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ARTZ 106A.03: Visual Language - 2D Foundations

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**School of Art, University of Montana ARTZ 106A 03, Visual Language: 2-D Foundations, 3 credits
PREREQUISITES Art 105A Tues., Thurs. 8:10 AM -10:00 AM Fine Arts 404**

Professor: Jason Clark

My Email address is jason.clark@mso.umt.edu and my office location is: FA 409

TEXT: *Design Basics*, David A. Lauer, Stephan Pentak, (6th edition) **COURSE**

DESCRIPTION:

Art 106 introduces students to the basic principles of two-dimensional design and color theory. The learning process is analogous to learning a language. Students must develop a "design and color vocabulary" and articulate these terms orally, as well as apply them visually. Emphasis will be placed on organizing visual elements in conjunction with developing the creative process. Concepts, terminology, and their application are frequently complex. Design and applied color theory principles, like all artistic endeavors, require a combination of an open mind, a willingness to experiment, and a critical eye. This course will provide a foundation for all your future explorations of the visual arts --whether it is architecture, drawing, painting, photography, printmaking, or sculpture. In addition, this course will also provide you with the opportunity to utilize digital technologies to create and present your work including:

- Mac and/or Window operating systems
 - Digital camera workflow (for printing, internet uploading, and for other forms of digital presentation)
 - Epson scanners and Silverfast and/or Epson scanning software
 - Photoshop (digital color application, layering, and vector masks)
- PowerPoint (for presentations consisting of original images and images found on the internet). Additional technologies may be used where the instructor sees fit.

COURSE OBJECTIVES:

Assuming that you participate fully in the class and through a combination of demonstrations, lectures, and assignments, students should be familiar with the following concepts by the end of the course.

1. The knowledge to manipulate basic art materials to produce visual compositions.
2. The importance of craftsmanship and accuracy in the development of form.
3. Studio discipline: The ability to show up on time and regularly to class and to successfully complete in class and out of class assignments.
4. The use of illusionist space, light and tone, texture, scale and positioning.
5. Figure/ ground relationships and an awareness of the importance of negative space as a design element.
6. The use of tone to create volume and space, including an awareness of how to use mark and interval to create additive tone.
7. Awareness of the picture plane as a ground for both the creation of illusionist space and organization of two dimensional design elements.
8. A working knowledge of the principles and the elements of design.
9. Exploration of drawing materials including wet and dry media, varieties of paper and other support surfaces.
10. Awareness of the role that abstraction plays in creating representations and a realization that all drawing is an illusion or para-reality.
11. Knowledge of basic terminology used in critical discussion and analysis of artwork. Ability to constructively critique works of art.
12. An awareness of your own creative potential and an awareness of the creative process.

STUDENT RESPONSIBILITIES:

It is expected that each student will make it a priority of first importance to have the necessary materials and supplies for each class session. It should be understood that this means managing your time so that these supplies can be purchased outside of class and not during class time, which is set aside for work, discussion and lectures. A student without his or her materials may be asked to leave, if this occurs a second time the student will be asked to leave and will be counted as absent.

The projects that will be presented, more than likely, cannot be completed in the allotted class time. You can expect to spend at least 5 hours outside of class per week, per **N.A.S.A.D.** guidelines, in order to satisfactorily complete the assignments. Individual and group critiques will coincide with the completion of the assignments. Students are required to thoroughly evaluate their own work, others' work, as well as understand/accept criticism given by others. **I DO NOT ACCEPT WORK TURNED IN FOR ANOTHER COURSE. IF THIS IS ATTEMPTED, THE STUDENT WILL RECEIVE AN "F" FOR THE GIVEN PROJECT AND WILL FAIL THE COURSE.**

To be successful in this class each student must:

☞• Attend and participate in all scheduled classes. ☞• Actively participate in critiques (sitting silent and still is not participation). ☞• Complete all assignments on time. ☞• Keep notes on all technical information ☞• Help to maintain a clean and organized studio that every student can use.

Academic Misconduct and the Student Conduct Code

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at www.umt.edu/SA/VPSA/Index.cfm/page/1321.

ATTENDANCE POLICY

It is a requirement to attend all classes and participate throughout the class time. Roll will be taken at some time during the class. Regardless of what time it is taken, if you are not present you will be counted absent. Showing up late or leaving early from class will also affect your grade. Arriving late or leaving early three times will count as one absence. After three unexcused absences your grade will be dropped one letter grade per absence up to six absences, when a failing grade is issued automatically. Excused absences require a doctor's written excuse for illness. Other absences must be for some serious reason (such as a Family emergency, et cetera), and require some form of documentation to be excused. Telling me you will not be in class on a certain day does not constitute an excused absence. If you are absent from class it is your responsibility to get any missed information from another student, and you will be required to meet any deadlines set. Demonstrations missed will not be repeated for the absent student. The absent student must obtain the notes from another student on the missed information.

