



ART 113: Design II

COURSE SYLLABUS

Course meets in room 101 Taylor Hall

Section 010 TR 2:35-4:30

Section 011 MW 11:15-1:10

Section 012 MW 3:35 - 5:30

FACULTY –

Jon Cox – Section 010, 012

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Office 104 Taylor Hall

610-563-1410 Text messages

Office Hours: TR 1:30 – 2:30 and by appointment

Course Website <http://uddesign2.weebly.com/>

Staff

Colloquium - Tuesday 5:00 - 7:00 pm

Course Description

Art 113 is an integrated 2D and 3D foundations course preparing students with fundamentals to enter either the Fine Art or Visual Communications programs after their foundation year. Student artists apply the vocabulary of Design I to projects of increasing complexity. Communicating in representational, abstract and non-objective formats, students give multi-sensory form to original concepts using 2D and 3D media. Projects will concentrate on visual and verbal vocabulary.

Deadlines are mandatory just as in the professional world. Student process and progress will be documented and presented within each problem. Combined conceptual thinking (telling a story), critical thinking (verbal/visual vocabulary), creative thinking (problem solving), strong technical and communication skills (production skills), as well as imagination are crucial.

SIX STUDIO PROJECTS

Critiques and deadlines are mandatory and an additional CD-R of all digitized work will be submitted at the end of the semester. Your grades for the term are based on 800 points made up from the following areas:

- Project 1 – Torn Paper *100 points*
- Project 2 – Color *100 points*
- Project 3 – Half & Half *100 points*
- Project 4 – 3D Design *100 points*
- Project 5 – Covering *200 points*

- Project 6 – Kinetic Sculpture 200 points

GOALS AND OBJECTIVES

ART 113: Design II

Students will be able to:

- Describe and speak articulately and critically about their work and the work of other artists.
- Understand the fundamental elements and principles of design as they relate to 2D and 3D art.
- Apply the fundamental elements and principles of design and how they translate into their choice of materials to express issues such as content and subject matter.
- Analyze and integrate a variety of subjects from observation and imagination. Given a problem, determine the strategies that would be necessary to solve it (experimentation).
- Evaluate the critique the work of others as well as their own work.
- Create work that demonstrates technical proficiency with emphasis on process, refined craftsmanship and communicating an idea visually. Students will display their work on their website and submit a final CD-r portfolio of all their projects.

2D RELATED ISSUES

The 2D projects will begin with teaching the students the fundamentals of 2D compositions dealing with harmony, variety, balance, dominance, pattern, scale and their use to express a concept/ story. As composition skills improve, creative thinking skills will be emphasized to help the student learn to express surprising, original and inevitable concepts/stories.

While discussed separately below, both sets of evaluation criteria are applied during the critiques. But emphasis towards one or the other will shift according to the assignment.

3D RELATED ISSUES

The 3D projects will begin with teaching the students about the fundamental aspects of composing a 3 dimensional object dealing with volume, visual mass, negative space, surface texture and proportion. Projects build in complexity with the addition of more complex external concepts of process, light, time and space.

EVALUATION CRITERIA

Projects will be evaluated on the following:

Research, Concept, and Creativity

- Depth of ideas explored.

Craftsmanship

- Structural integrity and attention to details, especially at the connections or where different material meet.

Execution

- Degree of success in realizing your conceptual goal. Consistently working on project during and outside of class.

Presentation

- Completed state of the project, how the work is presented and what you have to say about your project and other projects during the critique.

Surprising

- The project solution must have impact. The project solution must be compelling; we should want to now share the piece with others.

Original

- The project solution must be told in a fresh new way. The instructor will serve as a guide as to whether the project solution is accomplished in a fresh new way.

Inevitable

- The project solution must prove and make sense when told the proper way.

COURSE REQUIREMENTS

Attendance is mandatory. Three unexcused absences will result in your final grade decreasing by one third (that is, you are allowed two unexcused absences). For example, if your final grade is a 'C', three unexcused absences will cause it to fall to a 'C-'. Subsequent absences will cause it to fall further, one third of a grade for each absence. Arriving to class late and/or leaving early three times will count as one unexcused absence. To avoid unexcused absences, please consult with me before you miss class. Projects will each be graded on a scale of 0-4.0 (4.0=A, 3.0=B, 2.0=C, 1.0=D, 0= F) and will utilize the plus minus system. Work not submitted on the designated due date will be considered late. Project grades will decrease by one full grade for each class the project is late. Work will not be accepted if missed due to an unexcused absence. Freshman will receive a mid-term grade.

