

Syllabus: Art 110 2-D Design
Bellevue College Room C161

Spring 2013

Instructor: Linda Thomas
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Office C250B (top of spiral staircase) hours by appointment and in class. **The best way** to reach me > e-mail lindthomas@aol.com **WRITE: BC Design** in subject line. I send important course information by e-mail; please add my address to your contact list and check e-mail regularly. Course information: <http://mybc.net>

ART KIT for 2-D Design. CALL 425-823-2336 to Purchase the custom art kit for this class from *An Artful Touch*, 12437 1116th Ave. NE. Kirkland, WA, 98034. **Other costs:** supplies, photocopies, museum fees, etc.

COURSE DESCRIPTION: An introduction to 2-D Design. Using water-based paint and mixed media, students will begin to understand and use the basic visual elements for effective visual communication. Students will engage in design problems to produce professional looking work and to develop a personal visual expression. Design concepts and techniques are introduced through lecture, demonstration and visual examples. Class sessions vary-encompassing: independent and collaborative problem solving, lecture, discussion, and critique.

EDUCATIONAL OUTCOMES for Art 110: At the completion of Basic Design the student should be able to: Understand and use basic elements of design: line, shape, texture, value and color (introduced minimally). Be able to understand and use the design principles of unity/variety, analyze and solve design problems and use the vocabulary of design. Apply concepts of formal and informal balance, positive/negative space, focal point, scale, proportion and develop the illusion of space. Develop good process, use of tools and techniques to produce professional looking work with good craftsmanship. Be able to contribute to group critiques/and articulate the design aspects of one's own and others artwork

YOUR QUESTIONS

I appreciate questions. Please ask questions during lessons, demonstrations, work time, and via e-mail. It is sometimes difficult to address questions immediately before class.

TEACHING PHILOSOPHY: Absolute beginners have the same chance to improve and do well in this class as the more experienced student. Talent is nothing without work. I support sincere attempts and I emphasize process, persistence and hard work. I aim to encourage critical thinking, imagination, and experimentation. Since design is rarely an independent endeavor, it is extremely important to take advantage of class time as an opportunity for interaction with your peers and me for help and criticism. Confidence comes as your skills develop through practice. Art is not math or science; often there is not a single answer to a problem. It helps if you can develop some tolerance for ambiguity

STUDIO GUIDELINES:

Time Studio/class time is designated for practice of specific skills, exercises, lectures and demonstrations. Assignments demand additional time out side of class. It helps if you develop your design and experiment with the necessary materials and techniques before class and seek out criticism, opinions, and advice in advance of the due date.

Respect. Maintain appropriate behavior in class—treat everyone with respect—avoid rude behavior e.g. side conversations, headphones or texting during lectures or critiques. Please program-off cell phones, pagers, etc. except for emergency or on-call. Arrive on time with materials and ideas. If you work on other assignments, don't participate, or leave early you may be considered absent for the day.

Your participation in critiques/discussions will add to the effectiveness of this course.

Maintain academic honesty; plagiarism is intellectual theft. Beware of copy write/intellectual property rights.

Clean up—You must take full responsibility for yourself; clean and put everything you use back in its place.

Breaks There will generally be a 10 - 15 minute break half way through class.

Please review *Student Procedures and Expectations, Arts & Humanities Division* on the BC web site.

OPTIONS FOR STUDENTS WITH DISABILITIES Students with disabilities who have accommodation needs are required to meet with the Director of the Disability Resource Center (Room B132) to establish their eligibility for accommodation. www.bellevuecollege.edu/drc (425) 564-2498 or TTY (425) 564-4110. In addition, students are encouraged to review their accommodation requirements with each instructor the first week of the quarter.

CHECKLIST

- Always have art materials available for use during class (see lockers)
- **PUT YOUR NAME ON your** art supplies and learn to care for them; they are costly
- Remember to take your materials and personal belongings at the end of class.
- Check e-mail regularly
- Use the internet to access art/design/color information and terms www.artlex.com
- Hand in homework on time and present it for critique to earn full credit
- Refer to the syllabus for lessons, schedule, requirements, grade formula, etc.

LOCKERS: You will need to share a locker with two other people. Write your names and class on the form on the locker. You or your locker-mates must provide a lock. Be sure to remove your materials by the last class.

AFIRMATION OF INCLUSION Bellevue College is committed to maintaining an environment in which every member of the campus community feels welcome to participate in the life of the college, free from harassment and discrimination. We value our different backgrounds at BC, and students, faculty, staff members, and administrators are to treat one another with dignity and respect.

COLLABORATION: Research shows that students who study together do better. Therefore there will be group projects and you will be encouraged to work with a variety of students throughout the quarter.

