

# 3D Design

Elements

# Properties of 3-D Design

- Unlike 2D Design, 3D Design:
  - Has height, width , and Depth.
  - Has real mass and takes up real space.
  - Has multiple viewpoints.
  - Takes time to fully experience.

# Properties of 3-D Design

- Relates to the body-either small objects:hands, larger object:body, monument:architecture
- Is concerned with mass and gravity (just like our bodies are)

# Levels of 3D-ness

- Low relief (bas-relief)
- High relief
- Frontal
- In the round



Low Relief



High Relief

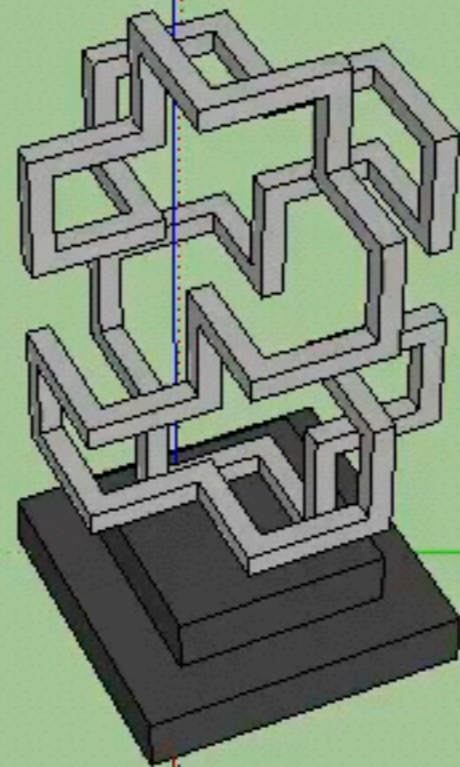


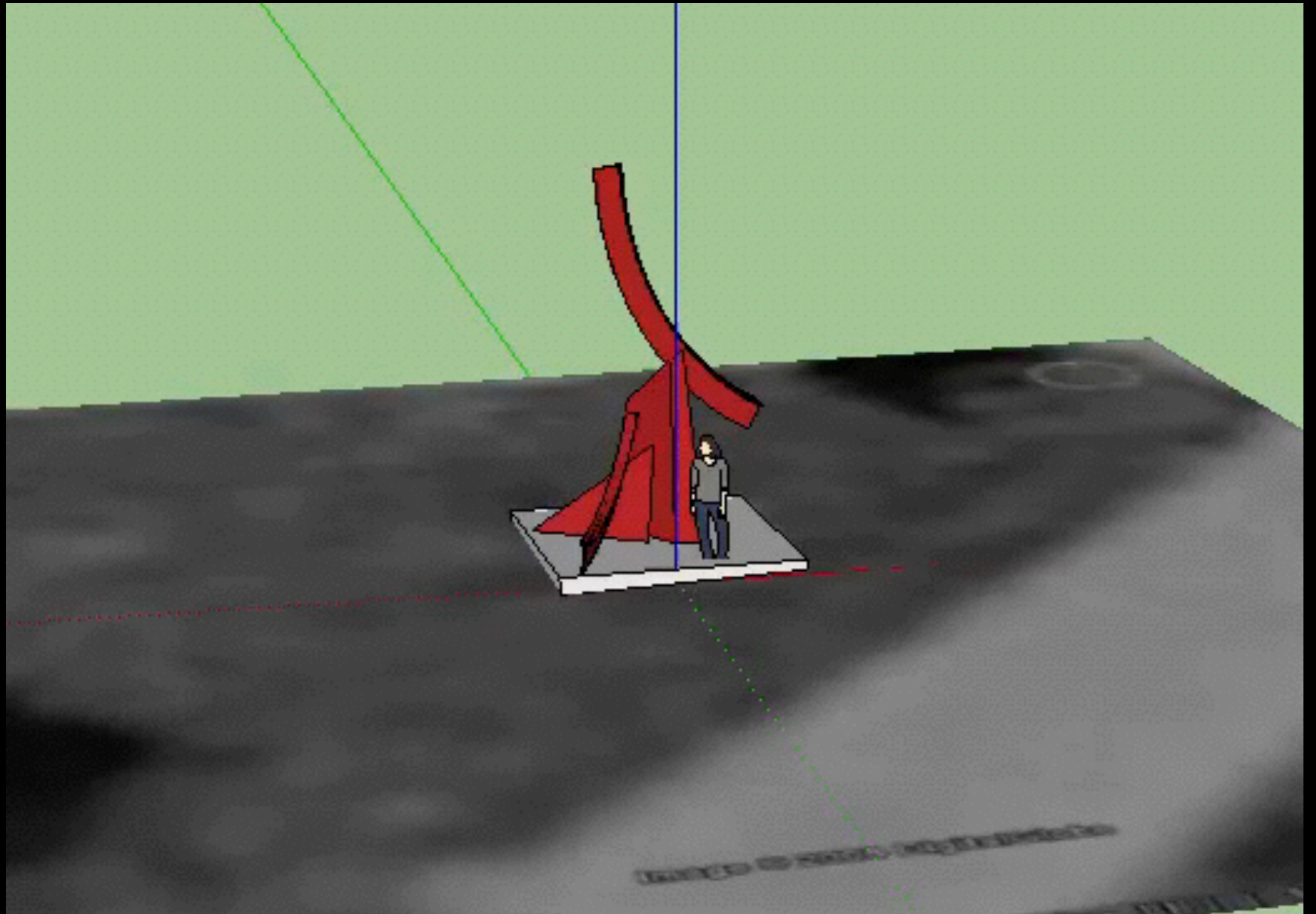




Frontal