Final Portfolios will be collected at the end of the semester and graded as above. Final grades will be based upon the average of your project grades, your final portfolio grade, attendance, and weighted for effort and class participation. Please be aware that we will have class critiques in which work is shared and discussed. By being part of this class, we each agree to address other people and their work with respect.

A = Outstanding. Expansive investigation of ideas and excellent composition. All assignments completed on time. Insightful contributions to critiques. Goes substantially beyond minimum requirements.

B = Above Average. Substantial investigation of concepts and compositions. All assignments completed on time, insightful contributions to critique.

C = Average. All assignments done competently and completed on time. Strong participation in critique.

D = Marginal Work. Late projects, limited investigation of ideas, incoherent compositions. Limited contributions to critiques.

F = Unsatisfactory Work. Course failure due to minimal idea development, disjointed compositions, lack of participation, late assignments, or excessive absences.

MANDATORY TEXTBOOK

Art Fundamentals: Theory and Practice, 11th edition - Ocvirk, Stinson, Wigg, Bone, Cayton (McGraw-Hill Publishing)

MATERIALS LIST

You will need to buy additional materials for specific projects. Individual needs may vary.

Digital SLR Camera (mandatory – minimum of Nikon D40 or comparable)
Variety of drawing pencils 6B, 4B, 2B, 2H
Sketch book at least 11" x 14"
2 Ply Illustration Board
Variety of colored paper (NOT construction paper – papers will be discussed)
Large self-healing cutting mat
Art gum eraser, kneaded eraser
Black fine tip marker
Straight edge (ruler or square)
X-acto knife and blades
Utility Knife and blades
White FoamCore
Glue, rubber cement, rubber cement pick-up
Hot glue gun and sticks
Art supply box
Baling wire
Portfolio case to transport your work to and from class
Found objects (will be discussed)

ADDITIONAL MATERIALS

Additional materials will be required for 2D and 3D projects. You will be expected to acquire additional materials as needed for specific projects. Your studio instructor may also assign specific materials.

STUDIO RULES

- Safety and Hazardous Materials Policy
- Spraying of fixative or any other toxic materials (spray mount, airbrush paint, etc.) are not allowed in the University's Design Studio.

- Adequate ventilation is necessary if you spray mount any work. Do so OUTSIDE and not on the brick or pavement right outside the building.
- No eating and drinking in the classroom.
- Ipods only when the instructor allows.
- Turn your cell phone ringers to vibrate. Take your cell calls outside if it is an emergency.
- No cutting into the tables or into the floor.
- Clean up.
- Respect other people's property.
- Straighten up and push in your chairs before leaving.
- Do not talk while professor is talking.
- Take notes. Read your textbook for pertinent information.
- Get information about assignments from classmates in the event you miss class.

ESSENTIAL LINKS

[Colloquium Schedule](#)

[Art Department Home](#)

[Art Department Advisement](#)

SEMESTER SCHEDULE

Week 1

Feb 09/10 First Class

Feb 10 Colloquium
Project 1 Torn Paper Intro

Feb 11/12 work day

Week 2

Feb 16/17 work day

Feb 18/19 work day

Week 3

Feb 23/24 **Project 1 Due**

Feb 24 Colloquium
Project 2 Color Intro

Feb 25/26 work day

Week 4

Mar 2/3 work day

Mar 4/5 work day

Week 5

Mar 9/10 work day

Mar 10 Colloquium
Project 3 and 4 Intro

Mar 11/12 work day

Week 6

Mar 16/17 **Project 2 Due**

Mar 18/19 work day

Week 7

Mar 23/24 work day

Mar 24 Colloquium

Mar 25/26 **Project 3 Due**

Week 8

Mar 30 - Apr 3

SPRING BREAK

Week 9

Apr 6/7 work day

Apr 7 Colloquium
Project 5 Intro Covering

Apr 8/9 **Project 4 Due**

Week 10

Apr 13/14 work day

Week 11

Apr 20/21 work day

Week 12

Apr 27/28 work day

Week 13

May 4/5 work day

Week 14

May 11/12 work day

Apr 15/16 work day

Apr 22/23 **Project 5 Due**

Apr 29/30 work day

May 6/7 work day

May 13/14 **Project 6 Due**

Apr 21 Colloquium
Project 6 Intro Kinetic