

	ART 033A 2-D DESIGN #15821	SPRING '12 – CHALLAS
week of:	Tuesday (V16 Classroom)	Thursday (Fox 104)
1 Jan. 30	Introduction Materials, Terminology Introduce Project 1 – Dots	Computer intro – Photoshop, painting, brushes (Exercise 1)
2 Feb. 6	Work on dots, Discuss elements and principles of design (E2, shade scale in pencil)	Introduce Comp. P1 (CP1) Copy image on a new layer using paint tools. Layers, Brushes, etc. (E3, brush making)
3 F 13	Dots project DUE @ 6:30 p.m. (5 pts) Intro Project 2: Lines	C1 Due @ 9 p.m. (10 pts)
4 F 20	Critique Project 2 Lines (5 pts) Intro P3. Cut black paper on white value reduction from photograph using grid enlargement. 11"x15"	Introduce Comp. Proj. 2 (C2) Adjustments, Colorizing Image processing: Threshold and enlarging to fit 11" x 17"
5 F 27	Quiz review Work on P3	Image acquisition, filters, layers, value reduction methods. C2 files copied to server Due @ 9 p.m. (10 pts)
6 Mar. 5	Critique P3 @ 6:30 p.m. (15 pts) Intro P4: Cut paper, white on black Tessellation, 9"x12"; (E4 Design a 2" square) Quiz review	C3 Text Project C3 Due (2 prints) by end of class. (10 pts)
7 M 12	Quiz 1 – Composition (7.5 pts) Work on tessellation P4	C4 Vector tools; Four computer prints: symmetry, asymmetrical balance, motion and contrast. C4 Due (4 prints) by end of class. (10 pts)
8 M 19	Project 4 Due at 6:30 (20pts) P5. 15" x 22" 2-point shaded drawing of house or building with absurd element (E5, grid of line textures)	Vector drawing, bezier pen, etc. Perspective drawing (E6)
Mar 26	Spring Break	Spring Break
9 Apr. 2	(E7, 1-point checkerboard perspective) Work on houses	Texture fills (E8) Vector based shape fills with your textures Colorizing line art in photoshop
10 A 9	Critique P5 Houses @ 6:30 (20 pts) Begin P6, texture and shape	History of computer graphics Montage/masking exercise (E9) Introduce Computer Final: Montage
11 A 16	Collage exercise (E10)	Quiz 2 – Computer terms (7.5 pts) Work on C5 digital final project Selections, copy/paste. color correction, rubber stamp
12 A 23	P6 Crit@ 6:30 (10 pts) Introduce final project (P7)	Work on digital final project Selections, copy/paste. color correction, rubber stamp Find/print images for final projects
13 A 30	P7. Paint – Final project: 11" x 14" monochromatic copy of a "masterwork" (50 years old or older) Turn in final portfolio (all but final paint projects)	Work on digital final project Show me your layered photoshop piece for C5
14 May 7	5 equidistant squares of black to white tones (1 inch each) (E11) Individual portfolio reviews	C5 Final montage project due as .jpg at 9:00 p.m. (25 pts)
15 M 14 ("dead" week)	Color tint scale (the color to white) & Color shade scale (the color to black) (E12 & 13) <i>Last workday!</i> Individual portfolio reviews	Final Crit. Final montage project Individual meetings, workday
16 M 21 Finals	Tuesday May. 22 nd , 2:00–4:00 p.m Final Paint Project Critique (V 16) (25 pts)	

ART 033A, 2-DIMENSIONAL DESIGN, SEC #15821
TUES. 2:10.P.M. – 5:20 P.M., VI6
THURS. 2:10.P.M. – 5:20 P.M., FOX 104 COMPUTER LAB

INSTRUCTOR: JASON CHALLAS
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OFFICE HOURS: TUES/ THURS 12:30 – 1:40 P.M.
MON: 2:30 – 3:30 P.M.

Course Description

Acceptable for credit: University of California, California State University

This course offers an introduction to the principles, elements, and terminology of two-dimensional design. Students will have the opportunity to learn how design elements such as line, value, texture, shape, and basic color are organized by various principles such as repetition, variety, balance, and proportion. A wide variety of media will be used. This course is West Valley College AA/AS degree and certificate applicable and may be repeated once. Credit/No Credit Option

Beginning instruction in art media and spatial composition in two dimensions. We will explore several common art mediums, including pen, paint, computers, and collage. The exploration of composition and artistic terminology will be the common theme to all projects. We will spend one day a week in the art lab, and one day a week in the computer lab. Several projects will incorporate both traditional and computer media. Beginning instruction in computer software, no previous experience necessary. This section is offered for individuals who intend to enter the computer art, graphic design and animation fields.

Student Responsibilities

The 2D design class will have ART STUDIO lectures and critiques TUESDAYS at 2:15p.m. *SHARP*. Lab time is MANDATORY and will begin at 3:30 each Tuesday. Plan to be on-time (arrive at 2:10) and be set-up and ready by 2:15.

