



IMPERIAL VALLEY COLLEGE

## Basic Course Information

Semester:	<b>Fall 2022</b>	Instructor Name:	<b>Luis G. Hernandez</b>
Course Title & #:	<b>2D Foundation - Art 110</b>	Email:	<b>Through Canvas inbox luis.hernandez@imperial.edu</b>
CRN #:	<b>10209</b>	Webpage (optional):	<b><a href="https://luisgmohdzf.tumblr.com/">https://luisgmohdzf.tumblr.com/</a></b>
Classroom:	<b>Room 1306</b>	Office #:	<b>Room 1306/Art Room</b>
Class Dates:	<b>8/15/2022-12/10/2022</b>	Office Hours:	<b>M/W - 10:00-10:15am, 12:45-1:00pm, in room 1306</b>
Class Days:	<b>MW</b>	Office Phone #:	<b>N/A</b>
Class Times:	<b>10:15-12:45</b>	Emergency Contact:	<b>Email instructor</b>
Units:	<b>3</b>	Class Format:	<b><a href="#">Face-to-Face</a></b>

## Course Description

Introduction to the concepts, applications, and historical references related to two-dimensional art and composition, including the study of the basic principles and elements of line, shape, texture, value, color and spatial illusion. Development of a visual vocabulary for creative expression through lecture presentations, studio projects, problem solving, and written assignments. Additional materials fee applies. (C-ID ARTS 100) (CSU/UC)

## Course Prerequisite(s) and/or Corequisite(s)

None

## Student Learning Outcomes

Upon course completion, the successful student will have acquired new skills, knowledge, and or attitudes as demonstrated by being able to:

1. Choose and manipulate two-dimensional elements and principles of design to compose a visual solution to a given problem. (ILO2, ILO3, ILO5)
2. Develop portfolio of designs. (ILO2, ILO3)
3. Present, discuss and critique work in a coherent manner. (ILO1, ILO2, ILO3, ILO5)

## Course Objectives

Upon satisfactory completion of the course, students will be able to:

1. Demonstrate a working knowledge and understanding of the basic elements of a two-dimensional art, including line, shape, texture, value, color and spatial illusion;



2. Demonstrate a working knowledge and understanding of the organizing principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement;
3. Independently produce visual compositions and problem-solving projects that successfully incorporate the basic elements and organizing principles of two-dimensional art;
4. Make individual aesthetic decisions and judgments related to their own artwork;
5. Skillfully use a variety of artistic materials, techniques and tools;
6. Translate ideas and visual experience into images using both formal and conceptual approaches;
7. Discuss, critique and evaluate their own two-dimensional compositions, as well as those of their classmates;
8. Discuss and write a critical evaluation of two-dimensional art using the appropriate vocabulary and terminology pertaining to the basic elements and organizing principles of two-dimensional art;
9. Examine, compare and analyze historical and contemporary examples of two-dimensional art, within a global context.

## Work-based Learning

Work-based learning (WBL) allows students to apply classroom content in professional settings while gaining real-world experiences. These opportunities will provide you with a deeper, more engaging and relevant learning environment. This semester, I will be offering the following WBL activity in order to provide you with the opportunity to explore opportunities in the professional field of art.

WBL Activity Name	WBL Activity Description
WBL Activity 1: Submit Artwork to an Open Call for Artists	Learn how to respond to an exhibition open call. An application-based learning experience in responding to an open call by submitting artwork with the requested documentation.

Some examples of WBL assignments are job shadowing, informational interviews, guest speakers and workplace simulations.

## Textbooks & Other Resources or Links

**Required Textbook:** Stewart, Mary. *Launching the Imagination: A Comprehensive Guide to Basic Design (Fifth edition)*. The McGraw Hill Companies ISBN 978-0-07337930-2

Additional readings may be required and will be provided on Canvas.

**Art Supplies:** An art kit with MOST materials needed for this course will be distributed to students registered in the course. Distribution will happen during the first week of class.

These kits contain acrylic paint, pens, ink, brushes, cutting mat, Bristol and other art materials and represent about \$80.00 paid for by IVC and your lab fee.

### Additional Materials List



**\$25 LAB FEE** The \$25 lab fee that you paid when you registered to this course covers the items in the materials kits distributed during the first week of class. You are responsible to acquire the additional materials in the list below and the course textbook.

### **MUST HAVE**

1. **Erasers** (white plastic, kneaded, art gum and/or other)
2. #2 pencils
3. Scissors
4. Masking tape
5. At least **two good brushes (may come in your art kit)** Recommended is one flat 1/2" brush and one of your choice. White-sable or Golden-sable watercolor brushes are good (Scholastic Brand at Blick cheapest and ok quality). **Utrecht Series 239 4 Brush set is also good.** DO NOT BUY CAMEL HAIR OR BRISTLE BRUSHES. The better the brush, the lower the frustration!
6. **Compass, protractor, french curve, other templates** and/or you may look around your house for things that may be used as templates to create interesting shapes.
7. A camera, cell phone or other device that can take from average to good quality photographs is required to document course design projects.