REQUIREMENTS FOR CREDIT :

1. **ATTENDANCE AND PARTICIPATION** (in-class, collaborative group work, discussions and critiques)
2. **COMPLETE** all assignments, final project and written work.
3. **PRESENT ALL ASSIGNMENTS** finished and on time for class critique to receive full credit,
4. **GRADED IN-CLASS WORK** Work completed in class--may be collected and graded.
5. **KEEP ALL** work until final grades are posted.
6. **MUSEUM VISIT:** Visit one designated museum; attach museum ticket/receipt, date, (brochure). Sketch several artworks—note color, artist, title, medium, date; include reproduction if possible. Write comments/opinions; note the use of design principles/elements.
(Extra credit this quarter .02 x grade Example: 4.0 x .02 = .08) 3.33(B+) + .08 = 3.41 (A-)

ATTENDANCE: Because this is a studio class **100% attendance is required.** Art is traditionally taught in a studio where an instructor can help you achieve the stated objectives. Learning and skill acquisition occur through class participation. If you work on other assignments, don't participate, or leave early you may be considered absent for the day. **Absence from class** and arrive-late/leave-early incidents will directly affect your effort grade and your final grade. If you have an obligatory, "planned" absence, please inform me ASAP and e-mail the specifics of your absence **in writing**. Complete missed assignments. Ask instructor for missed **handouts**.

LATE to Class: I give instructions/demonstrations/handouts at the beginning of class. If you must be late consistently select a different time. **If you are late or absent you are responsible for all missed information, changes and assignments.** Please get that information from a classmate, the syllabus, or text.

LATE Work. I ACCEPT LATE ASSIGNMENTS (not exercises). Late work will be lowered in grade by .5 It takes longer to grade and return. More than one late work affects your effort grade. **Homework not presented (hung) for critique is considered late and lowered in grade by .5** All late work must be labeled and in 1 week before the last class session (consult for extreme cases). Reminder: I do not grade unlabeled work.

MISSING WORK. Missing work receives an "F" or 0 points.

"I" Grade or Incomplete. If an extended illness or specific emergency warrants an Incomplete grade, you will need to notify your instructor. 70% of course work must be completed for an Incomplete "I" grade.

GRADES: If you work hard you will do well. Most students who attend every class session and complete all requirements on time should achieve a level of design mastery that earns a B final grade. “A” grade requires outstanding designs, outstanding skills and consistently demonstrated mastery of the objectives.

ALL WORK WILL BE EVALUATED AND GRADES BASED ON THE FOLLOWING:

Effort-- apparent in quality of design work/craftsmanship—care taken and use of techniques

Completion of specifications of the project

Process, quality of investigation, problem solving/exploration/imagination, engagement in daily activities

Proficiency in mastering course objectives, i.e. successful demonstration of specific skills

Individual progress (improvement and use of skills and knowledge)

As the quarter progresses skills should improve; work will be evaluated in relation to acquired skills/knowledge;

Basic Grading Formula

Decimal Grades	Letter Grade Equivalencies	Number Grade Equivalencies
3.8 - 4.0	A	97-100
3.4 - 3.7	A-	92 -96
3.1 - 3.3	B+	87-91
2.8 - 3.0	B	84-86
2.4 - 2.7	B-	80-83
2.1 - 2.3	C+	77-79
1.8 - 2.0	C	74-76
1.4 - 1.7	C-	70-73
1.2 - 1.3	D+	67-69
0.8 - 1.0	D	64-66
0.5 - 0.7	D-	60-63
0.0 - 0.4	E/F	57-59

70% Design Assignments, quiz

30% Exercises, attendance, effort, participation

Design Assignments 70%

Exercises /quiz/ misc. class work, effort 30%

# 1	Eyeballing grid.	<i>Extreme Scale Ad</i>
# 2	Kaleidoscope	<i>Black and White</i>
# 3	Animal Camouflage/10 thumbnails	<i>Texture Sampler</i>
# 4	Value scale	<i>Line and Rhythm</i>
# 5	Progressive Abstraction	<i>Color /Texture /Value Scale</i>
# 6	Mid term Process/ 50 Thumbnails	<i>Museum Visit (extra credit this quarter)</i>
# 7	Spatial Design/5 roughs	<i>Fed Ex Day</i>
# 8	Quiz	misc. quizzes
# 9	Logo/ Poster/or Andy Warhol Self Portrait	misc. process work
#10	Linoleum Block Print CARD	

LABEL EACH PROJECT ON THE BACK with the following information: BC 2-D Design,

Quarter and year, Rm C154, Your **name** & e-mail, Instructor: L.Thomas. **Assignment #, Title** (e.g. *Gray Scale*)

Indicate TOP ^. Include information, e.g. artist, title, color scheme, notes to me, etc. as necessary.

