

CONTACTING THE INSTRUCTOR:

The best way to get a hold of me is through email.

aporter6@valenciacollege.edu

Emails with specific questions will be answered as soon as possible, usually within 24 hours. Students who need more than a brief response should arrange a meeting. Messages should consist of your name, your class and class time, and a brief but detailed message. Questions such as “What did we cover in class?” will not result in a response.

Obtaining missing or additional copies of course materials:

You will find PDF copies of assignments on the graphic lab server in our course take-out box, for your convenience, should you lose the original handouts.

If you need to leave something for me: (west campus)

You can leave items with the Lab Asst. (3-151), or at our Division Office, Fine Arts, in building 5-146.

HOW I WILL CONTACT YOU:

All students should have an Atlas email account. Any communication for the class in general, or to an individual student, will be sent through Atlas email. Per college policy, any notification concerning excessive absence, getting behind in your work, being withdrawn, etc., is sent through Atlas. It is the students responsibility to check their Atlas email and general account on a regular basis. Not doing so is not an excuse for missing information I send you and/or any class notifications that I might send.

I regularly send notices through your ATLAS email accounts!

COURSE DESCRIPTION:

GRA 2151C — ILLUSTRATING **Contact Hour Breakdown: Credit: 3 Lab: 1**

Prerequisite: ART 1300C and a minimum grade of C in GRA 1142 or in both GRA 1500 and GRA 1800 or department approval.

A basic course in the application of freehand sketching to commercial problems. Various surfaces and techniques, as well as black and white and color mediums will be explored. Also included are studies in planning, production, and completion of finished artwork. (Special Fee: \$95.00)

SUPPLIES:

REQUIRED AND OPTIONAL SUPPLIES HERE

- Sketchbook *
- Set of Drawing Pencils *
- Beginning fine Art or Lettering Set (pens)
- Additional materials and supplies based off projects.
- Regular access to the Graphics Lab, Library Mac Lab or other computers with up-to-date Adobe Creative Suite, Fonts, scanner, and photo lab.
- Time, creative energy and drive to commit to this course.

* Represents Required Material

STUDENT CORE COMPETENCIES:

The faculty of Valencia college have established four Core Competencies that describe the learning outcomes for a Valencia graduate. They are: THINK, VALUE, COMMUNICATE, ACT. These general competencies are outlined in the College Catalog. In this course, through classroom lecture and discussion, group work, meeting deadlines and other learning activities, you will further your mastery of those core competencies. This course includes critiques, presentations and verbal interaction with your classmates that are designed to ensure competence in oral communication.

SPECIAL REQUIREMENTS:

Students with disabilities who qualify for academic accommodations must provide a letter from the office for students with disabilities (OSD) and discuss specific needs with the professor, preferably during the first two weeks of class. The office for students with disabilities determines accommodations based on appropriate documentation of disabilities.

BAYCARE

Valencia College is interested in making sure all our students have a rewarding and successful college experience. To that purpose, Valencia students can get immediate help with issues dealing with stress, anxiety, depression, adjustment difficulties, substance abuse, time management as well as relationship problems dealing with school, home or work. BayCare Behavioral Health Student Assistance Program (SAP) services are free to all Valencia students and available 24 hours a day by calling (800) 878-5470. Free face-to-face counseling is also available.

ATTENDANCE & PARTICIPATION:

Regular and punctual attendance is expected. IF A STUDENT MISSES MORE THAN 2 MEETINGS THE STUDENT’S FINAL GRADE WILL BE REDUCED BY 10 POINTS FOR EACH ABSENCE OVER THE TWO. NOTE: This is even if absences are due to documented and legitimate reasons, such as doctor appointments! Students not taking the course with sincerity and seriousness enough to come to class are encouraged to withdrawal to prevent a reduction in their overall GPA. Lengthy late attendance, early departure or sleeping during class may result in you being considered not in attendance for that day. Arriving late three times is equivalent to one absence.

