

Art 112 Syllabus

Linda Freitas, Instructor

Art 112 is a beginning course intended to introduce students to the fundamentals of good design. The student will research the background in three-dimensional aesthetics to broaden understanding and creativity. You will analyze the various ways we experience three-dimensional art and design in your creative expression and self-confidence by working in a disciplined art environment. We will explore the use of various media – paper, wood, fabric, plaster, clay – to create 3D art works. You will develop technical skills to construct 3D designs, learning how to use the elements and classical organizing principles of design successfully.

Student Learning Outcomes:

You will be given a series of verbal problems which you will solve visually in a three-dimensional form. There will be required research in order to complete these assignments – internet, library, design books and magazines are good resources. Each of these projects is set up to introduce and effect on you the fundamentals of good design and the principles of organizing 3D space.

On completion of these projects, you will present your work to the class for critique. You will be graded on the following criteria: how well you solved the problem, whether or not you followed the design requirements as they were presented to you, creativity, craftsmanship and content. It is expected that all work will be the artist's original idea. Plagiarism and cheating will not be allowed during this course.

As a student in this class you will also be improving your communication skills. There will be lots of reading, we have a textbook, *Shaping Space* by Zelanski/Fisher, and you will be expected to read other design publications as well. There will be a mid-term, and a final exam given. There is also a required museum written report, and also a written statement about each of your projects. Artists/Designers, should feel comfortable writing about their own art or other's work. The class will also emphasize the expression of material (media) as a means of visual and tactile communication.

There will be approximately one hour of lecture every class meeting. Please listen politely. There is a lot of information presented that is not in our textbook, it is recommended that you take notes! Attendance is important, since most of the information is given verbally. Also, I want you to think of your fellow classmates as fellow designers. You will learn as much from their experiences in design as from your own. You will be expected to participate in each critique, learning how to express praiseworthiness as well as constructive criticism verbally.

We will also become more globally aware of artistic variety in different cultures and time periods. We'll explore art for art's sake, as well as for functionality throughout the ages. This will give you a keen awareness, and acceptance of the differences and similarities of all art forms.

During this course, the student will also be working on his/her personal and professional skills: self management, self awareness, workplace skills will be encouraged through project deadline, attendance, participation in lectures, critiques, and through presenting projects to class. Unless specifically announced otherwise, all projects will be due at the beginning of class on the assigned day. Late projects will be graded down one letter grade. Most design work has a completion date, enforced by a contract, therefore, it's important to finish work on time in this class. You will have the option (within reasonable limits) of improving or redoing projects in order to improve your grade. Good designs are often the result of successful makeovers and tweaks.

Grading, final grade will be based on the following:

1. Projects: meeting the design requirements, creativity, craftsmanship and content.
2. Participation in critiques.
3. Grades on the mid-term and the final test.
4. Gallery or museum report.
5. Development of the technical skills necessary to construct three-dimensional designs.
6. Research of background in three-dimensional aesthetics to broaden student's understanding and creativity.

Policy on grades:

- A Outstanding achievement, available only for the highest accomplishment.
- B Praiseworthy performance, definitely above average.
- C Average, satisfactory performance.
- D Minimally passing.
- F Failing

Materials Needed: Materials will vary according to what you want to work with in order to finish an assignment. You, as the student, may not have the financial means to use elaborate, expensive materials. In this class, you won't have to "break the bank", I encourage you to use "found" objects and materials whenever possible. Inexpensive and readily available materials should be used for the most part. Our purpose is to explore several different facets of three-dimensional design, not to impress each with how much money we spend on each project. Please be inventive and resourceful.

Materials you will need A.S.A.P. are:

1 sketchbook

1 notebook for lecture notes (or your sketchbook)

1 art gum or Magic White eraser

1 ruler (18" metal preferred)

Other materials you may use during the semester are as follows:

Graph paper

Designer acrylics

White glue or other adhesives as needed

Scissors

Paint brushes

Compass, protractor

Tracing paper

Wood, wire, fabric, plaster of Paris, fiber(s), clay, metal, plastics, wax, stone, etc.

Attendance Policy:

Attendance is very important, since instruction is given verbally every day. If you are absent, you will be expected to make up all work in a timely manner. Continuous absences for more than a week's worth of class hours will be considered excessive. Please call me to let me know if you are going to be absent, and I will try to fill you in. My phone numbers are: (760)353-3643 and (760)693-2015, my email is freitaswesternart@yahoo.com.

The last day to drop with a "W" is APRIL 12, 2014. If you feel you are too far behind, have missed too many class meetings, please drop yourself.

Any student with a documented disability who may need assistance and educational accommodations should notify the instructor or the Disabled Student Programs and Services (DSP&S) offices as soon as possible. DSP&S Health Science Building room 2117 (760)355-6312

Point Breakdown: Mid-Term	= 50 Points
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Final Exam	= 50
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Projects:

Low-relief design	= 30
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Plaster subtractive design	= 30
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Additive found objects design	= 20
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Chair project	= 60
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Addition & Manipulation sculpture	= 20
Casting	= 20
Final project	= 30
Participation in critiques and lectures	= 20
Written Gallery or Museum report	= 20

Total points: 350

315 - 350 = A 280 -314 = B 245 -279 = C 210 -243 = D 209 and below = F

Once you have read this syllabus completely, please sign the sheet in class stating so.

Class days are Tuesday and Thursday from 10:15 a.m. to 12:45 p.m.

Due dates of projects are as follows:

Low-relief – Feb. 4

Plaster Subtractive Design – Feb.25, 2014

Mid- term – Mar. 11

Additive found object design – Mar.13, 2014

Addition and manipulation design- Mar. 25

Casting design– will do this at end of semester, time permitting

Last day to drop with a W – April 12, 2014

Texture Assignment- April 3, 2014

Spring Break- April 21- 25, have a fun and safe break, but remember to do the finishing touches to your chair!

Chair design- April 29, 2014

Final Project – May 8, 2014

Final Exam – May 13, 2014 This is the last day of the semester, all late, unfinished, or redone projects are due on this date.

Art 110 Design CRN 20249 Rm. 1306 TR Class Time: 7:30 A.M. – 10:00 A.M

or

Art 112 Design CRN 20275 Rm.1306 TR Class Time: 10:15 A.M. – 12:45 P.M.

Class Dates: from Jan, 21 to May 16, 2014 Last day to drop with a W, April 12, 2014

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WHAT IS DESIGN?

Design is a creative endeavor to solve a problem. A design is the end result --- the solution.

WHAT IS COMPOSITION?

Composition is the way components, parts, elements are used or arranged to reach the solution.

WE SAY THAT SOMETHING IS DESIGNED WELL IF IT FUNCTIONS WELL.

The parts that make up common designs are called elements: line, shape, form, texture, value, color and space.

The ways these parts are used to compose design are called principles: balance, unity, variety, repetition, rhythm, balance, emphasis and economy.

Credit for analyzing various forms and structuring our basis for design theory goes to the Bauhaus School. Started in Deseau, Germany in 1919, by Walter Gropius, an architect. The main concern of this innovative and influential school was to blend art with industry. Craftsmanship was of prime importance, but so was beauty and function. They found that certain criteria emerged and was found in all the classical arts. There were standards to go by that mankind finds pleasing but not necessarily confining to the artist/designer.

We will be embarking on an exploration of these theories that use the elements and principles of design in the next semester.....