

**Fall Quarter 2023
ARTS 8 2D Design**

Instructor: Sara V Cole BFA, MFA
Email Address: colesarav@fhda.edu, best way to contact instructor: Through the CANVAS INBOX
Office: Online via Zoom
Office Hours: Tuesdays 10am to 11:30 on Canvas/Zoom, & by Appointment (recommended)
Class Days/Times: Online Asynchronous
Classroom: Online Asynchronous

ARTS 8 Two-Dimensional Design 4 Unit(s)

Advisory: EWRT 211 and READ 211, or ESL 272 and 273.

Lec Hrs: 36.00

Lab Hrs: 36.00

Out of Class Hrs: 72.00

Total Student Learning Hrs: 144.00

COURSE FORMAT

This is a fully online course using the Canvas course management system with NO in-person class meetings. To equal the hours and work of an in-person art course, you are expected to spend an average of 10 to 12 hours per week on Arts 8 coursework.

COURSE DESCRIPTION

This is a foundation course in the use of fundamental design elements and principles for two-dimensional art.

STUDENT LEARNING OUTCOME STATEMENT (SLO)

Utilize critique skills to evaluate and analyze works of art for cultural/historical influences, strengths and areas for improvement.

COURSE OBJECTIVES

- A. Demonstrate the basic elements of design through composition.
- B. Demonstrate the basic principles of design through composition.
- C. Demonstrate the creative process.
- D. Produce designs using a variety of two-dimensional art materials.
- E. Compare and contrast a variety of two-dimensional works of art representing a diversity of art traditions and cultures
- F. Develop problem-solving skills in visual planning and design
- D. Produce designs using a variety of two-dimensional art materials.

EXPANDED DESCRIPTION: CONTENT & FORM

- A. Demonstrate the basic elements of design through composition.
 - a. Examine the role that line, shape, texture, value and space play in a composition.
 - b. Understand the relationship between object and ground for creating a sense of depth in the picture plane.

- c. Evaluate composition for placement and proportion as related to elements of design.
- B. Demonstrate the basic principles of design through composition.
 - a. Examine the role that proportion, balance, emphasis, rhythm, and unity play in a composition.
 - b. Utilize the basic elements of design to support sense of balance and movement throughout a composition.
 - c. Identify primary and secondary focal points and dominant areas of a composition that contribute to the visual flow in a composition.
- C. Demonstrate the creative process.
 - a. Planning the drawing with thumbnail sketches and mock-ups.
 - b. Use intuition in finding one's own unique aesthetic and cultivating your own visual preferences.
 - c. Incorporate design principles, technique and execution in understanding one's own design choices.
 - d. Evaluate the strengths and areas for improvement on the works in progress.
 - e. Engage in dialogue about the finished drawings in the form of group critiques both large and small.
- D. Produce designs using a variety of two-dimensional art materials.
 - a. Explore ways of creating value and line using traditional drawing media such as graphite & inks on paper.
 - b. Explore ways to create space and shape using collage and cut silhouettes using construction paper.
 - c. Explore ways to create value and texture using graphite, inks and acrylic paint.
- E. Compare and contrast a variety of two-dimensional works of art representing a diversity of art traditions and cultures
 - a. Understand the use of materials in the production of works of art
 - b. Explore the canons of images and the organization of visual forms used throughout the world.
 - c. Identify the functions of two-dimensional art and its value or role in a particular society such as advertising graphics, illustration, murals, paintings and drawings.
- F. Develop problem-solving skills in visual planning and design
 - a. Build up of ideas through thumbnail sketches, mock-ups and variations.
 - b. Collaborative brainstorming discussions on improving projects in progress.

METHODS OF INSTRUCTION

- Lecture and visual aids
- Discussion of assigned reading
- Discussion and problem solving performed in class
- Homework and extended projects
- Field observation and field trips
- Guest speakers
- Collaborative learning and small group exercises
- Collaborative projects
- Other: Critiques of drawing assignments

METHODS OF EVALUATING OBJECTIVES

- A. Completion of assigned design projects exhibiting a personal perspective accompanied by preliminary sketches and an explanation of art materials and techniques utilized. Evaluation of project will include originality, understanding of the elements and principles of design, covered in class.
- B. Written reports and preliminary sketches explaining how the research findings were used in the development of ideas. Evaluation of reports will include an understanding of information researched such as historical and cultural relevance. This will also include how the research informed and influenced the student's creative output for the class. Evaluation of the sketches will include originality, relevance to the assigned theme, as well as neatness and technical proficiency.
- C. Demonstrate how the compiled reference materials were used in assigned projects.
- D. Written reports and quizzes demonstrating an understanding of readings from texts and references. Oral reports both individual and group are also used to demonstrate an understanding of readings from texts and references.
- E. Final project demonstrating an understanding of the elements and principles of design.