ACADEMIC HONESTY:

Students are responsible for preparing for class by completing assignments. Students who are absent are fully responsible for all material covered in class. Students may collaborate on preliminary creative process, design and technical issues. Collaboration should be used to improve visual communication or to solve technical problems. Copying a design solution completely or partially is considered cheating, and a student’s inability to describe the process and solution of a submitted assignment will be considered evidence of cheating. All students involved in incidents of cheating will be given a zero (‘0’) for that assignment/quiz/exam/project without regard to who did the original work or who may have benefited.

EXPECTED STUDENT CONDUCT:

Valencia College is dedicated not only to the advancement of knowledge and learning but is concerned with the development of responsible personal and social conduct. By enrolling at Valencia College, a student assumes the responsibility for becoming familiar with and abiding by the general rules of conduct. The primary responsibility for managing the classroom environment rests with the faculty.

Students who engage in any prohibited or unlawful acts that result in disruption of a class may be directed by the faculty to leave the class. Violation of any classroom or Valencia’s rules may lead to disciplinary action up to and including expulsion from Valencia. Disciplinary action could include being withdrawn from class, disciplinary warning, probation, suspension, expulsion, or other appropriate and authorized actions. You will find the Student Code of Conduct in the current Valencia Student Handbook.

SUPPORT SERVICES

Various tutoring services are available in Bldg. 7-240 (extension 1633)
 Smarthinking online: on-demand student support site: <http://www.smarthinking.com>
 Valencia College offers a variety of SkillShops, short seminars covering a variety of topics which deal with student success, goals and purpose. To check out Valencia’s Skillshop offerings, go to:
<http://valenciacollege.edu/student-services/skillshops.cfm>

COMPUTER/EQUIPMENT USE POLICY:

THIS IS NOT A COMPUTER COURSE.

Although, you may have cause to use computers in the Graphics Lab from time to time, depending upon the assignment. Use of computers in the Graphic & Interactive Design and Digital Media classrooms at Valencia College is restricted to those activities designated by the instructor to enhance the class materials. Any other use is strictly forbidden.

GRADING:

The final grade will be determined by grades earned on required projects, tests/exams and on participation and a positive attitude in the class. The following is the Valencia’s Community College Grading scale:

A = 100 - 90	Exceptional achievement, demonstrated in work of keen understanding and optimal mastery of course competencies. Earned for exemplary work, clearly beyond the requirements.
B = 89 - 80	High achievement, demonstrated in work of consistent effort, intelligence, and mastery of course competencies.
C = 79 - 70	Satisfactory completion of course requirements and mastery of essential course competencies.
D = 69 - 60	Unsatisfactory completion of course requirements and an unacceptable grade for prerequisite or graduation requirements.
F = 59 or less	Failure to perform required work or to master required course material and competencies.

A final grade of “C” or better is required for this course in order to meet prerequisite requirements for higher level courses or to be used as credit towards an AS degree in Graphic & Interactive Design.

GRADING CRITERIA:

- Application of ideas discussed in class to illustration problems
- Aesthetic quality and formal aspects of illustrations
- Conceptual clarity, innovation, strength and originality of ideas
- Craft and presentation
- Punctuality, meeting of deadlines, class participation

GRADING VALUES:

Assignments: 70%

Sketchbook/ exercises: 20%

Class participations: 10%

In-Class Exercises

We will have drawing assignments in class every day. The purpose of the exercises is to help you hone your conceptual skills, explore drawing techniques and styles, and practice with each new medium. In addition, they will allow me to monitor your progress and provide feedback. You must be in attendance to get credit for these assignments. In-class exercises are worth 20% of your grade.

DEADLINES (IMPORTANT):

In the workplace, when projects are due, they are due. They cannot be late. This course has projects with work-in-progress (WIP) due every week, or deadlines along the way. No exceptions! If you know ahead of time that you will be unable to meet a deadline, you must communicate with your teammates and instructor as soon as you believe there may be a delay. Communication is key to working within a team and essential element to creating a finished product on time and one all members can be proud to have in their portfolios.

CRITIQUES:

Critiques are scheduled for the beginning of class meetings the day the Project is due. If you do not have your work ready for critique at the beginning of class start on the day it is due, it is considered late. Graphic design is highly structured. Each student will be expected to be on time and prepared at the start of class. Presentations should be clean and without scratches or dented edges. Be prepared to orally present to designers and non-designers an explanation of your concept, goals, production techniques and any

other relevant information specific to the design. You will be answering questions about the design from classmates, and the instructor.

