

## 2D DESIGN. ART1030

SEMESTER > WINTER2008

CLASS MEETING TIME> 11-1.50AM TTH ROOM > FA207

INSTRUCTOR > JJ\_HIGGINS

OFFICE HOURS. W 9-11AM FA201 (OR BY APPOINTMENT)

### COURSE DESCRIPTION

this course concentrates on the basics of two-dimensional design. The course introduces the elements of art and the principles of organization which are the basis for expression and critical analysis of the visual arts.

### COURSE OBJECTIVES

2-D Design is a beginning level course designed to familiarize students with the fundamentals of creating 2-dimensional art. The student will learn the vocabulary of two-dimensional design and composition, identify the visual elements, and through an extensive problem-solving structure, organize these visual elements into practical application. Common 2-D design techniques, materials, tools and processes will be learned through demonstrations and practice. Studio assignments will be informed by and supplemented with slide/lecture presentations, readings, written assignments and quizzes. Also included in the process will be an introduction to time media. Over the course of the semester the student will accumulate the tools to become skillful in discerning in his or her perception as well as articulate in formal analysis, description and evaluation.

### BASIC CLASS DESCRIPTION AND REQUIREMENTS

Students will complete a series of assignments that include both visual exercises and a class presentation. Class critiques will be held to discuss each of the projects. Individual meetings will take place through the course of the semester to discuss individual progress and projects.

Art is about communication. Your ability to communicate ideas (in art-making, writing and speaking) is integral to the work we do. You will learn to research historical and contemporary practices in design as well as take a well constructed position on your own and other's art.

During most weeks there will be a demonstration and in-class discussion on reading materials and presentations throughout the semester. Each project assignment will have an accompanying hand-out with the completion date for the project. Students are also expected to check email, as notifications regarding classwork, projects and updates will be communicated this way.

Attendance is mandatory. Late arrivals/early departure to/from class will be counted as one half an absence. On the third absence the student's grade will be dropped a letter. On the seventh absence the grade will be recorded as "F" for the semester.

[if there are questions about specific circumstances, contact me as soon as possible].

Students are responsible for class materials. Projects will be announced in advance and posted to link [<http://randomversion.com/2D.htm>]. Arriving to class without necessary materials or working on projects other than the 2D design project will result in the student being assigned a full or partial absence. All projects are expected to be completed with project specified media.

All work must be completed on time and presented at the beginning of each review [unless you have consent to turn it in at a later date]. Late work (turned in within 24 hours of due date) will receive a reduced point credit--one letter grade drop.

All projects must be completed to pass the course. All work turned in should have student name and course time on the back (in pencil)/ on the top right corner for writing projects.

Participation in critique and discussion is required. This will also be a part of the student participation grade. Learning to consider work and how to articulate the vocabulary is necessary.

There will be some workdays during class, but also assignments beyond the class time. Students should be prepared to do the necessary work to complete projects. Class time must be spent on class related activities, not work unrelated to class. If you are not working on class related work you will be counted absent for that day.

Students are responsible for purchasing all required supplies. Please bring all necessary supplies and materials for assignments to class.

It is the student's responsibility to obtain class and assignment information if a class is missed. Please ask classmates or me for this info. I will not automatically provide it to you.

## REQUIRED MATERIALS

### TEXT

*Launching the Imagination: A Comprehensive Guide to Basic Design.* (second edition) Mary Stewart [McGraw-Hill, 2006]

### SUPPLIES

Pencils [2H for thumbnail sketching and marking Bristol board, 6B for shading]

1-2 sticks of soft charcoal (texture project)

3-4 inexpensive watercolor markers (visible colors, not highlighters)

100 sheets of 8 1/2"x11" copier paper, white

Erasers

India ink

Straight edge ruler [at least 18"]

cutting mat (surface for cutting)

Scissors

Glue stick or glue

Utility knife + blades [xacto "11 or similar recommended]