ATTENDANCE

Regular online attendance is expected, vital, and will be evaluated as class participation in discussions on the Canvas site. A student who misses any assignment during the first two weeks of the quarter may be dropped from the course. Inform the instructor, in advance, of any necessary absences; email the instructor if an emergency arises. If the student must miss class for any reason, please contact the instructor ASAP. Note, however, that it is the student's responsibility to formally "drop" the course. Attendance is graded through active online discussions (see: EVALUATIONS below)

LATE POLICY

All Projects will have a specific due date and will be due at midnight on that due date. To earn the maximum number of points for each project, the project must be turned in on time. The total earnable points will decrease by 20% every week the project is late and will NOT be accepted more than TWO WEEKS late. Missed class discussions due to missing class are not accepted late. All projects will be due by 11:59pm on the due dates.

DISRUPTIVE ONLINE BEHAVIOR

Disruptive online behavior may include (but is not limited to) the following: discussions that do not relate to the discussion topic, posting inappropriate comments on discussion forum, monopolizing discussion time, refusing to participate in online activities, and engaging in any other activity not related to the classroom activity. Students who engage in disruptive behavior will be notified by the instructor. If the disruptive behavior continues, students may be asked to stop the disruptive behavior and/or eventually be dropped from the course.

Student Code of Conduct link

ACADEMIC INTEGRITY

I don't expect you to cheat in this class but, for all your classes, you should be aware of the college Academic Integrity Policy and its consequences for students. You will be required to comply with all De Anza rules and regulations, especially the section on academic integrity http://www.deanza.edu/policies/academic_integrity.html

All information at the policies webpages applies in this course and students will be held accountable for this information. Descriptions of cheating and plagiarism: "Cheating is the act of obtaining or attempting to obtain credit for academic work through the use of dishonest, deceptive or fraudulent means... Plagiarism is representing the work of someone else as your own" (and the webpages give many detailed examples), and these statements: "Academic and/or administrative sanctions may be applied in cases of academic dishonesty."

Academic consequences may include:

- Receiving a failing grade on the test, paper or exam
- Having course grade lowered

Administrative consequences may include

- Disciplinary probation
- Disciplinary suspension
- Expulsion

STUDENT RESOURCES

Programs for student success in all kinds of classes, including tutorials, readiness, academic skills, instructional computing and more:

<http://deanza.edu/studentsuccess/>

More students qualify for financial aid than use it or even know they qualify. There are enrollment fee waivers you can apply for online which take about a week to get an answer. For all the details go to:

<http://www.deanza.fhda.edu/financialaid/index.html>

<https://www.deanza.edu/psychologicalservices/>

The De Anza College Food Pantry provides food to students in need. You can get a bag of groceries with few forms to fill out. http://deanza.edu/outreach/food_pantry.html

Designated quiet spaces with power and Wi-Fi on campus can be found at:

<https://www.deanza.edu/students/zoom-spaces>

These can be useful if you decide to take an online class that meets near the time of one of your on-campus classes.

DISABILITY SUPPORT SERVICES / ACCOMODATIONS

Students who have been found to be eligible for accommodations by Disability Support Services (DSS), please follow up to ensure that your accommodations have been authorized for the current quarter. If you are not registered with DSS and need accommodations, please go to the DSS office in the Registration & Student Services Building (RSS) - Room 141 for information on eligibility and how to receive support services. You can also go online to <https://www.deanza.edu/dsps/>

COURSE REQUIREMENTS & ASSIGNMENTS

Our course is organized in Canvas under a module-based structure. Each module will include visual design assignments, student project evaluations, reading and video responses, and often a quiz on course concepts and vocabulary. Students must turn in all required design projects to successfully complete this course. Each Project will focus on key design concepts. Each will be graded with a rubric that students are given during the Project Introduction, so that everyone is aware of the specific requirements and evaluations of each part of each Project. There will be Design Project assigned approximately every week of the quarter. It is always better to turn in an incomplete assignment late for SOME points instead of turning in NO project for zero points. There will also be discussions on reading assignments.

	<u>ELEMENTS OF DESIGN</u>	<u>PRINCIPLES OF DESIGN</u>
Module 1	Line	Harmony, Variety, Unity
Module 2	Shape	Movement, Rhythm
Module 3	Value	Economy
Module 4	Pattern	Emphasis
Module 5	Texture	Balance
Module 6	Color	
Module 7	Illusion of 3D Space 1	Proportion, Scale
Module 8	Illusion of 3D Space 2	

EVALUATION

Students will be evaluated on their design projects, mastering appropriate vocabulary, class discussions on Canvas, the Artist Evaluation Project, and personal evaluations of projects. The Artist Evaluation Project is a small visual analysis project writing about one contemporary artist and how they used the elements and principles in their work. A list of example artists and project details will be provided in week 3 and will be pulled from the PBS television program Art:21, Art in the Twenty-First Century www.art21.org

METHODS OF EVALUATING OBJECTIVES

- A. Completion of design projects and assessment of student's ability to creatively solve design projects.
- B. Assessment of written assignments demonstrating an understanding of various elements and principles of design.
- C. Assessment of student compiled reference materials showing the student's command of basic techniques in the use of various art materials.
- D. Large group (entire class) and small group critiques and FINAL presentations discussing the course objectives and reflecting knowledge gained from assignments.