WITHDRAWAL:

DROP / REFUND DEADLINE:	Sept. 5, 2017 by 11:59 PM
NO SHOW REPORTING:	Sept. 6–15, 2017
WITHDRAWAL DEADLINE:	Nov. 10, 2017, by 11:59 PM

It is the student's responsibility to withdraw themselves through Atlas, by deadlines noted above. Students may only withdraw themselves up until the withdrawal deadline for a grade of W. After that, instructors may only withdraw a student for excessive absences, therefore; students who do not withdraw themselves prior to the withdrawal deadline will be given whatever grade was earned for the course as their final grade. If a student misses the final exam they will receive a F for this course.

STUDIO RULES

Safety and Hazardous Materials Policy :

- Spraying of fixative or any other toxic materials (spray mount, airbrush paint, etc.) are not allowed in the University's Design Studio.
- Adequate ventilation is necessary if you spray mount any work. Do so OUTSIDE and not on the brick or pavement right outside the building.
- No eating and drinking in the classroom. No Taking Calls or texting during class.
- Keep cell phones on 'vibrate'. Take cell phone calls outside in an emergency.
- No cutting into the tables or into the floor. Clean up. Respect other people's property.
- Take notes. Use the library as a resource for pertinent information. Get information about assignments from classmates in the event you miss class.

Also:

- No cutting on tables.
- Clean up.
- Respect other people's property.
- Straighten up the desks and push in your chairs before leaving.
- Get to know your peers. (Connections Matter)

Project List

- Proj. 1 - b/w logo
- Proj. 2 - Hand Drawn Text
- Proj. 3 - Editorial Illustration (something relevant)
- Proj. 4 - Scratchboard Illustration
- Proj. 5 - Lino Cut Packaging Design
- Proj.6 - Cut Paper / Collage
- Proj. 7 - Full color Illustration AD
- Proj. 8 - Childrens Book Illustration
- Proj. 9 - Mixed Media Poster Design
- Proj. 10 - Full Process Project

Class Shedual Breakdown.

- 1/4 Spent Critiquing Projects
- 1/4 Spent as Introduction to new techniques & materials
- 1/4 Spent Doing Studio work / Practice
- 1/4 Introducing new projects, brainstorming & one on one critiques / meeting with Mr.Porter

COLLEGE CLOSURES

- Labor Day: Sept. 4th
- College Night: Oct 12, 2017
- Thanksgiving Break: Nov. 22–26, 2017

GRAPHICS HANGOUTS

- Fall Hangouts: TDA

Fall Term, 2017 | Fridays, 5:30 PM – 8:45 PM
West Campus, Room 5-224 with Professor, Andrew Porter

Meeting	Date	At this meeting
1	1-Sep	Syllabus -Class Overview Project 1 - Introduction
2	8-Sep	Project 1- Due (critique) Project 2 - Introduction
3	15-Sep	Project 2 - Due (critique) Project 3 - Introduction
4	22-Sep	Project 3 - Due (critique) Project 4 - Introduction
5	29-Sep	Project 4- Due (critique) Project 5 - Introduction
6	6 -Oct	Project 5- Midway (critique)
7	13 -Oct	Project 5 - Due (critique) Project 6 - Introduction
8	20 -Oct	Project 6- Due (critique) Project 7 - Introduction
9	27-Oct	Project 7 - Due (critique) Project 8 - Introduction
10	3-Nov	Project 8 - Midway (critique)
11	10-Nov	Project 8 - Due (critique) Project 9 - Introduction
12	17-Nov	Project 9 - Midway(critique)
Thanksgiving	13 24-Nov	NO CLASS
14	1-Dec	Project 9 - Due (critique) Project 10- Introduction
15	8-Dec	Project 10 - Midway(critique)
Final Exam Week	16 15-Dec	Project 10 - Due (critique) Final Portfolio Critique

ALL project requirements and due dates are subject to change at Professors discretion