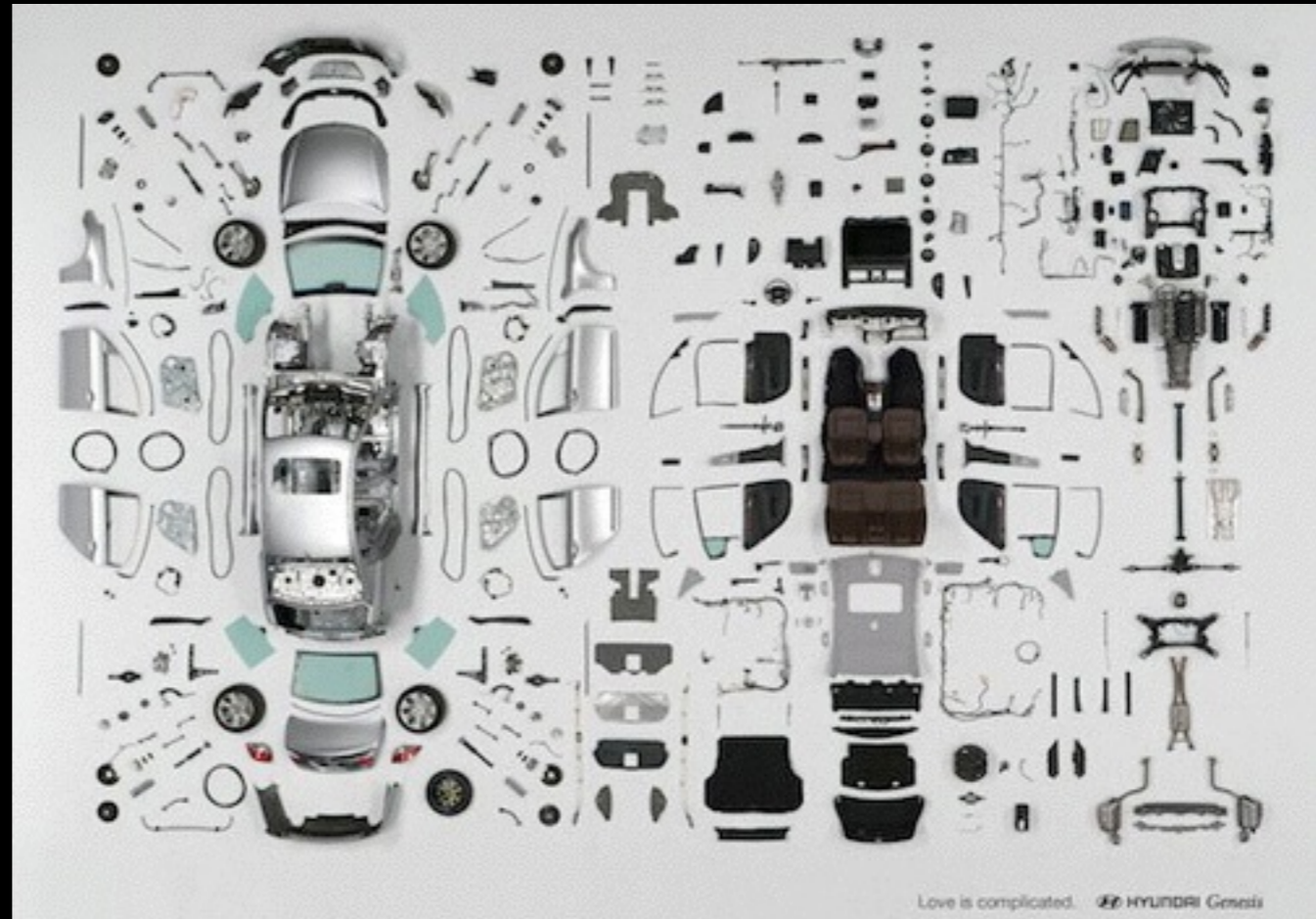


# Elements of art

- The constituent parts of a design or artwork
- The physical parts of a 3 dimensional object or composition.
- Parts you can point to and “name”
- 2D and 3D have slightly different elements

# Elements

- Space
- Form
- Line
- Light
- Color
- Texture
- Time



# Form

- can be positive or negative
- independent, three dimensional mass or volume—impenetrable, completely surrounded by space — volumetric materials include blocks of plaster, wood or stone. Sometimes mass refers to a positive solid and volume refers to a negative, open space surrounded by material, as in a bowl or other vessel.

