

2D Design: Art 101 / Spring 2017

Kristin Thielking

Schedule: M/W 2:30-5pm

Final: May 17th, 10:15-12:15

Office Hours: Wednesday 1:30-2:30 and by appointment

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Course Description:

Color and Design is a problem-solving course that presents the fundamental elements and principles of two-dimensional design as a foundation for all the visual arts. The substance of the course is addressed through a combination of presentations, textbook readings and illustrations, discussions, project assignments and critiques. A variety of dry and wet media are explored to develop technical skills and to discover the descriptive and expressive potential inherent in various materials and techniques. Finished art/design work is a correspondence between imagination and execution.

Art 101 Learning Outcomes:

- 1. Students will design in 2 Dimensions in a variety of media**
 - A. Students will create work that demonstrates 2D compositional considerations and techniques
 - B. Students will be introduced to the discipline of graphic design including its position in visual arts
- 2. Students will develop and refine design concepts using the formal principles and processes of 2D Design**
 - A. Students will create work that demonstrates the investigation process: sketching, research, etc.
 - B. Students will create work that demonstrates craft in presenting work in a variety of 2D media
- 3. Students will explore color principles**
 - A. Students will demonstrate the principles of color in physical media: Hue, Value, Chroma
 - B. Students will analyze color concepts and the relationship between additive and subtractive color: RGB, CMYK
- 4. Students will explore 2D Design as visual communication**
 - A. Students will develop ideas visually and create work that communicates their design intentions
- 5. Students will evaluate work in critiques**
- 6. Students will document work**

GEP Learning Outcomes for Arts Investigation Courses:

1. Identify aesthetic, cultural, and historical dimensions of artistic traditions and techniques.
2. Demonstrates an understanding of creative expression by critiquing, creating, or collaborating on a specific work of art
3. Express their own understanding and interpretation of works of art critically and imaginatively.

Additional Course Objectives

The course directs the student to become informed and competent in 2D problem solving:

1. Gain a solid foundation of design and art by establishing a progressively more comprehensive knowledge of the *elements and principles of design*, building upon early understanding and discoveries
2. Learn to solve visual problems in creative and inventive ways
3. Explore materials and develop technical skills important to upper level courses
4. Develop skills in design communication: use professional terms in verbal and written critical analysis (critiques, written assessment)
5. Develop an appreciation of both Western and Non-Western design.

Required Tools/Materials:

- Sketchbook at least 8.5x11 unlined
- Pencils: variety of hard and soft pencils: B pencils are soft, H pencils are hard and a good eraser
- Paper: a 14x17 Bristol board pad– good for both dry and moderately wet
- Ruler (18” or 24”), a good pair of Scissor , X-acto knife (multiple blades)
- Paper glue, or glue stick “Sobo” is archival -Black and a brown markers (thick, medium and fine)
- Paint brushes: small and medium, round and square - synthetic
- color medium for sketching (markers, colored pencils, **no pastels**, etc.)
- rubber cutting mat; palette knife; container/palette for mixing paint – some have covers that can save paint mixtures from drying out
- a French curve, compass, protractor
- I will buy/provide you with a set of Acrylic Paint:
- a container for rinsing water; rags; perhaps a smock, apron or shirt
- blue painters tape

You may be asked to buy/find additional materials if your specific project requires them

Required Text:

You can get this through Text Rental: Art Fundamentals: Theory and Practice, 12 edition

Assessment:

I wish to fully include all persons in this course. If you have any questions or issues that might affect your successfully participating and meeting the requirements of the course please come talk to me. I will make every effort to provide accommodations in the curriculum, instruction, or assessments of this course to enable you to fully participate. There is a protocol for making accommodations we will follow that is required by the University and is both straightforward and confidential. Your campus support for any issues you are faced with that are making your time here challenging is Susie Rood Susie.Rood@uwsp.edu Office LRC1 0603 Phone +1 715 346-3365 She can help you navigate the system and get the help you need. If she cannot help you, she will help you find the person who can.

Assignment Grading:

I will use a rubric for each project that will outline the strengths and weaknesses of your work, as well as the expectations for the assignment.

A: Outstanding work and effort. Goes beyond basic expectations of assignment in one or more ways. Excellent craftsmanship. Demonstrated understanding of the concepts and skills addressed in the project and the finished work was successful in multiple ways.

B: Good effort. Good craftsmanship. Good understanding of the concepts and skills addressed in the project. Good execution of the assignment. Finished work was successful in at least a few ways.

C: Average effort and craftsmanship. Works shows some understanding of concepts and skills addressed but not all.

