

DESIGN

ART 1201c: Design I Syllabus Spring 2020

Professor Metz

Dates: Jan 6, 2020 - April 19, 2020

Contact: Please use Canvas messaging

Location: UCF Downtown Campus, Online

Meetings: Upon request of instructor

Contact: Please use Canvas messaging

Course Description

Introduction to studio art through analytical use of elements & principles of 2D design and color theory. 3 credit hours. Prerequisite- None

REQUIRED TEXT *Launching the Imagination: A Guide to Two Dimensional Design* by Mary Stewart 6th ed

Course Objectives

This class is the study of two-dimensional organization. Through a series of visual problems, students will research and incorporate the fundamental design elements (line, shape, texture, space, motion, value, color) and principles (unity, focal point, scale, balance, rhythm). As students progress they will develop a vocabulary, both visual and verbal, with which to address the design process. Emphasis will be placed on expanding problem solving abilities, overcoming creative blocks and promoting original and relevant solutions to the design problems presented in this class. Students will work using various black and white media, as well as color. In addition to studio time in the classroom, there will be presentations of technique, lecture, and supplemental materials ranging from relevant articles to video.

Art exhibitions at galleries and museums are promoted, as students are encouraged to immerse themselves into the art community. Throughout the semester, students will be informed of different ways to promote and exhibit their own work, gaining confidence to do so through this knowledge. Professional art practices will be introduced.

Student Core Competencies

1. Think: think clearly, critically, and creatively, analyze, synthesize, integrate and evaluate in many domains of human inquiry
2. Value: make reasoned judgments and responsible commitments
3. Act: act purposefully, effectively, and responsibly
4. Communicate: communicate with different audiences using varied means

Class Projects, Critiques and Due Dates

We will complete many diverse projects during this semester. Most projects will take approximately two weeks and will include a mandatory group critique. This includes group discussions that help students develop a vocabulary for discussing and evaluating the art they have produced, judging its success in terms of the project's goals. For the critique, projects must be in a state of completion. The critique will provide you with valuable feedback that may give you reason to change or modify your project. **Observe the posted due dates in the course calendar.**

*Late work will not be accepted unless arrangements are made with instructor, if so late work will receive a lower letter grade for each day turned in past the due date. You will also receive grades for in-progress work and critiques. **Students who do not attend and participate in a project critique will receive **20 points lower on that project.**

NOTE: For every one credit hour in which you enroll, you will spend approximately 2 to 3 hours outside of class. Therefore, 3 credit hours (1 course) = 3 hours in class per week = **6-9 hours** of work outside of class per week.

Each "Project" assignment will require 6-12 hours to complete and you can expect to spend 3-6 hours a week in addition to studio/class time on assignments.

Subject areas

- Gestalt concepts
- Principles of Design
- Elements of Design
- Composition
- Craftsmanship
- Color Theory

Attendance and Studio Practice

To learn and to implement professional studio habits

Attendance / Punctuality

Missing 3+ classes -5pts off final grade for each day missed

Please note- missing over 15 minutes of class will be considered an absence

Studio habits

Care and clean up of studio space

General preparedness

Supplies and sketchbook on hand for class activities

Please note- if you do not have the proper supplies, you will be considered absent, as you are unable to participate in class

Participation in and preparedness

Be present and alert for class discussions, critiques and group work

Sketchbook

Maintain sketchbook of relevant studies -serves as a personal investigation of individual working styles and can be used in a variety of ways, which may include preparatory and homework sketches, journal entries, inspirational scrapbook and class notes, short written responses referring to critiques and studio process

Grading

Your individual progression throughout the semester will be noted during class and with project reviews. Projects must demonstrate an understanding and application of concepts covered in class. Grading standards and rubrics are based upon "concepts mastered" and the following criteria:

A- works diligently, explores each idea deeply, participates fully and intelligently in discussions and critiques, works constructively with small groups, demonstrates understanding of the concepts presented, has exceptional quality of work.

B- works adequately, explores each idea sufficiently, participates in discussions and critiques, works adequately with small groups, demonstrates understanding of the concepts presented, has good quality of work.

C- shows sufficient proficiency, but may have problems with one or more of the following: depth of exploration, participation, inter-personal working ability, understanding of the concepts, and quality of final work.

D- having serious problems with one or more of the above mentioned criteria.

F- unsatisfactory performance in the class.

Grades will be based on 4 categories:

OBJECTIVE OF THE ASSIGNMENT

Has the student addressed issues related to the problem in a manner that suggests an understanding of the artistic concept and applicable material usage? Have previous course experiences been applied to the present work? Has research (artists/process/inspiration) been done?

EFFORT OF WORK

How much time has the student put into the production of the work? How much time has been put into the research and preparation of the work? How much has one followed through with the idea and what resolution has been made after critique?

CREATIVITY OF CONCEPT & APPLICATION

How much originality and creative manipulation has been projected into the process and concept of one's solution? Does the solution suggest prospects for future development? Has the student combined other resources in an inventive way? Has there been an element of risk involved?

CRAFTSMANSHIP

Has the student shown attention to detail and a level of professional craftsmanship? Were the proper materials and methods used to produce the best result? How successful is the final product?

Academic Honesty

Students must submit work that fairly and accurately reflects their level of accomplishment. Any work that is not a product

of the student's own efforts is considered dishonest. A student may be withdrawn or receive a failing grade in the course for academic dishonesty. Working in class provides an opportunity for problem solving feedback and will help students discover more resolved design solutions.

Cell Phones Etiquette

Please keep your phone on silent during class time. Besides being an obvious classroom disruption, the act of periodically checking one's phone or email for messages is in conflict with the studio process. In addition, it's poor form to be on your phone during a museum or class lecture.

Students with Disabilities

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

Online Component

Students are required to have reliable Internet connection, a sufficient camera or scanner, and access to a computer to participate in this course. Sketchbook assignments will be submitted electronically through Canvas as well as viewed physically in class. Students must always bring their sketchbook to class. Students may also be required to participate in online discussions posted in Canvas as well as review and learn information posted in the modules. It is your responsibility to stay up to date on all information posted to Canvas as well as be an active participant in this course. Checking Canvas daily is advised as this learning management system is used for content delivery and communication.

Materials

You will need to buy a supply box for your materials and a portfolio to transport and store your work. These are available at hardware or art stores. A list of materials will be provided for each project to be purchased.

Paper

Sketchbook (at least 8" x 10")
14" x 17" Drawing pad/Mixed Media pad (Canson)
9" x 12" or bigger Tracing paper (not a roll)
2, 16" x 19" Illustration boards- black (as needed)

Dry Media

Drawing pencil variety (at least 4) - 2H, HB, 2B, 4B, 6B, 8B
Tape - art/drafting
Blending Stump(s)
Magic Rub or other variation of vinyl eraser
Exacto knife and replacement blades
Scissors (optional)
Small pencil sharpener
Pitt pens – black 4 pack, only 1 brush tip
Paint brushes- 1 smaller & 1 larger (>1")
1 metal ruler (at least 18")
Spray adhesive

Wet Media

Watercolor palette – at least 12 colors, non-liquid
Plastic palette to mix watercolor paints
Water container - large plastic/glass

Miscellaneous

Magazines with interesting large scale photos w/
textures (travel, animals, food)
Portfolio (paper, cardboard or plastic)
Optional media choices will be available with each project.

***A visual review of materials will be conducted the first day of class.**

Disclaimer Statement: This outline may be altered, at the instructor's discretion, during the course of the term. It is the responsibility of the student to make any adjustments as announced.