# Form



# Form

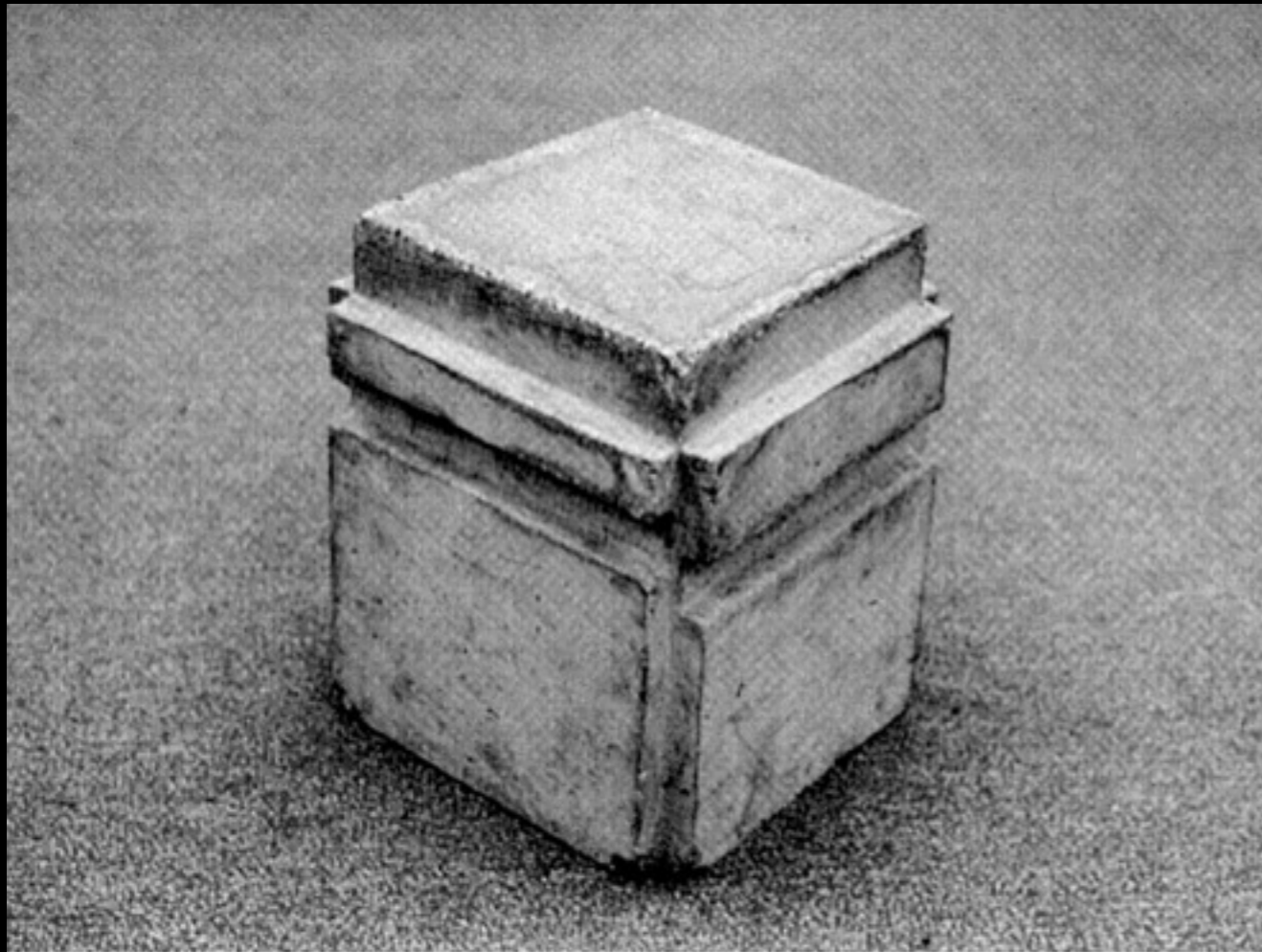


# Form





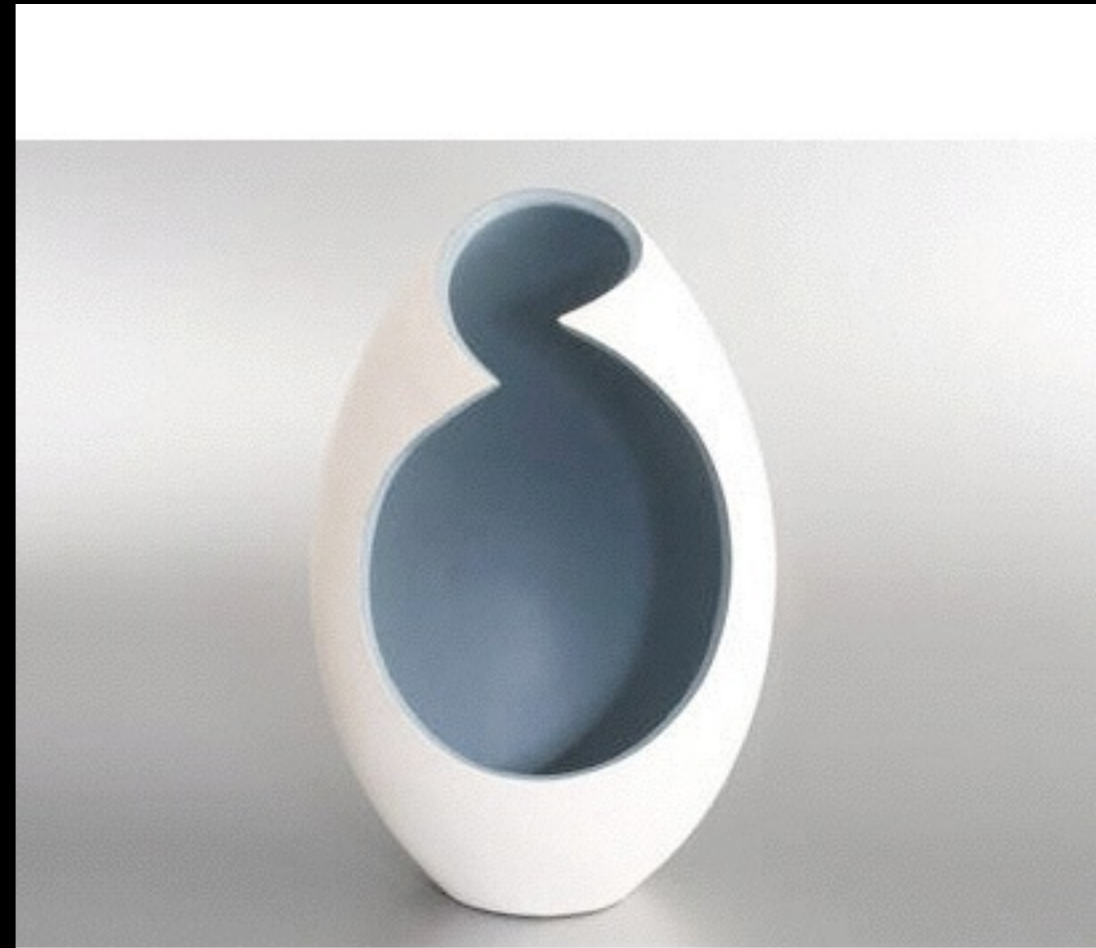
# Form



# Form



Barbara Hepworth's 'Rosewall' returns to its base following its return to Chesterfield , Derbyshire. The sculpture has been bought by Chesterfield Borough Council from Royal Mail with support from The Art Fund charity and Chesterfield Waterside Partnership and the town's Per Cent for Art scheme. C.- Chesterfield Borough Council.



# Form



# Space

- distance, area, volume; physical space independent of what occupies it; absolute space.
- the area occupied by positive and negative form