D: Needs improvement. Poor quality. Does not show understanding of concepts and skills addressed in the assignment.

F: Did not solve the problem, poor quality, didn't complete the assignment.

Assignment grades will be lowered if work is late

If you want to improve your assignment grade—you can re-do any assignment, unless it is handed in late. Late assignments will not be critiqued. Late work cannot receive an A regardless of the quality of the work, unless there are extenuating circumstances beyond the student's control.

Final Grade Criteria:

In-class and outside assignment grades

In order to pass the course you must complete all take-home assignments and exercises

Degree and quality of participation in critiques and discussions

Attendance and punctuality

Coming to class prepared and productive use of in class work time

Meeting deadlines

Final exam: vocabulary pertaining to the elements and principles of design

(Please talk to me at any time during the semester about your progress in class. If you are concerned about your grades, the sooner you talk to me the better)

Attendance: After three absences your final grade is lowered and will continue to be lowered with each additional absence. Three lates or early departures of 10 minutes or more equal one absence.

If you are absent, it is your responsibility to make up the work you missed from in-class studio time. It is also your responsibility to confirm homework assignments with a classmate or the D2L site, and to know what you need to be prepared for your next class and what materials you will need to bring. Being absent is not a valid excuse for being unprepared or late with an assignment. Your assignments are still due even if you are absent, so make arrangements with a classmate to bring your work. If you have extenuating circumstances that may impact your performance negatively or make it impossible for you to work please contact me or have a friend contact me as soon as you can. If you have communicated with me in a timely manner regarding your circumstances, it may be possible to make up those absences with additional assignments.

General notes for class conduct and studio/room use:

- Use a cutting board or rubber mat on your table when using x-acto knives. **DO NOT CUT INTO THE TOP OF THE DRAFTING TABLE. CLEAN UP** glue and paint stains on your table at the end of EVERYDAY. Failure to clean your space and the shared community spaces (the sink, work display board, light tables, etc.) will lower your participation grade.
- Spray adhesives/paints may **only be used in an approved spray booth. I will show you where they are. CLEAN YOUR TABLE/DESK at the end of each session. Report any/all damages to equipment.**
- CELL PHONES MUST BE TURNED OFF or on VIBRATE DURING CRITIQUES and LECTURES. You may listen to your personal device during in-class work time, however it cannot be a disruption to others in the class and you must have the volume at a level that allows you to turn it off to hear announcements. This may be subject to change.
- A Drawer will be available for storage of your materials. (provide your own locks). A hall locker, must be registered (student name and locker number) in the student lounge.

Emergency Procedures:

For more information about Emergency procedures:

Call Protective Services at 715.346.3456

<http://www.uwsp.edu/rmgt/Pages/em/procedures/medical/medical-emergencies.aspx>

1. "In the event of a medical emergency call 911 or use Red Emergency Phone, the closest one is next to the computer kiosk in the indoor courtyard. Offer assistance if trained and willing to do so. Guide Emergency Responders to victim.
2. In the event of a tornado warning, proceed to the lowest level interior room without window exposure. Go immediately to one of the Drawing Rooms, or a room without windows. Avoid wide-span rooms and buildings.
3. In the event of a fire alarm, evacuate the building in a calm manner. Meet at in parking lot E. Notify instructor or emergency command personnel of any missing individuals.
4. Active Shooter – Run/Escape, Hide, Fight. If trapped hide, lock doors, turn off lights, spread out and

remain quiet. Follow instructions of Emergency Responders.

<http://www.uwsp.edu/rmgt/Pages/em/procedures/violence/active-shooter.aspx>

5. See UW-Stevens Point Emergency Management Plan at www.uwsp.edu/rmgt for details on all emergency response at UW-Stevens Point.

If you need help, someone to talk to outside of the department about personal matters:

FAMILY CRISIS CENTER

http://www.capserv.org/contact_us.html

1616 West River Drive

Stevens Point, WI 54481

715-343-7125 or 800-472-3377

715-343-7176 (f)

715-344-6640 (tty)

UWSP Counseling Center

<https://campus.uwsp.edu/sites/couns-OLD/web/Pages/home.aspx>

Third Flr, Delzell Hall 910 Fremont ST. Stevens Point, WI 54481

Take elevator to the 3rd Flr

Hours: M-F 8am-4:30pm

(715)346-3553 counsel@uwsp.edu

Testing Services: 346-4722

Required Text

"ArtFundamentals: Theory and Practice" 10th edition - Bowling Green School of Art

the D2L site – will have many links that will be resources for you as well