*More materials may be assigned as we go*

### **RECOMMENDED BUT NOT MANDATORY**

1. Set of drawing pencils (HB, 2B, 4B, 6B)
2. colored pencils, watercolors, or other colored media of your choice
3. Portfolio, 23x31" ('orange paper' is okay)
4. Palette (small plastic one with indentations for ink) or disposable palette.
5. A soft cloth (about 12" square) ... an old t-shirt works well
6. Something to carry this stuff in (tackle box, tool box, .... )
7. Miscellaneous

### **RELIABLE MAIL ORDERS**

- **Blick**, 1-800-828-4548 <http://www.dickblick.com/> (Links to an external site.)
- **Michaels**, <https://www.michaels.com/> (Links to an external site.)
- [Jerry's Artarama](#)
- **Walmart**, <https://www.walmart.com/> (Links to an external site.)
- **Art Supply Warehouse**, 1-800-854-6467 <http://www.artsupplywarehouse.com/index.php> (Links to an external site.)
- **Utrecht**, 1-800-223-9132 <http://www.utrechtart.com/>



## Course Requirements and Instructional Methods

- **Participation in class:** Students are required to complete all design projects and other assignments, and to participate in class discussions. Students should constantly check Canvas announcements and emails and communicate with the instructor if issues, problems, and/or concerns arise well in advance of assignments due dates.
- **Critiques:** There will be critiques on most projects, all students will be expected to participate in by submitting and/or presenting their projects, its statement of purpose, and how it fulfills the design problem studied. Students will offer, and perhaps receive constructive criticism on their own, and their peer's projects.
- **Statement of Purpose** must be written for each critiqued design project.
- **Design Projects and Studio Problems:** Students will begin, work on, and finish design projects and studio problems in class, as well as in homework. These works will reinforce the study of the principles and elements of design, with a working knowledge.
- **Written assignments:** Students will be asked to provide a written statement of purpose for each of their final Design projects. Students are also expected to view at least 2 in-person and/or online art exhibitions and to write short reviews of each, as well as an essay about a work of art or artist, historical or contemporary.
- **Quizzes:** There will be a few **vocabulary and lecture** quizzes. Some of these may be in the form of short essays, challenging the student to think about form and function, comparisons of art and design works, etc.
- **Final Portfolios:** Students are expected to submit a final portfolio with all major design projects by then end of the term.

### Instructional Methods

[Face-to-Face](#) (Canvas and other tools will be used to enhance the class outside of the face-to-face meetings)

Lectures/demonstrations and audio-visual presentations (in-person/Canvas); ongoing studio critiques and discussions; in-person and online gallery, museum and artist studio visits and guest speakers. Always have your sketchbook and something to write/draw with during class sessions in any modality.

Students are expected to actively participate in the above, as well as to complete studio projects, written assignments, portfolios for review and attend cultural events/places.

### Out of Class Assignments

The Department of Education policy states that one (1) credit hour is the amount of student work that reasonably approximates not less than one hour of class time and two (2) hours of out-of-class time per week over the span of a semester. WASC has adopted a similar requirement.

This means that since this is a 3-credit course, you're responsible for **about six hours of work outside of class each week**. You should use that time to read the textbook and lecture notes, look for additional art sources, and work on your art projects!



IMPERIAL VALLEY COLLEGE

## Course Grading Based on Course Objectives

Grades will be assessed on the following criteria: (May vary somewhat from term to term)

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|---|-----|
| ● Class Participation, Discussions, Critiques       | 15% |
| ● Design Problems / Studio Problems / Portfolios    | 40% |
| ● Sketch Journal / HW / Quizzes /Canvas Assignments | 30% |
| ● Written Assignments                               | 15% |

A = 90 - 100%      B = 80 - 89%      C = 70 - 79%      D = 60 - 69%

### Late Work Policy

Unless specifically stated otherwise, all projects are to be completed by the due date and/or critique day. Late projects will be marked down one letter grade (an A becomes a B and so on). Most design projects in the workplace have strict due dates that are enforced by contracts between the designer and the company/client. Therefore, due dates are important. Students will have the opportunity to improve, and/or redo projects in order to raise the letter grade on a project(s).

