

# ART1003 | Two Dimensional Design

**PROFESSOR:** David Adey, MFA

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**OFFICE:** Keller 104 (*email for an appointment*)

**SCHEDULE:** Monday / Wednesday, 10:40–1:00 pm

**ROOM:** Keller 109

**FINAL EXAM:** Monday 12/13: 10:30–1:00 pm

[Meet Your Professor](#)

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## **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 late or 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 Language Exercises, Design Projects 1,2,3
  - **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 Language Exercises, Design Projects 1,2,3
  - **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 Language Exercises, Design Projects 1,2,3, 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 Language Exercises, Design Projects 1,2,3, 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 Language Exercises, Design Projects 1,2,3, Sketchbook, Critiques

## **PROJECTS AND EXERCISES:**

The first half of the semester is focused on learning the language of design while simultaneously developing skills with several types of media through a series of exercises. The second half will focus on a series of major projects designed to foster your creativity and help you gain an understanding of who you are as an artist/designer. There will be at least 14 exercises and 3 major projects. 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 create a professional quality digital portfolio of their work created this semester. This will be a semester-long project that will include the mounting and photographing of finished work, as well as other content that conveys a sense of both the student's studio practice and who they are as creative individuals. 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:**

A Design Language Test will be given at the midterm. The content of this test will be discussed during in-class lectures, and students will be provided with structured notes. At least one quiz will be given in preparation for the midterm test.

In conjunction with the Final Design Portfolio, there will be a written paper due this semester. This paper will be a personal manifesto based on principles learned this semester. Further details will be discussed in class and on the [WRITTEN WORK: Personal Manifesto](#) page.

## **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 in their work. 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. (-20 pts) There will be no opportunity to make up 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](#) 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 course, or failure if after last day to drop*
  - **5+ minutes late:** *Tardy*
  - **30+ minutes late:** *Absent*
  - **3 Tardy:** *Absent*

### **GRADING POLICIES:**

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:**

35%: **Design Language Exercises**/1st half of semester (260 pts.)

35%: **Design Projects**/2nd half of semester (300 pts.)

10%: **Homework** (points may vary)

10%: **Quizzes, Tests, Written Work** (100 pts.)

10%: **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:** these 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 fixative 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 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:**

2D Design Art Kit available at San Diego [Artist and Craftsman Supply \(Links to an external site.\)](#)

- - Art Alternatives Flexible Steel Ruler, 24"
  - Xacto Knife #1 With Cap
  - 3M Scotch Precision Ultra-Edge Scissors, 8"
  - Art Alternatives Scholastic Compass
  - Uhu Glue Stick, Small
  - Prismacolor Turquoise Pencil, 4B
  - Sharpie Twin Tip Permanent Marker, Black
  - Sharpie Marker, Black, Fine Tip
  - Prismacolor Kneaded Eraser
  - Strathmore 300 Series Drawing Pad, Spiral-Bound 14" x 17", 70lb, 50 Sheets
  - Canson XL Mix Media Pad, 14"x17", 60 Sheets
  - Speedball Red Baron Linoleum Block, 6"x 8"
  - Speedball Linoleum Cutter Assortment No. 1, Chuck Handle, Lino Cutters; #1, #2, #3, #4, #5, #6
  - Princeton Snap Short Handle Brush, White Nylon Taklon, Round 2
  - Princeton Snap Short Handle Brush, White Nylon Taklon, Round 6
  - Princeton Snap Short Handle Brush, White Nylon Taklon, Flat Shader 10
  - Princeton Snap Short Handle Brush, White Nylon Taklon, Flat Shader 16
  - Liquitex Professional Acrylic Gouache, 59ml, Primary Red
  - Liquitex Professional Acrylic Gouache, 59ml, Primary Yellow
  - Liquitex Professional Acrylic Gouache, 59ml, Primary Blue
  - Liquitex Professional Acrylic Gouache, 59ml, Ivory Black
  - Liquitex Professional Acrylic Gouache, 59ml, Unbleached Titanium
  - White Mesh Bag, 20" x 26"  
*(15"x20" black Matt boards can be purchased in the art office as needed)*

## **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**