

ART1003-2 FA22 - Two-Dimensional Design

J. David Carlson

COURSE DESCRIPTION:

ART1003 Two-Dimensional Design is an introductory design course. It is intended to provide the student with a critical awareness of the elements and principles of design as well as other formal aspects of design criticism and theory. Emphasis is placed on the practical ability to transform design concepts into handmade two-dimensional artworks.

OVERVIEW:

This course is structured into [15 weekly modules](#). All of the activities, requirements, assignments, and due dates for a particular week are contained within each corresponding module. However, each major project spans multiple weeks, so it's important to look ahead and be aware of future homework assignments and due dates.

This is a combination lab/lecture course. Class time may be used for lectures, project introductions, material and technical demonstrations, group discussion, and open lab work time. Attendance will be taken.

There is a minimum of 1 weekly homework assignment. In some cases, the homework assignment will be to show evidence of your progress. You may upload images of sketches, material tests, or anything that demonstrates progress. There is some flexibility in how you show progress, but a written description of your intentions or activity is not acceptable. There must be verification and evidence of weekly activity and progress. **All homework must be turned in through Canvas to receive credit and will not be accepted in person.**

STUDENT LEARNING OUTCOMES:

- - **Develop critical thinking, problem-solving, and knowledge through the completion of assignments and artworks created in this class.**
 - Idea Objective: Learning to Apply and Develop Creative Capacities
 - Activities and Assignments: Design Exercises, Design Units 1,2,3 & 4
 - **Acquire technical skills and craftsmanship through the use of various two-dimensional art materials and processes including painting,**

drawing, masking, gluing, and cutting.

- Idea Objective: Developing specific skills, competencies, & points of view needed by professionals in this field
 - Activities and Assignments: Design Exercises, Design Units 1,2,3 & 4
 - **Demonstrate the elements & principles of design through written, oral, and 2-dimensional art forms.**
 - Idea Objective: Developing skills in expressing oneself orally or in writing
 - Activities and Assignments: Design Exercises, Design Units 1,2,3 & 4, Sketchbook, Critiques
 - **Demonstrate the elements & principles of design through written, oral, and 2-dimensional art forms.**
 - Idea Objective: Develop Creative Capacities
 - Activities and Assignments: Design Exercises, Design Units 1,2,3 & 4, Sketchbook, Critiques
 - **Participate in the evaluation of presented artworks through both individual and collective critique.**
 - Idea Objective: Learning to analyze and critically evaluate ideas
 - Activities and Assignments: Design Exercises, Design Units 1,2,3 & 4, Sketchbook, Critiques
-

PROJECTS AND EXERCISES:

The semester is divided up into 4 units. Each unit consists of readings, quizzes, in-class assignments, and one major assignment due at the end of each unit. Each unit is paired with a focused set of design terms, additional resources including links to artists and design professionals, hands-on in-class exercises focused on developing your skills using a variety of media. Each unit provides opportunity for you to foster your creativity and help you gain an understanding of who you are as an artist/designer. The amount of time given for each project will vary depending upon the complexity of the project. I will publish all of the weekly modules that correspond to each exercise or major project at the same time.

FINAL DESIGN PORTFOLIO:

Each student will be required to maintain a professional quality digital portfolio of their work created this semester on [Instagram \(Links to an external site.\)](#). This will be a semester-long project that will include the photographing of finished work, as well as other content that conveys a sense of both the students studio practice and who they are as a creative individual. Many of the weekly homework assignments this semester will relate directly to the design portfolio. Details will be given in class and on the [DESIGN PROJECT FINAL: Digital Portfolio](#) assignment page.

TESTS, QUIZZES, AND WRITTEN WORK:

At the start of each Unit section, a quiz will begin that directly relates to assigned readings. This learning opportunity is intended to prepare you for the concepts that apply to the unit's themes. Your gained knowledge of these design elements and principles will be used as it relates to the unit project, in-class assignments, when in dialog with peers, the professor, and at critique time.

There will be opportunities in class this semester for written work. Two of these included a Personal Manifesto as well as an artist statement. Further details will be discussed in class as we approach these tasks.