### Feedback Policy

As your instructor, I will

- Communicate to you via Canvas announcements and inbox, Pronto and comments in work submitted in-person, to Canvas and to Google Slides.
- In-person and online posts of weekly course-related announcements.
- Respond to your email messages within 24-48 hours and be available during office hours.
- Monitor all discussions and provide feedback to the entire class where needed at least weekly.
- Provide individual feedback on assignments/papers/projects within one week of the due date. (View [Finding Grades and Feedback \(Links to an external site.\)](#))
- Work with you so you will have a **successful learning experience** in this course!

## Course Policies

### Course Drop Policy

A student who fails to attend the first meeting of class will be dropped by the instructor as of the first official meeting of that class. Should readmission be desired, the student's status will be the same as that of any other student who desires to add a class. It is the student's responsibility to drop or officially withdraw from the class. See [General Catalog \(Links to an external site.\)](#) for details. Note: "logging in" does not count for attendance.



IMPERIAL VALLEY COLLEGE

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## Attendance

Regular attendance in all classes is expected of all students. For online material, **students who fail to complete required activities for two consecutive weeks may be considered to have excessive absences and may be dropped.**

## Academic Honesty Policy

Academic honesty in the advancement of knowledge requires that all students and instructors respect the integrity of one another's work and recognize the importance of acknowledging and safeguarding intellectual property.

There are many different forms of academic dishonesty. The following kinds of honesty violations and their definitions are not meant to be exhaustive. Rather, they are intended to serve as examples of unacceptable academic conduct.

- Plagiarism is taking and presenting as one's own the writings or ideas of others, without citing the source. You should understand the concept of plagiarism and keep it in mind when taking exams and preparing written materials. If you do not understand how to "cite a source" correctly, you must ask for help.
- Cheating is defined as fraud, deceit, or dishonesty in an academic assignment, or using or attempting to use materials, or assisting others in using materials that are prohibited or inappropriate in the context of the academic assignment in question.

Anyone caught cheating or plagiarizing will receive a zero (0) on the exam or assignment, and the instructor may report the incident to the Campus Disciplinary Officer, who may place related documentation in a file. Repeated acts of cheating may result in an F in the course and/or disciplinary action.

## **Other Course Information**

N/A

## **IVC Student Resources**

IVC wants you to be successful in all aspects of your education. For help, resources, services, and an explanation of policies, visit <http://www.imperial.edu/studentresources> or click the heart icon in Canvas.

## **Anticipated Class Schedule/Calendar**

The following may be changed at the instructor's discretion/ all assignments will be pushed one week to correspond to the late start of the semester:

**\*\*\*Subject to change without prior notice\*\*\***

**The following may be changed at the instructor's discretion:**



<b>Date or Week</b>	<b>Activity, Assignment, and/or Topic</b>	<b>Pages/ Due Dates/Tests</b>
Week 1 Aug 15, 17	Syllabus & Introduction	
Week 2 Aug 22, 24	Line	Chapter 1, pgs. 4-11 and
Week 3 Aug 29, 31	Line Principles of Design, chapter 3	chapter 3, pgs. 65-86
Week 4 Sept 7 (one day)	Shape Concepts and Critical Thinking, chapter 5	Chapter 1, pgs. 14-18 <b>Due:</b> Line Projects chapter 5, pgs. 106-118
Week 5 Sept 12, 14	Continue with Shape Intro: Space and Cultivating Creativity, chapters 4 and 6	Chapter 4, pgs. 89-96 and chapter 6, pgs. 123-132
Week 6 Sept 19, 21	Space: One and Two Point Perspective	<b>Due:</b> Shape Projects
Week 7 Sept 26, 28	Intro Value and Developing Critical Thinking	Chapter 1, pgs. 28 -32 and chapter 7, pgs. 137-149 <b>Due:</b> Space Projects
Week 8 Oct 3, 5	Value	
Week 9 Oct 10, 12	Mid Term Portfolio Reviews and Critique Intro to Texture	Portfolios, critique <b>Due:</b> Value Projects
Week 10 Oct 17, 19	Texture and Constructing Meaning	Chapter 1, pgs. 22 -28 and chapter 8, pgs. 156-172
Week 11 Oct 24, 26	Texture	
Week 12 Oct 31, Nov 2	Texture, , Intro to Color	<b>Due:</b> Texture Project Chapter 2, pgs. 39-60
Week 13 Nov 7, 9	Continue with Color	
Week 14 Nov 14, 16	Color and Final Project	
Week 15 Nov 21, 23	NO CLASSES, THANKSGIVING WEEK	
Week 16 Nov 28, 30	Color and Final Project	<b>Due:</b> Written Assignment
Week 17 Dec 5, 7	Color and Final Project FINAL EXAMS WEEK <i>*Any class work (art and other) not picked up by students one week after finals will be discarded</i>	Portfolios, Critique <b>Due:</b> Color and Final Project



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**\*\*\*Tentative, subject to change without prior notice\*\*\***