# Space



# Space



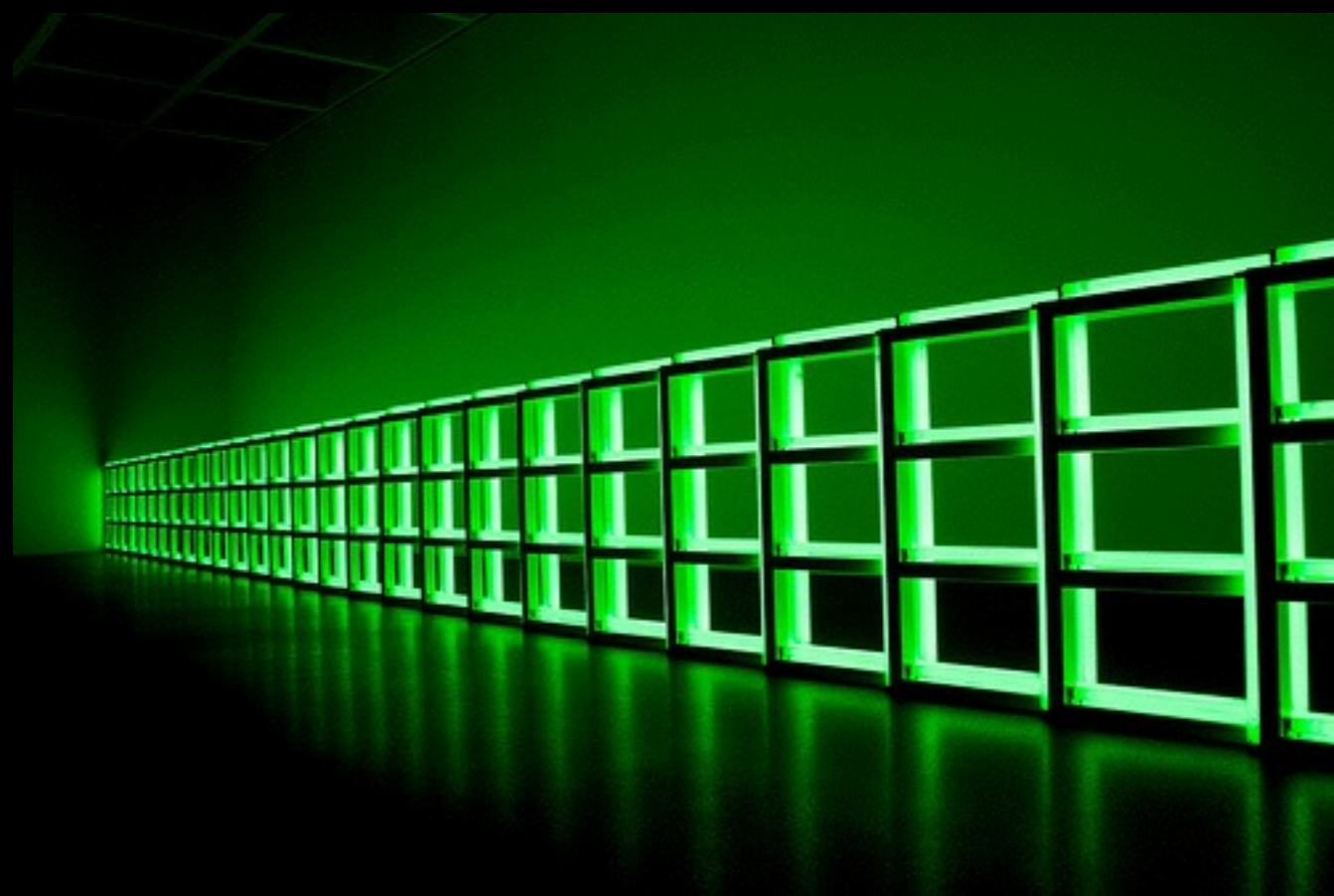
# Space

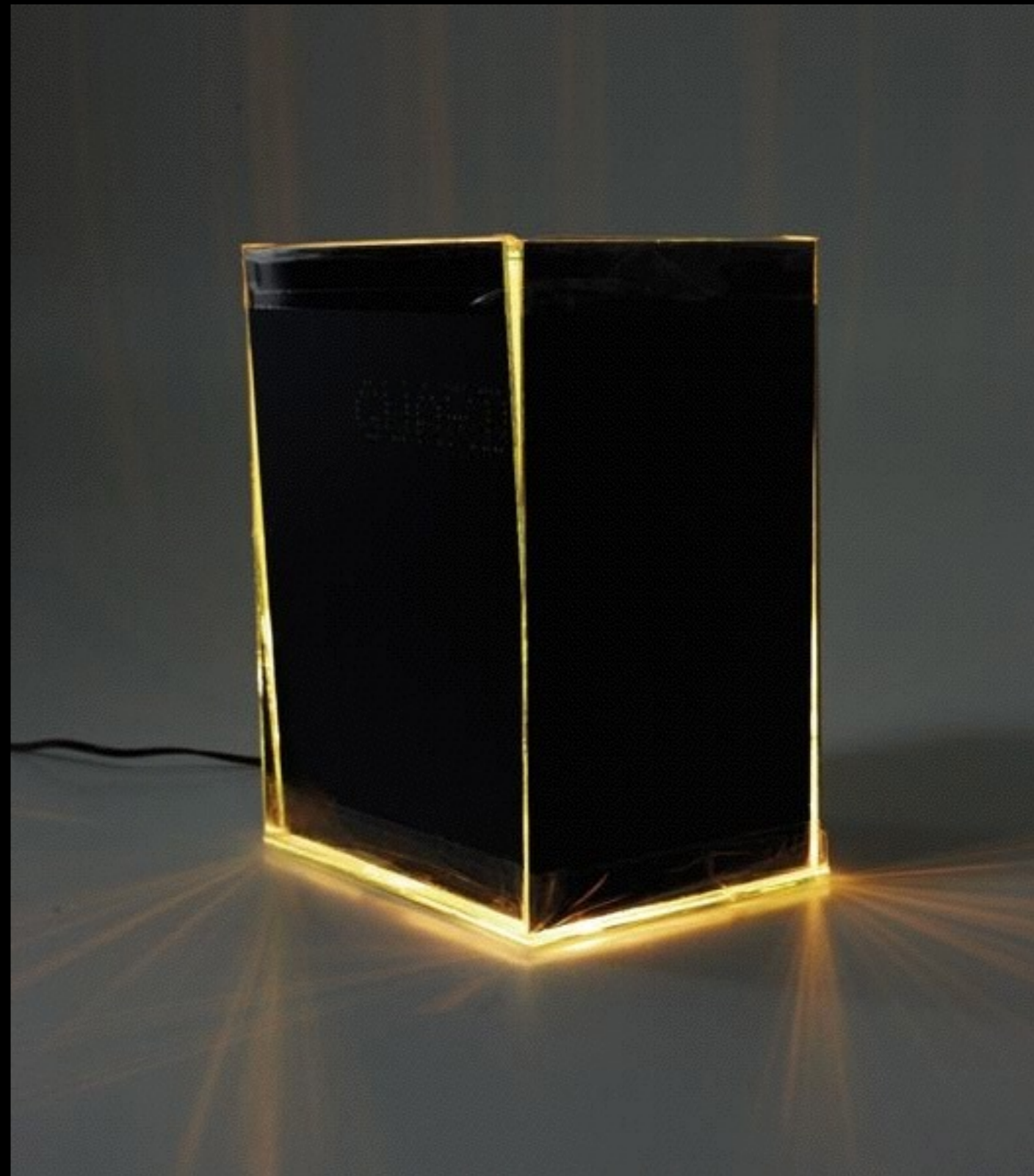


# Light

- light and shadows on the surface of forms; quantity of light actually reflected by an object's surface; value changes might be affected by the addition of color to the surface of a work.
- can be a form as well as define it.











