Art-110.001 2D Design

Stephen F. Austin State University
Spring 2016
Instructor: Candace Hicks
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Room: ART 112
Time: 8:00-10:40 MW
Office Hours: 12-2:00 pm Monday
Texts: Readings will be provided by professor. No textbook purchase necessary.

Course Description:
Three semester hours, six hours studio, six hours assigned independent study per week. Exploratory studies in color and design. 2D Design is an introductory course in two-dimensional design. Students will learn the fundamental design principles. Students will demonstrate their understanding through projects.

Program Learning Outcomes:
1. Undergraduate students will demonstrate proficiency in studio foundation skills as they relate to the elements and principles of design.
2. Undergraduate students will exhibit proficiency in the use of materials, techniques and media.
3. Undergraduate students will demonstrate understanding of contemporary art issues through exploration of synthesis of content, problem solving and creativity.
4. Undergraduate students will define and state knowledge of Art Historical precedents.

Student Learning Outcomes:
1. The student will demonstrate the ability to successfully manipulate the elements and principles of design.
2. The student will develop the ability to bring ideas into visual manifestation.
3. The student will develop the ability to recognize and critique the elements and principles of design.
4. The student will develop the ability to write and speak about artwork.

Course Requirements: Coursework will consist of daily exercises, sketchbook assignments, and projects.

Late work will not be accepted.

Required Supplies: (to be purchased by student)
1 fine sharpie
1 extra fine sharpie
1 x-acto knife (#1 or #2 blade)

Grading Policy:
Project assignments make up 60% of the final grade.
Sketchbook makes up 20% of the final grade.
All in class assignments and class participation make up 20% of the final grade.

Work will be evaluated on the following criteria:
Understanding of concepts
Craftsmanship / Proficiency in the use of materials
Creativity
Composition

Final grades are reported according to the following standards:

<table>
<thead>
<tr>
<th>Score Range</th>
<th>Grade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>100-90</td>
<td>A</td>
<td>Excellent</td>
</tr>
<tr>
<td>89-80</td>
<td>B</td>
<td>Good</td>
</tr>
<tr>
<td>79-70</td>
<td>C</td>
<td>Average/Fair</td>
</tr>
<tr>
<td>69-60</td>
<td>D</td>
<td>Poor</td>
</tr>
<tr>
<td>59-0</td>
<td>F</td>
<td>Failing</td>
</tr>
</tbody>
</table>

Additional Information:

1. If you miss any part of a lecture, you will need to obtain the information from a classmate, as it is impractical to repeat certain instructions, especially slide presentations and demonstrations.

2. You will be given enough time at the end of each class to clean the area in which you have worked to leave the area ready for the next class.

3. Projects will be critiqued at the beginning of the assigned class. Failure to attend and participate in the class critique will affect the project grade by as much as one letter grade.

4. This syllabus represents my current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.

Attendance: Attendance in a studio class is vital since a good deal of learning takes place in class involving concepts, skills and interaction with other students. Any day marked “Work Day” on the course calendar will still involve demonstrations, lectures, and in class activities. The stipulation “Work Day” only indicates that some portion of the class will be designated studio time.

Tardies: 3 tardies (10 minutes late) or leaving 3 times early = 1 absence

Absences: Over 3 absences will subtract a letter grade. Your 7th absence will subtract an additional letter grade. Excused absences from class are defined only as those for reasons
of health, family emergencies and participation in University sponsored events. For an absence to be excused the student must provide satisfactory documentation, such as forms from the Student Health Service or a private physician or an official University listing of excused absences.

**Academic Integrity (A-9.1)**

Academic integrity is a responsibility of all university faculty and students. Faculty members must promote the components of academic integrity in their instruction, and course syllabi are required to provide information about penalties for cheating and plagiarism as well as the appeal process. (Much of this information will be provided through internet links.)

**Definition of Academic Dishonesty**

Academic dishonesty includes both cheating and plagiarism. Cheating includes, but is not limited to: (1) using or attempting to use unauthorized materials to aid in achieving a better grade on a component of a class; (2) falsification or invention of any information, including citations, on an assignment; and/or (3) helping or attempting to help another in an act of cheating or plagiarism. Plagiarism is presenting the words or ideas of another person as if they were your own. Examples of plagiarism include, but are not limited to: (1) submitting an assignment as if it were one's own work when, in fact, it is at least partly the work of another; (2) submitting a work that has been purchased or otherwise obtained from the Internet or another source; and (3) incorporating the words or ideas of an author into one's paper or presentation without giving the author due credit.

Please read the complete policy and the appeals process at http://www.sfasu.edu/policies/academic_integrity.asp and http://www.sfasu.edu/policies/academic_appeals_students.asp

**Withheld Grades Semester Grades Policy (A-54)**

At the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future semesters, the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.
**Students with Disabilities:**
To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to http://www.sfasu.edu/disabilityservices/.

**Course Calendar:**

1/20: Presentation of Syllabus, Lecture: Art vs. Design, Project 1: Personal Logo

1/25: Lecture: Gestalt and Getting Started

1/27: Project 1: Personal Logos due, 1st Critique, Lecture: Line

2/1: Introduction Project 2: Mechanical Line (Op Art)

2/3: Lecture: Optical Illusions

2/8: Work Day (draft due)

2/10: Project 2: Mechanical Line due, 2nd Critique, Introduction Project 3: Motion

2/15: Work Day: Zoetropes

2/17: Project 3: Motion due, Introduction Project 4: Complimentary Color Shape

2/22: Lecture: Positive and Negative

2/24: Lecture: Balance

2/29: Work Day

3/2: Project 4: Complimentary Color Shape due, 3rd Critique, Introduction Project 5: Morphing

3/7: Lecture: Planes

3/9: Work Day

**Spring Break**

3/21: Work Day

**Easter**

3/28: Lecture: Photoshop Basics I

3/30: Lecture: Photoshop Basics II

4/4: Work Day

4/6: Project 6: Texture due, Introduction Project 7: Color Mixing (take portraits/ prepare paper)

4/11: Lecture: Chromatic Grays

4/13: Lecture: Color Interaction and Color Constancy

4/18: Work Day

4/20: Work Day


4/27: Field Trip to Printmaking, Lecture: Graphic Design

5/2: Appropriation Draft Due, Color Mixing Final Due

5/4: Vote for winning Appropriation Design, Introduction to Screen Printing, Printing with paper stencils

Final (TBA): Winning T-shirt design printed. Please bring your own T-shirt (or apron, or bag, etc.)