6-10 sheets Bristol board 14"x17" [strathmore400 or similar weight, smooth]

pad of newsprint paper (11"x14, 12"x18" or 14"x17")

2 Rolling ball pens [black]

Masking tape

Scotch magic tape

Mixing tray for paint [or similar palette]

Water cup

Brushes [Princeton 9301 set]

Windsor-Newton gouache paint

Primary yellow [or hansa yellow]

Primary red [or cadmium red]

Primary blue [or ultramarine or cobalt blue]

Black

White [titanium or zinc]

2-3 blank CD-R data disks

(optional) storage box to carry supplies

(optional) portable pencil sharpener

## EVALUATION PROCESS

Assignments will be evaluated on the following basis

- a. satisfactory solution to assigned problem and meeting all project component requirements
- b. compositional unity and overall presentation
- c. degree of creativity, originality and inventiveness within project structure
- d. level of technique (technical execution and craft)
- e. problem awareness, investment of energy and time in project

Late assignments will be reduced by one letter if turned in by the next day (24 hours).

Other late assignments will not be graded [unless you have made prior arrangements]

Quizzes will be given over reading material and handouts. The purpose of a quiz or test would be to give me an idea of the understanding you have on the subject/project.

The final grade for the course will be an averaging of all projects [approximately 16], class participation/critique, writing assignments and test/quizzes.

Attendance and class participation will be factors in the final grade.

Breakdown of grades for **class work**

\* Studio assignments - 60 %

\* Artist Collaboration research project (studio piece + essay + class presentation) – 20%

\* 2 Quizzes – 10% (5% each quiz)

\* Critique/class participation, writings, other assignments – 10%

### REQUIREMENTS REMINDER

All work done in appropriate media and on specific paper [if assigned]

Presentation must be clean and neat

Presentation should be professional and reflect the project specifications

Name and course time on the back of each assignment

In the **course as a whole**, students will ALSO be graded on class participation, enthusiasm, attendance, overall development and improvement of knowledge/skills.

A = 90-100/Excellent mastery of required skills, innovative design and thought

B = 80-89/ Good command of skills applied creatively

C = 70-79/Satisfactory work in application of knowledge/skills

D = 60-69/ Minimal effort expended

F = 0-59/Failure to prove the use of required skills

## CLASSROOM CONDUCT

Everyone, students and instructors alike, are expected to abide by University policy and to maintain the classroom as a comfortable and safe learning environment for all individuals.

Inappropriate actions and comments will be cause for dismissal from class.

Please be respectful of one another.

Clean up any messes that you make! Many classes are sharing these studios.

Please keep headsets, mobile phones, PCs (unless used for note-taking and other class related work), etc. out of the classroom. Be present and not electronically plugged in...!

**University : important dates** > January 29: Last day to register or change sections. March 24-30 : Spring Break. February 25: last day to drop (w/out a grade). April 7: Last day to withdraw from the course. May 7. May 8-9 Reading Days. Classes end for the semester. May 12-16: Finals week.

## ACADEMIC INTEGRITY AND STUDENT CONDUCT

Academic integrity is fundamental to the activities and principles of a university. All members of the academic community must be confident that each person's work has been responsibly and honorably acquired, developed, and presented. Any effort to gain an advantage not given to all students is dishonest whether or not the effort is successful. The academic community regards breaches of the academic integrity rules as extremely serious matters. Sanctions for such a breach may include academic sanctions from the instructor, including failing the course for any violation, to disciplinary sanctions ranging from probation to expulsion. When in doubt about plagiarism, paraphrasing, quoting, collaboration, or any other form of cheating, consult the course instructor.  
<http://osrr.missouri.edu/>

## ADA > AMERICANS WITH DISABILITIES ACT

If you have special needs as addressed by the Americans with Disabilities Act (ADA) and need assistance, please notify the Office of Disability Services, A038 Brady Commons, 882-4696 or course instructor immediately. Reasonable efforts will be made to accommodate your special needs.  
<http://ada.missouri.edu/>