CRITIQUES AND PARTICIPATION:

At the end of each major project, there will be a group critique. The primary purpose of critique is to practice utilizing the language of design, which is an essential skill for professional artists and designers. Dialogue and constructive criticism also help the artist/designer recognize the strengths and weaknesses of their work and others. Each student is expected to contribute to the discussion. In fact, your participation grade is based in part on your willingness to join in during the critique. If you are absent from a critique your project will be marked late. There will be no opportunity to make up for the points lost for missing a critique. Students are given a grade for each critique. 50% of the grade is based upon participation during the critique, and 50% is based upon overall class participation up to that point.

COURSE CREDIT HOUR INFORMATION:

In the interest of providing sufficient time to accomplish the stated Course Learning Outcomes, this class meets the PLNU credit hour policy for a 3-unit class delivered over 15 weeks. It is anticipated that students will spend a minimum of 37.5 participation hours per credit hour on their coursework. For this course, students will spend an estimated 112.5 total hours meeting the course learning outcomes. The time estimations are provided in the Canvas modules.

ATTENDANCE:

PLNU ATTENDANCE POLICY:

Regular and punctual attendance in all classes is considered essential to optimum academic achievement. If the student is absent from more than 10 percent of class meetings, the faculty member can file a written report which may result in de-enrollment. If the absences exceed 20 percent, the student may be de-enrolled without notice until the university drop date or, after that date, receive the appropriate grade for their work and participation. See [Academic Policies Links to an external site.](#) in the Undergraduate Academic Catalog.

CLASS ATTENDANCE POLICY:

Attendance is required. You are allowed 2 unexcused absences. Each additional absence will result in a 10-point deduction from your final participation grade. If you are absent, you are responsible to find out from your peers what information you missed. If you arrive more than 5 minutes after the start time or leave more than 5 minutes early from a required class session,

you will be marked late. If you miss 30 minutes or more of a required class session, you will be marked absent. 3 late arrivals or early departures equal one absence.

Exceptions to the attendance policy will only be made in the event of a family emergency, illness with a doctor's verification, or something of an unexpected, urgent nature which is out of your control. Family vacations, weddings, work schedules, and or travel/flight schedules are not valid excuses for missing a required class session or exam. Excessive absences may result in you being dropped from the course.

- - **1–2 unexcused absences:** *no effect*
 - **3–5 unexcused absences:** *–10 percentage points from participation grade, for each unexcused absence beyond 2*
 - **6+ unexcused absences:** *Withdrawal from the course, or failure if after last day to drop*
 - **5+ minutes late:** *Tardy*
 - **30+ minutes late:** *Absent*
 - **3 Tardy:** *Absent*
-

GRADING POLICIES:

SEMESTER GRADES:

Final semester grades are based on a percentage of points accumulated in weighted categories throughout the semester. If class sessions must be canceled due to events out of the instructor's control such as illness, natural disaster, etc., the point total may be reduced, but the percentage assigned to each category will remain the same.

FINAL GRADE BREAKDOWN:

In-Class Exercises | (160 pts.)

Unit Design Projects | 5 total (500 pts.)

Homework (50-100 pts.)

Quizzes, Tests, Written Work (150 pts.)

Participation (100 pts.)

GRADE SCALE:

A = 93 – 100% of possible points

A- = 90 – 92% of possible points

B+ = 87 – 89% of possible points

B = 83 – 86% of possible points

B- = 80 – 82% of possible points
C+ = 77 – 79% of possible points
C = 73 – 76% of possible points
C- = 70 – 72% of possible points
D+ = 67 – 69% of possible points
D = 63 – 66% of possible points
D- = 60 – 62% of possible points
F = 0 – 59% of possible points

INDIVIDUAL PROJECT GRADES:

While grading works of art is subjective, I try to approach each student's work as fairly and objectively as possible, taking into account each of the student's circumstances and abilities. Projects turned in late will receive an automatic 20 pt. deduction. You will then have one week from the due date to turn it in. After one week you will receive an F for that project. On-time means that it is uploaded to Canvas by the due date before the assignment closes. All homework assignments must be turned in through Canvas to receive credit, and will not be accepted late.

Individual work will be graded using the following 5 categories. Rubrics will be provided for each major project.