# Color

- in 3D design, the actual color of the material being used.
- Has similar properties to color theory in 2D work

# Texture

- the surface quality of a form — rough, smooth, weathered and so on.
- can be real or simulated
- evokes a strong kinesthetic reaction











*Object (Breakfast in Fur)*

Fur covered cup, saucer and spoon  
by Meret Oppenheim

1936

Museum of Modern Art, New York City

# Time

- the changing experience while moving around or through a work, as well as the form itself changing over a defined period, as in kinetic work or work that decomposes.













# Line

- the edge or outline of a form, the meeting of planes; linear materials include: wire, wood, metal rod, string or any materials with a long thin shape.
- defined by a point moving through space over time

# Line

- Can define both form and space without actual mass
- Like drawing, sculptural line has character, weight, and density

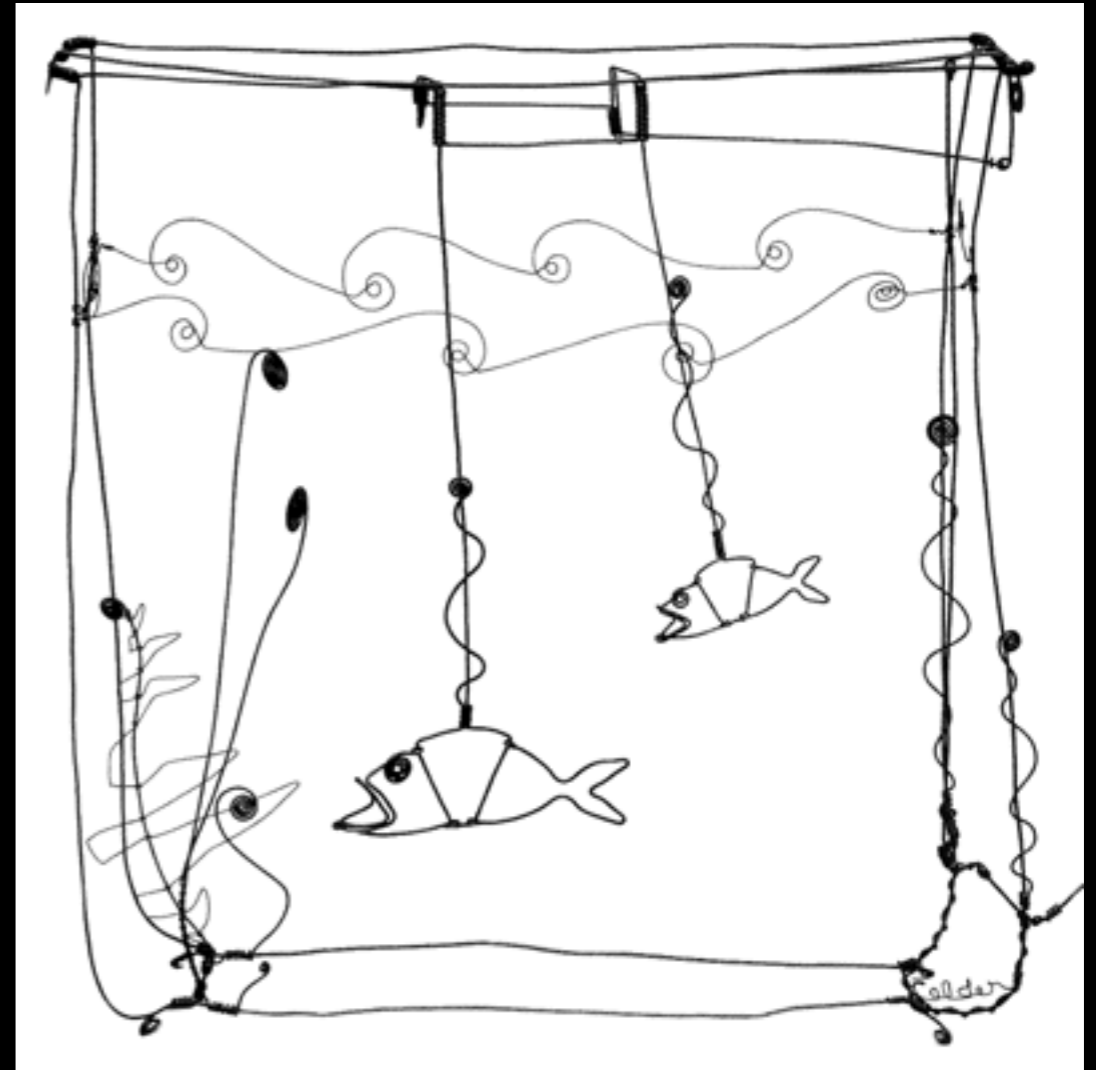
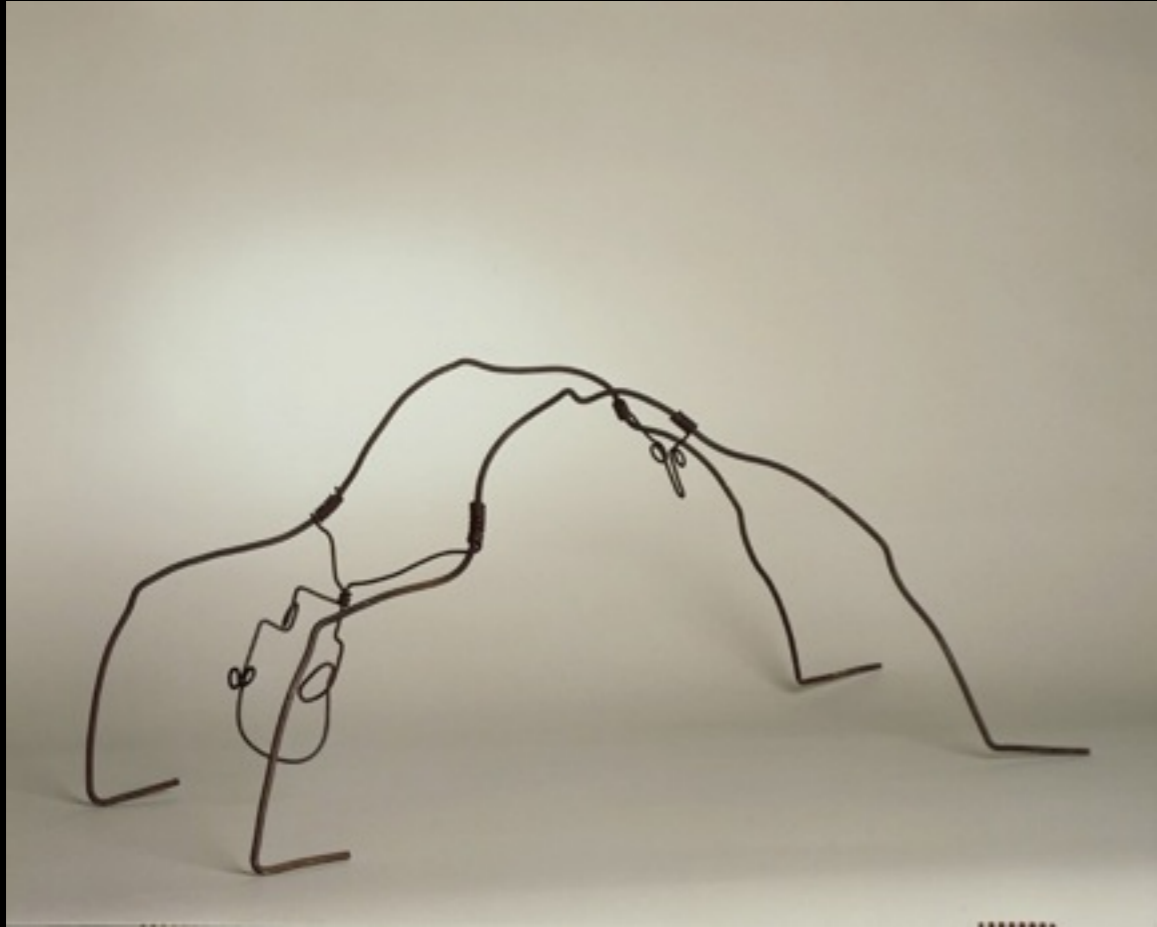
# Line



