imperative part of this class. You are expected to do your part in keeping the classroom organized, safe, and flowing smoothly! Policy of clean up will be discussed with the class on a case by case basis.

2026 STUDIO SAFETY AND ACCESS INFORMATION

Facility Access & Studio Lab Safety and Mechanical Safety Training

Studio facility access is for enrolled students only. Students are required to use appropriate safety equipment (PPE) and practice safe operation procedures when using any hazardous equipment or materials. All students must successfully complete the lab safety training and mechanical safety training and quizzes on Canvas and complete an Art Safety Agreement through Canvas before after-hours access to the complex is granted. Failure to adhere to the terms of the Art Safety Agreement will result in the loss of studio facility access.

Personal Protective Equipment (PPE)

For your safety, you must follow all safety requirements established by the department and university. It is required that you provide your own Personal Protective Equipment for use in studio areas. This equipment includes: dust mask with at least a N95 rating and attached filter, safety glasses, ear protection, gloves, close-toed shoes, and appropriate clothing. Failure to use this equipment while working may result in the loss of studio privileges.

Materials and Chemicals

Any additional materials or chemicals not included on the course material list must be approved by the faculty member in charge of the area where the chemical (material) will be used prior to the material/chemical being brought into the studio. Students are responsible for notifying the studio technician of any new materials/chemicals the day they are brought to the studio in order to insure that the appropriate Safety Data Sheet is on file and in the SDS binder.

Labels for any new, approved chemicals brought into the art studios must include the following information when they are transferred to a new container or if the original chemical label is damaged: Name of Chemical, Date chemical was opened, and any basic hazards associated with the chemical. Labels are located in each studio and must be filled out and adhered to the container immediately.