- - Meets Project Objectives
 - Composition/Visual
 - Craftsmanship/Technical
 - Concept/Creativity
 - Individual Effort

MATERIALS AND SAFETY:

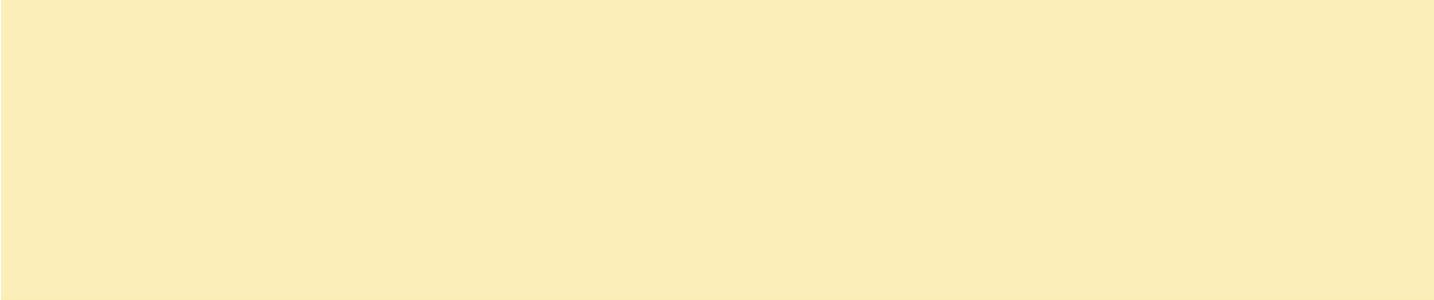
Practicing studio safety is a combination of four factors: having knowledge of the materials you are handling, understanding the environment (space) in which you are working, being aware of emergency procedures, and practicing common sense in any given situation. Most of the materials that you will be using in this class have relatively low levels of toxicity unless ingested. Eating and drinking are only permitted in designated areas. Pay special attention to the following:

- - **Aerosols, including spray fixatives and spray adhesives:** contain fumes that are both toxic and flammable. They should only be used outside. Do not use them in a dormitory or apartment – not even in the hallway. When spraying outside be careful that you are nowhere near a ventilation intake source. Spraying near this will spread the fumes throughout the building. It is also important to know that spraying

fixatives around an infant or child has been known to cause serious injury or death because of their delicate respiratory system.

- **Dust:** when using charcoal, pastel, or any drawing material in a situation that produces a lot of dust (sanding to sharpen charcoal or Conte, smearing, etc.) do so only in a well-ventilated area – avoid breathing the dust. Additionally, it is advised that people not sleep in the same room with dusty drawing materials (charcoal, pastel, etc.) present. Do not blow on your drawing to move the dust onto the floor. Do whatever you can to keep the dust particles from being suspended in the air that you breathe.
- **X-Acto Blades, Mat Cutters, etc:** Use a cutting board or mat placed on a stable surface. Grip the handle of the knife securely. If possible, secure the material in a clamp before cutting. Otherwise, grip the material behind the cutting blade. Always cut away from your body, and be sure others are not in the path of the knife should you slip. When throwing a dull blade in the trash, wrap that sharp end of a used blade a few times in some masking tape so that the person dealing with the trash does not get cut. For your own safety, cover the blade with your kneaded eraser so that you won't get cut if it is stored unprotected in your art box.
- **Markers:** When using markers for drawing, be careful about the fumes given off by them. If possible, stand/sit near an open window.

REQUIRED TOOLS AND MATERIALS:



- In order to guarantee your kit at this price, you need to have responded to the emails sent to you leading up to the semester and follow the purchase instructions.
- In the event you still do not have a kit, supplies can be purchased at San Diego Artist & Craftsman Supply.

CLEAN UP:

Art, by its nature, is a messy process. It is important that you clean up after yourself. This includes the classroom and anywhere else that you might work. These are areas that we all share and use, so be courteous and leave your work area as clean or cleaner than you found it. If you habitually neglect to clean up after yourself your final grade will be affected.

1st Offense = Warning / 2nd Offense = 1 tardy / 3rd or more = absence for each offense

GENERAL POLICIES AND EXPECTATIONS:

- - Arrive on time and be prepared to participate in all class activities, projects, discussions, and critiques.
 - Attend every class and work diligently.
 - Dress appropriately for class.
 - Bring all necessary tools and supplies.
 - Early or late exams/quizzes will not be administered.
 - Late homework assignments will not be accepted.
 - Coming to class unprepared is the same as an absence.
 - Work done by someone else is considered cheating/plagiarism, and University Policy will be enforced.
 - You are expected to purchase the required text and materials.