GRADE DISTRIBUTION

Module Design Projects	65%
Module Class Discussions on Canvas	20%
Personal Module Evaluations	5%
Artist Evaluation Project	5%
Quizzes	5%

GRADING INFORMATION

A+ 98 - 100%	B 83 - 87%	C- 70 - 72%
A 93 - 97%	B- 80-82%	D 60 - 69%
A- 90 - 92%	C+ 78 - 79%	F 0 - 59%
B+ 88 - - 89%	C 73 - 77%	

COURSE TEXTBOOK

- Required: *Wired to Create*, Scott Barry Kaufman & Carolyn Gregoire, 2015; ISBN - 9780399175664
- Various course readings and videos will be provided on the course Canvas site.
- Recommended: *Design Fundamentals*, Otto OcVirk, any edition

COURSE MATERIALS

Scissors

Water container (ex: recycled yogurt container)

BLICK Materials - www.blick.com

RiteCo Construction Paper - Bright White, 9" x 12", 50 Sheets	11446-1153
RiteCo Construction Paper - Black, 9" x 12", 50 Sheets	11446-2023
RlteCo Construction Paper, Grey, 9"x12", 50 sheets	11446-2503

Blick Studio Acrylics - Neutral Grey, 4oz	01637-2540
Blick Studio Acrylics - Titanium White, 8oz	01637-1022
Blick Studio Acrylics - Mars Black, 8oz	01637-2042
King Aart Graphite Transfer Paper - 25 Sheets, 9" x 13"	10540-1001
Blick Studio Tracing Paper Pad - 9" x 12", 50 Sheets	10609-3003
Blick Bristol Pad - 11" x 14", Vellum, 15 Sheets	13329-1005
Blick Palette Paper Pad - 9" x 12", 50 Sheets	03063-2023
Scotch Removable Double-Sided Tape - 3/4" x 200"	23080-1034
Blick Glue Stick - 1.3 oz, White	23895-1048
Scotch Blue Painter's Tape - .70" x 60 yds	23065-1134
Blick Essentials Value Brush Set - Assorted Brushes, Brown Nylon, Set of 12	06280-1269
Blick Aluminum Ruler - 18"	55430-1018
Blick Painting Knife - Medium Long Spade	068 03117-1068
X-Acto Knife Set - No. 5	157450-0051
Helix Safety Compass - Locking, Color selected randomly	55737-1007
Gray Scale and Value Finder - 4" x 6"	04947-2500

Other helpful materials:

- Bin/Fishing tackle box to hold materials
- Paper Towels
- Notebook/Sketchbook for notes
- Red Portfolio with or without handles

IMPORTANT DATES

- April 8, Spring classes begin
- April 19th, Last day to add a 12-week class
- April 20th Last day to drop a class without a W
- May 25-27 Memorial Day weekend, no classes
- May 31st, Last day to drop a class with a W
- June 19th, Juneteenth, No classes, offices closed
- June 24-28, Final Exams
- June 29th, Graduation

COURSE CALENDAR—ARTS 8 2D Design			
WEEK /DAY	TOPICS	DUE THIS WEEK	TO READ
Week 1 4/8/24	April 8, 2024: Spring Classes Begin Introductions	Introductions Discussion Syllabus Quiz	Intro & Chp 1
Week 2 4/15/24	April 19 th : Last day to add a 12-week class Aprl 20 th Last day to drop a class without a W Introduce Module 1—LINE		Chp 2 Oldenburg
Week 3 4/22/24	Introduce Module 2- SHAPE	Module 1—LINE VOCABULARY QUIZ ADR Project PART 1	Chp 3
Week 4 4/29/24	Introduce Module 3—VALUE	Module 2—SHAPE Due	Chp 4
Week 5 5/6/24	Work on Module 3—VALUE Introduce Module 4—PATTERN	ADR Project PART 2 VOCABULARY QUIZ	Ch 5
Week 6 5/13/24	Work on Module 3 & 4	Module 3—VALUE Due	Chp 6
Week 7 5/20/24	May 25-26 Memorial Day weekend, no classes Work on Module 4 Introduce Module 5 TEXTURE	Module 4 - PATTERN Due VOCABULARY QUIZ	Chp 7
Week 8 5/27/24	May 27 Memorial Day weekend, no classes	Module 5 TEXTURE Due	Chp 8
Week 9 6/3/24	May 31 st , Last day to drop a class with a W Introduce Module 6—COLOR Work on Module 6—COLOR	ADR Project PART 3 VOCABULARY QUIZ	Chp 9
Week 10 6/10/24	Introduce Modules 7 & 8—SPACE	Module 6—COLOR Due	Chp 10
Week 11 6/17/24	June 19 th , Juneteenth, No classes, offices closed	VOCABULARY QUIZ	
Week 12 6/24/24	Work on Modules 7 & 8—SPACE June 24-28, Final Exam Week	Modules 7 & 8—SPACE DUE	
	June 29 th , Graduation		