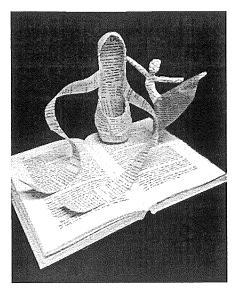
Advanced 3D Design

Mrs. Joseph



Welcome to Advanced 3D Design! For this class you will be asked to work on more independently on assignments. I will give you project ideas, but you are expected to research and come up with some unique ideas of your own. You are always welcome to follow along with some of the projects we are doing in the Intro class, but you can work on those assignments at a more advanced level.

- Start to think about the projects that you liked the most in your intro class. How could you expand upon some of those ideas?
- What are some new ideas that you would like to make.
- I HIGHLY suggest you start a Pinterest Board for this class and start pinning stuff that you like. You won't want to copy these ideas, but these ideas will help you form your own.

Class Expectations:

You will have more artistic and creative freedoms in the Advanced class than in the Intro class. It is expected that you will come to class with some ideas of your own. You should try to push yourself to create original artistic pieces. I may have you start a sketch journal of ideas so that you are constantly thinking of new ideas.

Grading:

WITH EVERY PROJECT YOU ARE GRADED ON:

YOUR SKILL, CREATIVITY, APPLICATION OF DEISGN PRNCIPLES, UNDERSTANDING OF LESSON TOPICS & CRAFTSMANSHIP

- Craftsmanship The quality of work produced. Is it neat and clean? Are your edges sanded and even? Doesn't look sloppy or rushed, but well crafted
- Late work When the student has worked diligently and shown responsibility by coming in during lunch or after school to finish a project, full credit will be given within a one-week period.

The assignment will be marked down accordingly due to reason and the amount of time that it is late.

An additional or alternative assignment may be given to receive credit for missing work. Please notify the teacher if there are any extenuating circumstances behind late or missing work. If additional help or time is needed PLEASE let me know. Like the rest of your teachers, it is my goal to help you succeed.

Keeping the room clean:

Sculpture is messy and we are going to get dirty. You will be asked to help clean the room so that things do not get out of hand.

RULES:

1. No talking while the teacher is talking.

I don't talk all hour, so you need to listen when I do talk.

2. Treat all classroom supplies with respect.

Art materials cost a LOT of money. We need to make it last!

- 3. Be on time and prepared to work when the bell rings.
- **4. BE NICE!** It makes for a more fun art class!

DONATIONS NEEDED!!!

We will be painting different projects at various points in time throughout the year. If you are able to donate, in any quantity, we will always need a steady supply of:

Styrofoam Plates
Gallon size zip lock bags

Thank you!!

Recommended Supplies:

I will have most of the supplies that you need for this class, however, there may be times where you want to purchase your own materials. Sometimes you will have a cool idea for a project that is outside the scope of the art room budget. So you may choose to purchase some items yourself. I will have all of the following, but you may want to buy a supply of your own that you know will be kept well.

- A set of paint brushes from Michaels. (Can be purchased for under \$5)
- A pencil box for small work or to hold your paintbrushes
- 4 or 5 Sandwich and Gallon size ziplock bags. (one for jewelry and one for storing paint trays.)
- A couple black sharpies
- A short stack of Styrofoam plates (as a paint palate. I will have them but they get dirty fast.)

PARENTS: PLEASE READ THROUGH THIS PAPER TO GET A GOOD IDEA OF WHAT IS EXPECTED OF YOUR STUDENT IN ADVANCED 3D DESIGN CLASS THIS YEAR.

If you have any questions or concerns please feel free to contact me. Email is usually the fastest form of communication.

Email: <u>lisa.joseph@romeo.k12.mi.us</u> School Phone:

Parent Signature

Parents and students please sign the attached sheet and bring it back in by Friday. I have read the course outline and rules for ceramics

Print Student Name		
Student Signature		