Alexander Calder

asy  
vi

# Line



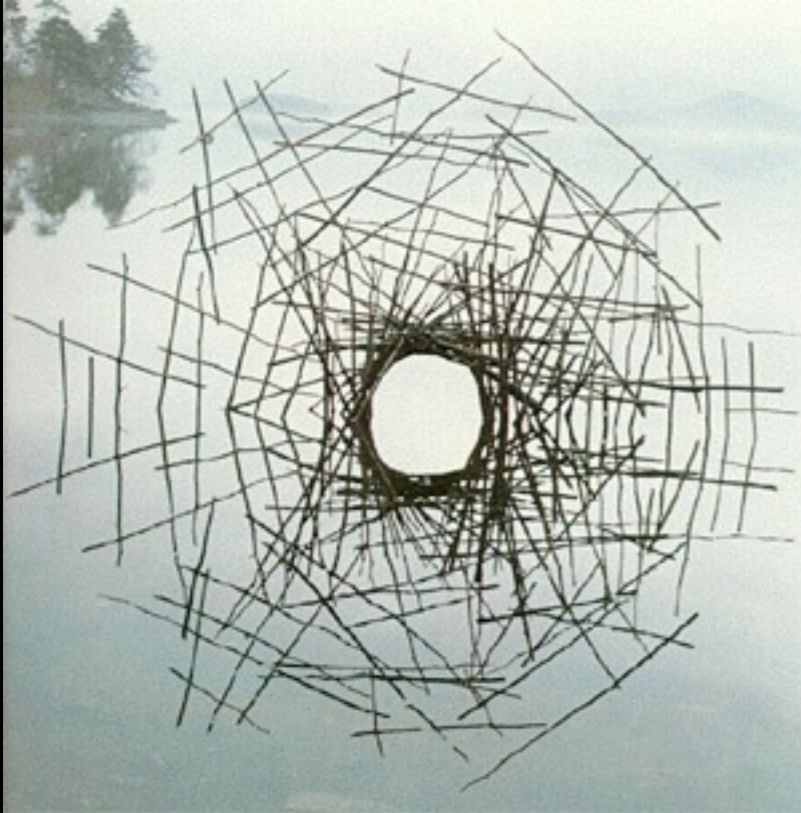
Alexander Calder

# Line



Mark De Suervo

# Line



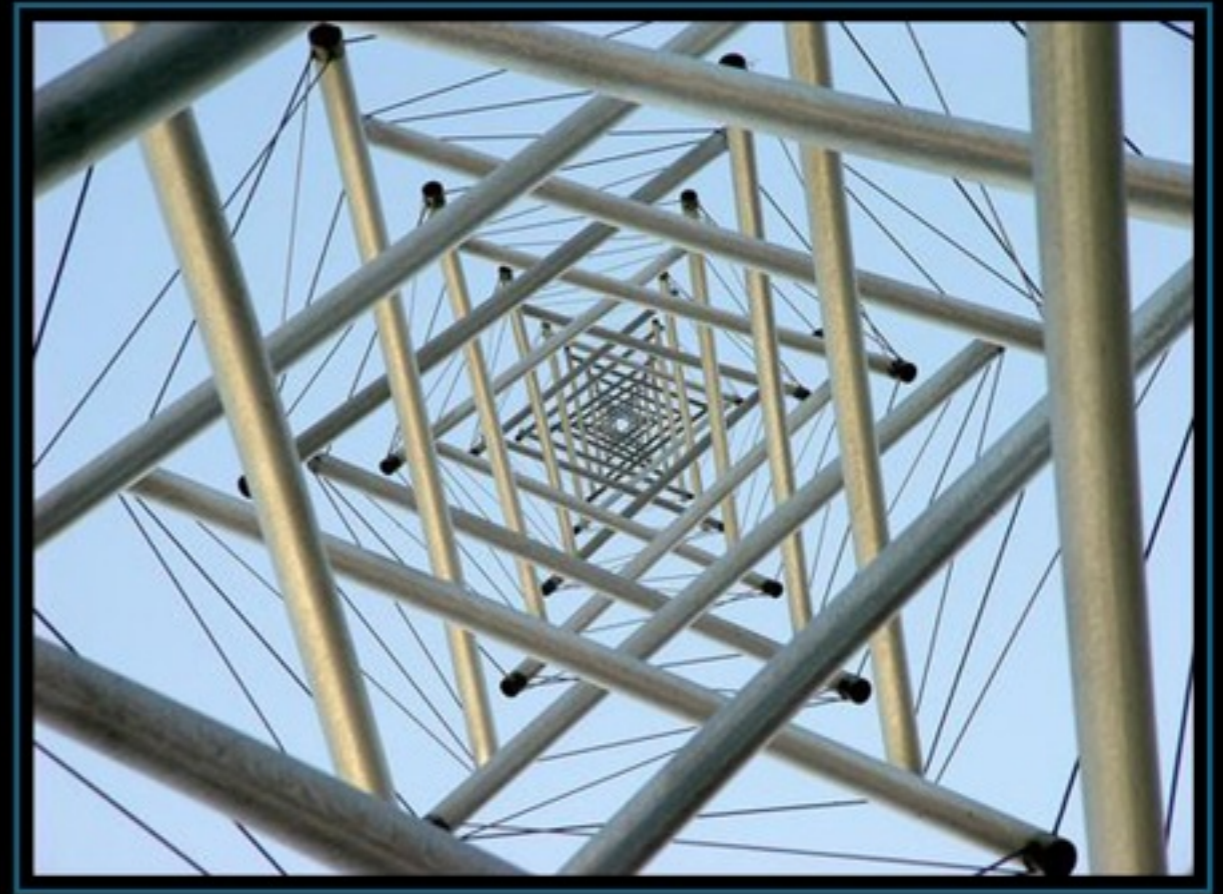
Andy Goldsworthy

# Line



Kenneth Snelson

# Line



Kenneth Snelson



# Cubes

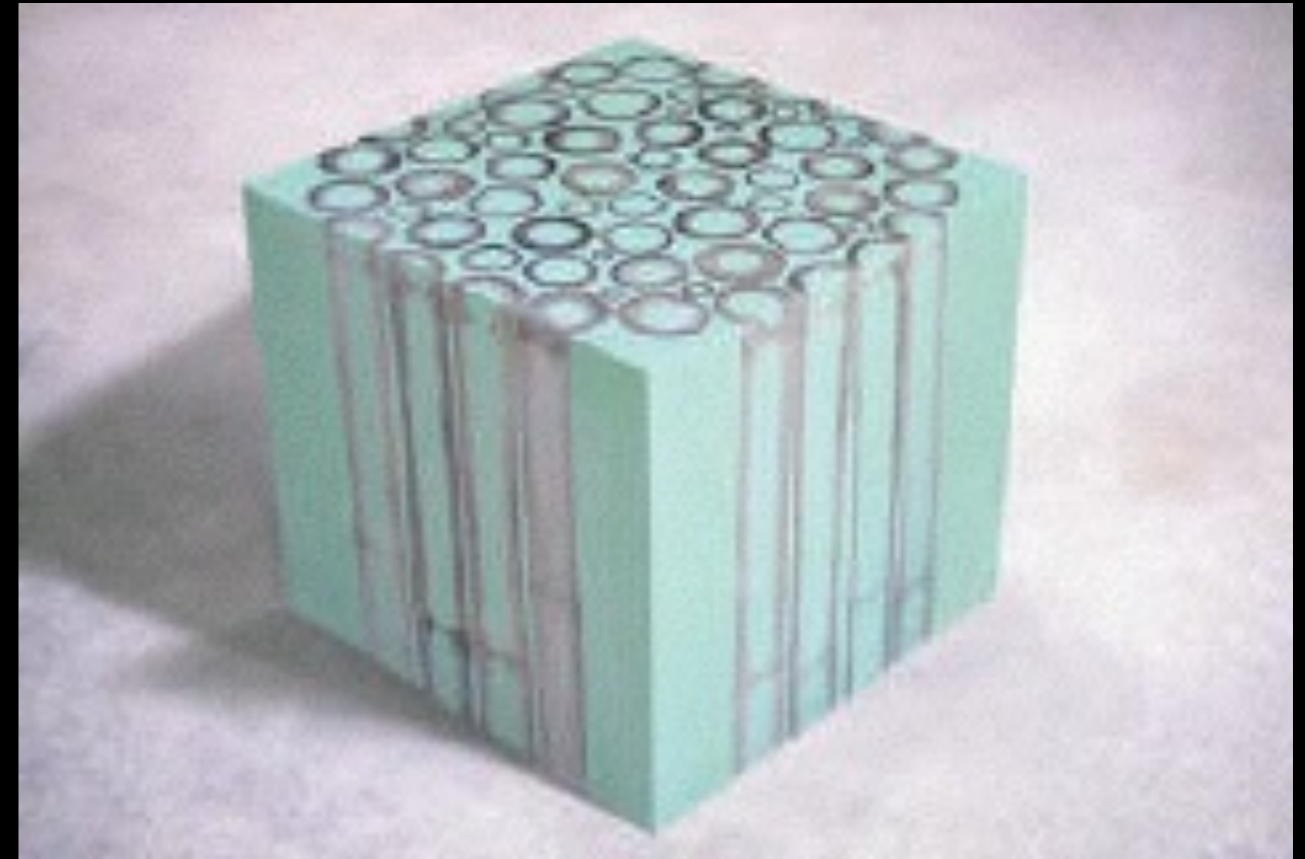
form with a capital F

# Cube Properties

- Symmetrical
- Singular
- Stable
- Immediately Recognizable



- Even if made of organic materials-still reads as man-made



Conveys mass even when made  
of obviously light materials.



When sculpture lost the pedestal,  
the pedestal became the art.



# Emphasis and Contrast

- Cubes give an artist an ideal platform to experiment with emphasis and contrast.