GRADING POLICY:

The course grade awarded at the end of the term will reflect the students overall attendance and performance both in and out of class. It is the student's responsibility to consult with the instructor throughout the term to insure that their progress is satisfactory. Remember, simply showing up to class and completing assignments does not assure a certain grade. It is the student's responsibility to stay informed of his/her performance in relation to class objectives. Grading will be based on all individual projects, preliminary drawings, homework, attendance, in class drawings, progress, work ethic and habits. Projects will be graded on creative problem solving, incorporation of assigned techniques, breath of research and experimentation, effort, craftsmanship, meeting all deadlines, development of significant content in the work in form of its conceptual understanding and filling the stated parameters. Class participation and attendance will be factored in and can affect the final grade only by lowering it.

A= Excellence in all assignments, highly motivated, extremely innovative solutions to projects, exceptional growth in skill development and demonstrated ability to understand and effectively apply design

fundamentals. All course requirements exceeded, performance approaches complete mastery of the course requirements.

B= above average in all work, notable improvement and growth in skill development. Demonstrated assimilation of design fundamentals, technical growth and visual maturity, exceeding minimum levels of acceptance. All course requirements met, performance is above the level expected from most students, but does not approach complete mastery of the course requirements.

C= Completion of all course requirements including homework projects, studio work, and attendance. Consistently adequate in growth with average progress in skill development and assimilation of design fundamentals, satisfactory class participation, and meets minimum levels of acceptance in all grading criteria, performance is about the level expected from most students.

D= below average, less than adequate improvement, incompletes on some projects, inadequate class participation. Meets minimum levels of acceptance in some, but not all grading criteria, performance is at or above the minimum level to pass, but does not allow for progression in some programs.

F= Unsatisfactory, unacceptable work and insufficient improvement, incompletes on some projects, poor class participation, several unexcused absences. Does not meet minimum levels of acceptance in a majority of grading criteria, performance is below the minimum level to pass the course.

ASSIGNMENT DEADLINES:

All assigned work must be ready for critiques or grading at the appropriate deadline for each assignment. Any late project will be docked a full letter grade for each day it is late. An absence on a critique day will count as a zero with no chance to redo the assignment. Work handed in late cannot be redone for a better grade. Work handed in on time can be redone as many times as you want to try to improve your grade, with only the highest grade being recorded. However, redoing an assignment does not necessarily mean modifying an existing assignment based on the instructor's or class input. It implies incorporation of the relevant principles involved and applying them toward a new work.

CRITIQUES:

It is extremely important to learn to express your ideas in verbal terms. All of you have reasons for making art, but these need to be clarified and you need to think about how your work fits into historical and contemporary arena. As artists you will constantly be faced with trying to communicate both visually and verbally with other people. Although it is often difficult to share ideas with a group of people, it is really important, and will only add to your images. Informal and formal critiques will occur throughout the semester. Group critiques will be scheduled to discuss works in progress as well as finished pieces. It is required that all students be present and participate in these group critiques. All students should have the appropriate work to present and to have in an appropriate amount of commitment into the work being critiqued. The purpose of these critiques is to openly exchange thoughts and ideas, technical issues and discoveries to further benefit the student. We can all learn from the trials and errors as well as the successes of one another.

INCOMPLETES:

It should be understood that it is the student's responsibility to complete course work within the framework of the semester. Not finishing the course work does not guarantee the students right to an incomplete. Incompletes will only be given cases of extreme emergencies.

ART 106 SUPPLY LIST:

☞• **TEXT:** Design Basics, David A. Lauer, Stephan Pentak, (6th edition) ☞• Ruler 18" standard and metric ☞• Drawing pencils 2B, HB, 2H ☞• Black pigment base pens (tips .25mm, .35mm, .45mm) ☞• White eraser ☞• Click eraser ☞• X-Acto Knife and replacement blades ☞• Princeton paintbrushes: 8B, 6B, 2Fb, 2R **OR** 1R ☞• 12" x 16" Art Advantage mixing palette ☞• Large container for water ☞• Portfolio (purchase or make yourself) ☞• Golden Acrylic paint kit (covered by class fee) Optional materials: ☞• Drafting tape or masking tape ☞• Additional brushes ☞• Set of drawing pencils ☞• Acrylic Matte medium ☞• Acrylic Glazing medium ☞• Scissors Recommended better quality papers for homework and other projects: ☞• Strathmore 400 ☞• Stonehenge ☞• Folio ☞• Somerset ☞• Rives BFK

ADDITIONAL SUPPLY PURCHASES MAY BE REQUIRED AS THE SEMESTER PROGRESSES.