I do not grade unlabeled work.

2-D Design **Preliminary Schedule of Assignments and Topics Fall 2010** Instructor Linda Thomas

Week	Monday	Wednesday
1	Introductions, Materials, Syllabus, etc. Intro: Eyeballing Grid	Topic: Scale and Proportion Topic: Unity/Variety, Grid structure Demo: cut & paste
2	Syllabus Quiz DUE: Extreme Scale Ad Topic: Shape:(types/psychology)	Due: Eyeballing Grid Intro: Black & White Topic: Positive/negative Shape Intro: Kaleidoscope
3	Due: Black & White Topic:Balance: symmetrical, asymmetrical, radial	Sign off Thumbs & Photos for Kaleidoscope Intro: Texture Sampler Topic: Texture: actual, visual, illusion
4	Due: Kaleidoscope Topic: Value Intro: Value Scale Demo: Paint: Mixing Gray scale, Tape edges Intro: Animal Camouflage Topic: Unity by proximity	Due: Texture Sampler Gray scale chips paint in class (bring example of line in advertising/design/art) Sign off: 10 Thumbs Animal Camouflage Preliminary crit: Animal Camouflage
5	Due: Animal Camouflage Topic: Focal point (Bring example of focal pt.) Topic: Movement, Rhythm, Directionality Intro: Progressive Abstraction/Cards	Due: Line & Rhythm Sign off on 10 value chips Topic: Abstraction Problem solving: Brainstorming & mind mapping
6	Due: Value Scale Preliminary crit: Progressive Abstraction/Cards Topic: creativity DUE Museum Visit	Due: 50 Thumbnails Partner Work: Abstraction/Cards Intro: Color/Texture/Value Scale Topic: Color theory: Hue, saturation, value
7	Due: Progressive Abstraction Due: Mid Term Process Intro: Spatial Design: Basic Spatial Devices Topic: Perspective: Linear and Atmospheric Partner Work: Color, Texture, Value Sign off: Texture, Value & Color chips	Due: Color/Texture/ Value Scale Preliminary crit. Spatial design Due: Spatial Design rough to scale Preliminary crit. Spatial design Intro: Poster or Logo
8	Due: Spatial Design Logo Designers and Clients Collaborate	Due: 25 Thumbnails for Logo Preliminary crit. Logo
9	Due: Rough to scale for Logo	Due: Logo Due: All Late Work Intro: Portrait/Poster
10	Quiz: Topics & Terms Work day: Poster/Portrait Sign off: Contour for Portrait	Due Poster/Portrait
11	Final Critique	Pick up work Please pick up all design work during scheduled final exam. Artwork not claimed is discarded

Reminder: Seattle Museums are FREE the first Thursday of each month. There may be additional free days for students-check the website. Remember the entry fee to the permanent collection is ALWAYS a donation determined by YOU. Students always pay reduced fees.

A Custom Kit for 2-D Design is available at Ask for **ART 110 Kit, 2-D Design, Instructor:Thomas**

Please purchase materials by the 2nd class and **ALWAYS** have them available for use in class. Lockers are provided. Put your name on your materials. Check each assignment sheet to determine necessary materials. You will also need photocopies or computer prints during the quarter.

(BC Art Supply Kit for ART 110 --THOMAS includes items marked with an *)

Black plastic garbage bag or clear plastic sheet for table

TOOLS and basic essentials: (*necessary for first project)

*Corked backed metal ruler 15" or 18" or 24"

*Pencils 2H (hard) and 6B (soft)

*Eraser: Mars plastic eraser

*Sharpie fine point marker black, waterproof and or "Pilot" pens black

*X-acto knife #1

* # 11 blades

*Self healing cutting mat 12" x 18" ("Alvin" brand)

*rubber cement, small can with brush (two)

*rubber cement pickup "eraser"

*½ " x 60" Blue Artist tape

1 (small roll), black electrical tape ½ " or ¾" roll--find at hardware stores

Photo of yourself

Miscellaneous **Photo Copies:** You will need to make copies for some projects and for the portfolio.

half-price copy coupons available at www.thesurvivalkit.com --generally honored by most copy stores

PAINT and related items:

* # 4 round White Taklon Brush

* ½ " flat Trekkell W/C Brush

***Acrylic Paint:** * 2 oz Ivory Black , * 5 oz Titanium white, M. Graham brand

Optional paint: [suggested colors: Pyrol red, Hansa yellow, Ultramarine blue **SEE ME**]