Some cubes emphasize mass, solidness, and “cubeness”



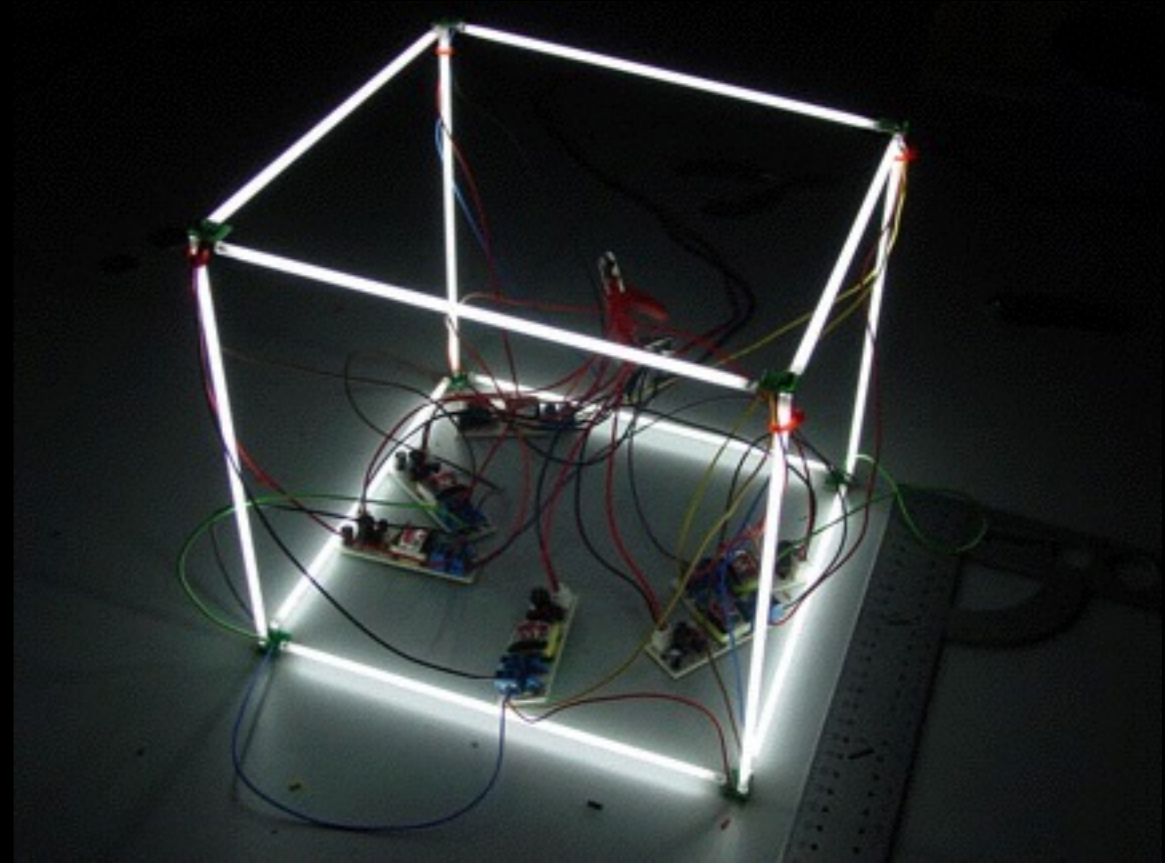
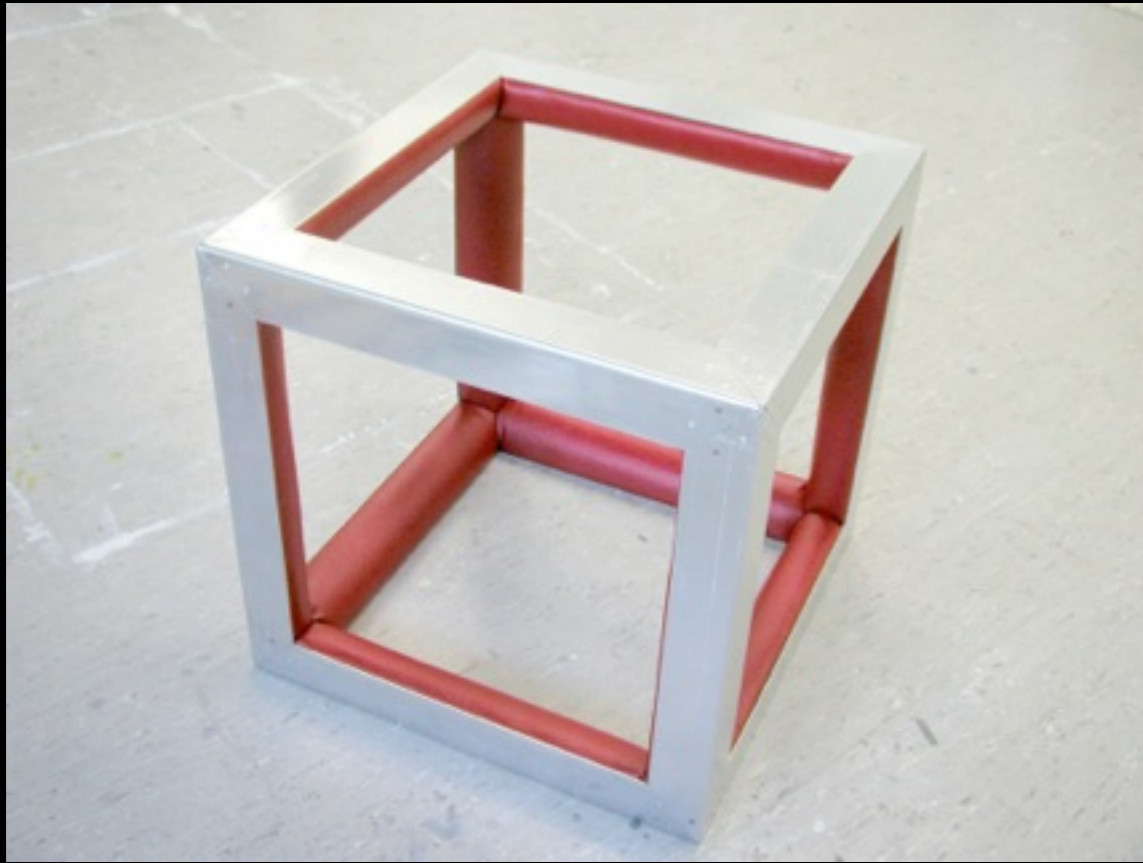








Some try and contrast the  
“cubeness”





# strategies for working with cubes (or any other form)

- Visually reinforce the structure (regular planes of the cube)
- Visually contrast those structures and geometries
- Take a material that normally defies structure and apply that structure to it
- Emphasize one quality of the material to an absurd degree

