ART-1-50000 (50000) ART BASICS 2D, 3D DESIGN

Mr. Lyons, Instructor

ART-1-50000. Location: PHY-77

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Fall 2013

\*\*The instructor reserves the right to revise this contract should the need arise.

ART BASICS

Monday/Wednesday, 8:00-10:50AM

Course description: Through lecture and studio application, students will explore the basic elements and principles of design in two and three-dimensional art. A variety of media will be used for class projects, including pencil, ink, paint, mixed media, and others.

Academic Accommodation: If you have a verified need for an academic accommodation or materials in alternate media (i.e. Braille, large print, electronic text, etc.) per the Americans with Disabilities Act (ASA) or Section 504 of the Rehabilitation Act, please contact me as soon as possible. In addition, it is your responsibility to contact the Disable Student Services Office at extension 3332 to request Academic Accommodation.

Attendance Policy: Class attendance is mandatory. Students are expected to arrive on time and leave only when the class is dismissed. An enrolled student with any unexcused absences (failure to provide doctor note, etc) or excessive tardiness within the first several meetings will run the risk of being dropped in lieu of more zealous wait-listed students. Any unexcused absences in excess of four (the equivalent of two weeks of class) for the entire semester will result in a lowered final grade. Two late arrivals to class will equal one unexcused absence. Two early departures from class will equal one unexcused absence. It is the student’s responsibility to get assignments and class materials after an absence. Absences are only excused and valid if supporting documentation is presented. It is Board Policy that students who miss two or more weeks of class meetings before the 9th week of class can also be dropped. Breaks occur from 8:50-9:00am and once again from 9:50-10:00am. You may NOT leave class twenty minutes early if you decline to take breaks at the designated times.

Personal Electronics Policy: Cell phones, and other similar electronic devices will be turned off and stored out of sight during class. If personal electronic devices are used during class without the instructor’s consent, they will be confiscated and available at the conclusion of class. Laptop computers with the sound turned off may be used for taking notes.

Conduct Policy: Students are expected to behave like adults and demonstrate respect for the instructor, other students, and the classroom environment. Students who are unable or unwilling to conduct themselves appropriately will be required to leave the class until a time when they can behave maturely.

Requirements:

• Class attendance. Your basic art understanding will only improve with practice and engagement.

• Timely completion of assignments and in-class exercises.

• Bring all required materials to each class.

• Attendance at critiques is mandatory.

• Fine art gallery or museum visit (written response / paper).

• Active participation in critiques and discussions.

• Enthusiasm and effort.

• Attendance and participation at Final Exam

Grading Policy: You will be graded on how successfully you work in class, complete assignments according to lectures, and contribute to the group discussions/critiques/projects.

Regular attendance, completion of all assignments, and other course requirements does not guarantee a passing grade. Late assignments will not be accepted. Incomplete assignments will reduce your grade.

•Class Participation (Attendance, how successfully you work in class, complete assignments, and contribute to the group discussions/critiques/projects) = 30% of overall course grade.

• Fine art gallery or museum visit (written response) = 10% of overall course grade.

•Class assignments (several 2D and 3D exercises) = 40% of overall course grade.

•Final Exam = 20% of overall course grade.

Required Reading: None.

There will be several videos and images on the internet that the class will use as resources. You will, however, be required to purchase supplies for projects in a timely manner throughout the semester.

Materials List:

• Materials as assigned from project to project.

Drop Deadline Date: Students may withdraw from this course without a letter grade until the conclusion of the ninth week of the semester. After that time, everyone in the class will receive a letter grade. Students who miss more than four class sessions prior to this date may be dropped from the course.

FINAL Exam Date: TBA, December 2013

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Course ID: ART 1 OUTLINE

Course Title: Art Basics: 2/3 Dimensional Design

In the process of completing this course, students will demonstrate:

The multicultural history of Design and its evolution since the Arts and Crafts movement.

How context influences design and its evolution.

The elements and principles of design (theory and studio application).

The process of design and creative problem solving.

Objective analysis of visual form and subjective analysis of content.

Basic techniques in a variety of two and three-dimensional media (drawing, painting, sculpting).

Design in fine art, commercial art, and everyday settings.

COURSE CONTENT:

I. Design History

1. The Industrial Revolution

2. The Victorian Era

3. The Arts and Crafts Movement

a. England

b. America

4. Art Noveau

5. Modernism

a. Macintosh and the Glasgow School of Art

b. Bauhuas

c. Frank Lloyd Wright

d. Russion Constructivism

e. The Netherlands: DeStijl

f. International Style

6. Art Deco (Multicultural)

7. Streamlined (Multicultural)

8. 1950s (Multicultural)

a. Consumerism

b. Mass Medi

c. Pop

9. 1960s (Multicultural) Minimalism

a. Danish Modern

b. Neo-functionalism

c. Ergonomics

10. 1970s (Multicultural)

a. Experimentation

b. Anti-Design

c. Radical

11. 1980s (Multicultural)

a. Post-Modern

12. 1990s-Present (Multicultural)

a. Design and Technology

b. Design and Industry, Marketing

c. Information Design

d. Service Design

e. Environmental

13. Future Design

a. Global

b. Regional

c. Personal

II. The Elements of Design (Theory and Studio Application)

1. Line

2. Shape

3. Form

4. Color

5. Value

6. Texture

7. Time/Motion

8. Space

The Principles of Design (Theory and Studio Application)

1. Unity/Variety

2. Balance

3. Emphasis

4. Rhythm

5. Pattern

6. Directional Forces

7. Scale/Proportion

Art Media Basics

1. Drawing (Materials and Techniques)

2. Painting (Materials and Techniques)

3. Sculpture (Materials and Techniques)

III. Skill demonstrations, including:

a. class performance(s) b. performance exam(s)

c. field work d. other (specified throughout course) projects

Required assignments may include, but are not limited to the following:

Students will be required to participate in daily classroom activities, discussions and critiques. They will demonstrate a measured growth in hand/eye coordination and their knowledge of the elements and principles of design as an artistic medium through the following assignments:

1. Drawing

2. Painting

3. Collage/Mixed-media

4. Sculpting