PHONES AND ELECTRONIC DEVICES:

- - Students should remain focused and engaged during class.
 - Phones must be silenced and placed in a designated phone bin during class.
 - Headphones are not allowed during class.
 - Unauthorized use of electronic devices for non-course-related activity is prohibited.
 - Repeated violations of these policies may result in an absence.
 - If you have an emergency or special circumstance, arrangements must be worked out in advance with the professor.

1st Offense = Warning / 2nd Offense = 1 tardy / 3rd or more = absence for each offense

Quick Links to Resources

[Netiquette Guidelines](#) | [Help Resources & Technical Support](#) | [Technology & System Requirements](#) | [Canvas Guide](#)

Course Summary:

Date	Details
Mon Dec 6, 2021	Assignment <u>DESIGN PROJECT TWO: Non Representational Painting</u>

Date	Details
Tue Aug 30, 2022	Page WK1 OVERVIEW
Wed Aug 31, 2022	Assignment HOMEWORK Personal Background + Generative Research
Mon Sep 5, 2022	Page WK2 OVERVIEW
Wed Sep 7, 2022	Quiz QUIZ Unit 1
Mon Sep 12, 2022	Assignment HOMEWORK 25 Doodles
	Assignment HOMEWORK Digital Portfolio: Create a Dedicated Instagram Account
Mon Sep 19, 2022	Page WK4 OVERVIEW
Wed Sep 21, 2022	Assignment DESIGN PROJECT Unit One: Cultural Textile
	Assignment CRITIQUE + PARTICIPATION Unit One: Cultural Textile
Mon Sep 26, 2022	Quiz QUIZ Unit 2
Mon Oct 24, 2022	Quiz QUIZ Unit 3
	Calendar Event Course Intro & Syllabus
	Assignment CRITIQUE + PARTICIPATION Unit Four: Limited Edition Linocut
	Assignment CRITIQUE + PARTICIPATION Unit Three: Typographic Self Portrait
	Assignment CRITIQUE + PARTICIPATION Unit Two: Music as Color + Rhythm
	Assignment DESIGN PROJECT Digital Portfolio
	Assignment DESIGN PROJECT Unit Four: Limited Edition Linocut

Date**Details**

Assignment [DESIGN PROJECT | Unit Three: Typographical Value Portrait](#)

Assignment [DESIGN PROJECT | Unit Two: Music as Color + Rhythm](#)

Assignment [EXERCISE | Color Theory: Grids](#)

Assignment [EXERCISE | Color Theory: Found Color Wheel](#)

Assignment [EXERCISE | Design Attributes](#)

Assignment [EXERCISE | Value: 10 Step Value Scales](#)

Assignment [HOMEWORK | Color Theory: Bring in a Color Image](#)

Assignment [HOMEWORK | Course Evaluation](#)

Assignment [HOMEWORK | Digital Portfolio: Post first Projects on your Instagram](#)

Assignment [HOMEWORK | Finalize Your Composition Plans](#)

Assignment [HOMEWORK | Linocut: Gather Images and Text](#)

Calendar Event [Intro Project One: Drawing in Space](#)

Calendar Event [Intro Project Two: Planar Construction](#)

Assignment [READING | Composition Basics](#)

Assignment [READING | CH 10: Illusion of Space](#)

Assignment [READING | CH 11: Illusion of Motion](#)

Assignment [READING | CH 12: Value](#)

Date**Details**

Assignment [READING | CH 13: Color](#)

Assignment [READING | CH 1: Design Fundamentals](#)

Assignment [READING | CH 2: Unity](#)

Assignment [READING | CH 3: Emphasis/Focal Point](#)

Assignment [READING | CH 4: Scale/Proportion](#)

Assignment [READING | CH 5: Balance](#)

Assignment [READING | CH 6: Rhythm](#)

Assignment [READING | CH 7: Line](#)

Assignment [READING | CH 8: Shape](#)

Assignment [READING | CH 9: Pattern & Texture](#)

Assignment [READING | Gestalt: Principles and Laws](#)

Assignment [Roll Call Attendance](#)

Assignment [WRITTEN WORK | Personal Manifesto](#)

Assignment [WRITTEN WORK | Personal Art/Design Statement](#)
