# Intermediate 3D Design and Sculpture

## Curriculum Map

## Mr. Seiple





This course will build upon the curriculum of 3D Design Foundations. We will explore increasingly complex ideas about the creation of aesthetic objects in 3-Dimensional space. We approach design from 3 different directions: Applied Design; Traditional/Imitationalist Sculpture, and Contemporary/Conceptual Sculpture. (Note: this is not a computer design course)

| **Month** | **Unit** | **Content** |
|---|---|---|
| Aug/Jan | Introduction; Basics | Review aesthetic theory for 3D Design; Elements and Principles of art in 3 dimensions |
| Sep/Feb<br><br>Thru<br><br>Nov/Apr | 3D Design in Applied Arts: Architecture<br><br>3D Design in Traditional Sculpture: Portrait Bust | Overview of Architectural styles; Student research into architectural styles; Proposals and floor plans for Architectural Model; Creation of Architectural Model; Presentation of final proposal with completed model<br><br>Overview of the history of portrait sculpture; Anatomy of the human head/skull; Sculpting of the human head based on a live model |
| Dec/May | 3D Design in Contemporary Fine Art | Overview of 3D Design in Contemporary Fine Art; Student research into master artists; Creation of artwork inspired by a master artist |