3D Design Foundations and Sculpture

Curriculum Map

Mr. Seiple



This course will introduce students to the concepts and concerns involved in the creation of aesthetic objects in 3-Dimensional space. (Note: this is not a computer design course)

Month	Unit	Content
Aug/Jan	Introduction; Basics	Aesthetic theory for 3D Design; Elements and Principles of art in 3 dimensions; Overview of the history of 3D design and sculpture
Sep/Feb	Elements and Principles of art in 3 dimensions applied	Paper sculpture: Aesthetic and formal elements explored in 3-dimensions through the medium of paper
Oct/Mar	Traditional sculpture techniques	Overview of the history of relief sculpture;; Thinking in terms of 3-dimensions, light/dark, and texture; Relief in clay; Sculpting the human eye, nose, ear, and lips in relief in clay.
Nov/Apr	Traditional sculpture techniques	Overview of the history of animals and myths in sculpture; Sculpting in polymer clay; Building an armature; Sculpting textures in clay; Miniature painting techniques
Dec/May	3D Design in Contemporary Fine Art	Overview of 3D Design in Contemporary Fine Art; Interior or exterior installation as sculpture (weather depending)