## POLICIES FOR MEDIA COURSES EXTENDED TO EXPERIMENTAL MEDIA-- > VIDEO + ANIMATION}

<http://journalism.missouri.edu/undergraduate/media-policy.html>

## UNIVERSITY POLICIES > RULES AND REGULATIONS

[http://registrar.missouri.edu/Policies\\_Rules\\_and\\_Regulations/index.htm](http://registrar.missouri.edu/Policies_Rules_and_Regulations/index.htm)

## ACCEPTABLE USE AGREEMENT > COMPUTER/FACILITES USE POLICY

All faculty, staff, and students of the University of Missouri are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate.  
<http://doit.missouri.edu/policies/aup.html>

## STUDENT HEALTH RESOURCES

911 for medical emergencies  
<http://studenthealth.missouri.edu/>

## WELLNESS RESOURCE CENTER

Includes personal, academic, crisis and career services. 882.4634 location: 34 Brady Commons  
<http://wellness.missouri.edu/>

## STUDENT SUCCESS CENTER/COUNSELING CENTER

900 Lowry Mall. 882.6803  
<http://success.missouri.edu/>  
<http://counseling.missouri.edu/students/>

## SAFETY + SECURITY

University Police Department  
911 for emergencies, 882.7201 otherwise.  
<http://www.mupolice.com/>  
<http://reslife.missouri.edu/movintomizzou/safety.html>

[this syllabus is subject to revision at the discretion of the instructor.  
it is the student's responsibility to keep apprised of any changes.]

## 2-D DESIGN: TERMS & CONCEPTS YOU SHOULD KNOW

(These concepts will be explored in ALL aspects of this course and will also show up on your quizzes...)

DESIGN (intro)

BASIC ELEMENTS OF TWO DIMENSIONAL DESIGN: (refer to Chapter 1 & 2, Launching)

Line quality (orientation, direction, continuity)

Actual Lines (gesture, contour, calligraphic, organizational)

Shape – volume, gradation, shading, chiaroscuro (see also value)

Figure and ground, positive and negative space

Rectilinear, curvilinear, organic and geometric

Representation – representational form, non-objective, pure forms, abstract form

Texture – physical and visual, trompe l'oeil

Contrast

Value (value/volume, value/space, value/lighting, etc)

COLOR & COLOR THEORY:

Additive (RGB) and Subtractive color (and process colors – CMYK)

Color interaction

Hue, value, tint, shade, intensity, saturation, chroma, achromatic

Monochromatic, analogous, complementary/split complementary, triadic

Disharmony

Color and compositional elements – space, weight, balance, emphasis, proportion  
expression, emotion, symbolism

BASIC DESIGN PRINCIPLES: (refer to Chapter 3 in Launching the Imagination)

Gestalt

Unity and Variety (grouping, containment, proximity, continuity, closure, etc)

Patterning: patterns and grids

Visual weight

Balance (types of balance – symmetrical, asymmetrical, radial, etc) and imbalance

Scale and Proportion

Rhythm & Repetition

Emphasis and anomaly, Centricity and eccentricity, Contrast

Space and creating the illusion of space: The picture plane and...

Perspective – Vanishing point, horizon line, one point, two-point and three point perspective

Atmospheric perspective, amplified perspective, fractured and layered space

Movement, Kinesthetics

Terms/Concepts from Chapters 5-7:

FORM, SUBJECT, CONTENT

CRITIQUE and types of critique, compare and contrast

TRANSFORMATION

CONCEPT AND COMPOSITION, purpose and intent

Shared language and ICONOGRAPHY

STEREOTYPE and CLICHÉ

CONTEXT

CONNECTIONS – analogy, simile, metaphor

AESTHETICS and ANESTHETICS

<http://randomversion.com/2d.htm> course information and projects