*palette knife for mixing paint, (wooden sticks, plastic knives, etc.)

small plate or palette for mixing paints (recycled white plastic trays, waxed paper plates, etc.)

plastic containers for water e.g. yogurt containers

PAPER:

*Bristol Paper pad 11" x 14" (20 sheets) Smooth surface

* Drawing pad Spiral bound 9" x 12" for all process work

* Tracing paper pad 9" x 12" (share)

1 sheet each of gray (mid-tone), black, and white *mi-tientes* or *Canson*

Colored Paper as needed: e.g. *mi-tientes* or *Canson* paper, packaged "fadeless" color paper, origami paper or

loose sheets of misc. colors

Presentation surfaces as needed: Illustration board. Hot (smooth) or Cold press (rough)

Optional and miscellaneous

scissors – good ones

Box/bin/container for materials

apron/work shirt

Recycled paper & magazines and other sources for pictures/images

better glues: acrylic mediums (modeling paste, matte medium, gel medium), YES paste, or PVA

dust brush 1" house painting brush

30/60/90 triangle, T-square, French curves, circle templates, compass etc.

LIST OF DESIGN CONCEPTS/TOPICS

Nature of Design. Basic Elements, Shape,
Basic Principles: Unity & Variety **Repetition** Grid Structure
Positive/Negative. **Contrast. Alignment.**
Value. **Proximity.** Texture/Pattern
Composition: Balance Radial, Symmetry, Asymmetry. (Formal and Informal)
Motion, Rhythm
Value Scale. Space. Atmospheric and Linear Perspective
Shape Abstraction. Collaborative work.
Color Theory: Hue, Value, Saturation, Complementaries
Emphasis--Focal point.
Proportion (Golden section), Scale.
Line. Expression.

POTENTIAL RETAILERS FOR ART & DESIGN SUPPLIES

An Artful Touch, 12437 1116th Ave. NE. Kirkland, WA, 98034. 425-823-2336
Artist & Craftsman Supply, 4350 8th Ave. NE, Seattle, 206-545-0091
Aaron Bros, Issaquah & Woodenvill
Bellevue Art & Frame 1024 116th NE
Dakota Art Supply, 6110 Roosevelt Way NE, Seattle, 206-523-4830
Daniel Smith, 15112 NE 24th St. Bellevue, (NE of Overlake Sears)
Daniel Smith, 4150 1st Ave. S, Seattle, 206-223-9599
University Bookstore, 990 102nd NE Bellevue, 425-462-4500
University Bookstore, 4326 Univ. Way. N E, Seattle, 206-634-3400
Utrecht Art Supply Center, 1124 Pike, Seattle, 206-382-9696
Supplies also on line at: Cheapjoes.com, Misterart.com, Utrecht.com, danielsmith.com, DickBlick.com

BOOKS ON ART, DESIGN, AND TECHNIQUE:

Recommended Texts—it is **NOT** required that you buy a text book.

Lauer, D. & Pentak, S., *Design Basics*, 5th ed. Harcourt Brace College, 1979, 2000.

Stewart, Mary. *Launching the Imagination: A Comprehensive Guide to Basic Design*, McGraw-Hill, 2002

Additional References for Design and Color Theory

Brainard, Shirl. *A Design Manual*. 3rd ed.

Zelanski, P. and Fisher, M.P., *Design: Principles and Problems*, Harcourt Brace College

Jennings, Simon. *Artists's Color Manual: The Complete Guide to Working with Color*, 2003

Johannes Itten, *Design and Form: The Basic Course at the Bauhaus and Later*, 1975 rev. ed.

Bevlin, Marjorie. *Design Through Discovery: An Introduction to Art and Design*, Harcourt Brace, 6th ed , 1993.

Itten, *The Elements of Color*, Faber Birren, ed., VanNostrand Reinhold, 1970.

Ocvirk, Stinson, et.al. *Art Fundamentals: Theory and Practice*, Mc Graw Hill, 2002

Zelanski, P. and Fisher, M.P., *Color*, 4th ed. Prentice Hall

Art/Design Technique

Dalley, T. ed., *The Complete Guide to Illustration and Design: techniques and material*. QED, Pub.

Gair, Angela. *Artist's Manual: A Complete Guide to Painting & Drawing Materials*.

Drawing and Perspective

Betti, Claudia, *Drawing: A Contemporary Approach* NC, 730, B43, 1992

Curtis, Brian, *Drawing from Observation*, McGraw-Hill, 2001

Smagula, Howard J. *Creative Drawing*, Felician College, N.J., 1993

Powell, William. *Perspective*. (BC Bookstore)