The student is responsible for all of the material presented in class, which should be demonstrated in the work produced and the critiques of the assignments. All assignments to be CRITIQUED must be submitted on the due date for critique. Projects will be graded down one full letter grade if they are not ready for critique, 1/2 step per class day late thereafter. A cumulative final portfolio will be submitted at the end of the semester for review, so KEEP ALL OF YOUR WORK.

Regular attendance is crucial to develop proficiency and ensure the dissemination of information. You are expected to stay in class the full time, as this is a “laboratory”/studio class. If you should miss an assignment or demonstration, it is your responsibility to obtain that information from a classmate. E-mail or phone me if you have an *excuseable* (medical) absence. Participation in class discussions and critiques is essential and will be noted in your grade.

Student Attendance Policy (from the WVC Catalog, p. 182)

Students are expected to attend all sessions of each class. Instructors may drop students from the class if they fail to attend the first class meeting, or when accumulated unexcused hours of absences exceed ten percent of the total number of hours the class meets during the semester (9.8 hours in our case). Moreover, an instructor may drop from the class any student who fails to attend at least one class session during the first three weeks of instruction.

For access to computers and software outside of classtimes, show proof of enrollment (and fees paid) at the tech center office in AAS to gain access to the public computer labs. They are typically open from morning til 7:00 p.m., M-Th. Understand and abide by general lab rules and policies, and **back up** your own work on cd-rom or USB drives.

Assignments

Daily in-class exercises to demonstrate and teach particular techniques. Longer assignments lasting up to several days and other major projects will be handed in periodically which will have a finite due date. These will be graded and returned so that you can monitor your progress. Projects missing the critique will be down-graded one letter grade, 1/2 grade per class day thereafter.

Grading

Assignments will be evaluated based upon technical proficiency, implementation, and aesthetic achievement.

Studio Projects	50 %	100 points
Computer projects	32.5 %	65 points
Participation	5 %	10 points
Exercises (-12)	5 %	10 points
Quizzes (2)	7.5 %	15 points

Studio projects:	Computer Projects:
#1: 5 points	#1: 10 points
#2: 5 points	#2: 10 points
#3: 15 points	#3: 10 points
#4: 20 points	#4: 10 points
#5: 20 points	#5: 25 points (final)
#6: 10 points	Subtotal: 65
#7: 25 points (final)	Quizzes: 15 points
Subtotal: 100	Exercises: 10 points
Total points: 200	Participation: 10 pts.

Final Exam:

There will be a final critique of the final project on the designated final exam date (Tues., May 22nd).

Final portfolios (everything you did/printed except the final project) will be due **near the end of the semester**.

They will be cumulative so keep all of your (printed) work.

Portfolios will returned at our individual meeting before finals week.

Drop/Withdrawal Policy

If you wish to drop the class, you must initiate the drop process at the admissions and records office within the first four weeks. After that one a “W” grade will be recorded. Excessive absences will result in an instructor-initiated drop.

Text:

Download (and print) the **REQUIRED** reader/software notes from the class Angel website.

Optional Text: Photoshop Visual Quickstart guide, Peachpit Press, CS5 version, or other how-to photoshop CS book. Supplemental readings may be handed out.

Required Materials List

Immediately:

Pencil #2B SOFT (or softer – 4B or 6B) or Design “General”

Pencil Sharpener

Eraser or kneaded eraser

– Strathmore watercolor pad, **15” x 22”** regular weight (many projects will be 11” x 15” at least three will be 15” x 22”)

– Blank USB “**jump**” drive to back-up your computer work. At least 128MB.

(by week 3:)

– About 2 pieces black construction paper (appx 8 1/2” x 11” or 9” x 12”). Get a good, SOLID black paper.

– About 2 pieces white construction paper (appx 8 1/2” x 11” or 9” x 12”)

(* packages of 30-50 sheets available at WVC bookstore – split one with a friend or two!)

Glue: rubber cement or solid glue stick (not elmers!)

15” ruler with a good straight-edge (cork-backed)

Utility or X-acto #1 knife (#11 blade)

Stick of charcoal or graphite

Later:

Paints: **One** of any color (Golden or Liquitex or Amsterdam brands).

(Red (Naphthol Light), Yellow (Hansa Medium), Blue (Ultramarine), Permanent Green Light.)

One small tube Black (Mars), One med. tube Titanium White (or the **Golden Basics** set of acrylic paints)

Brushes: 5/8” flat (square), #6, or 8 or 10 round (~3/8” – 5/8”). ~\$2.00 each

Mixing Tray, palette (10 cup with cover available at bookstore)

Film canisters, or Dixie cups and saran wrap or foil to cover, or “Cubbyware” 10-cup set of resealable canisters.

Water cup

Old magazines to cut up

• (Inexpensive) Portfolio red rope or black cardboard (at least 16” x 20” but not 22” x 26” nor larger)

Resources:

WVC Bookstore – everything you need for the class is in the art supply section, to the left front as you enter.

University Art, San Jose – 456 Meridian Ave (between Park St. and 280), 947-1444

Aaron Bros. Art – 1730 Bascom Av. Campbell, 879-3800; (other various locations)

Michaels’ Crafts – (various locations);

Plagiarism Policy

While good designers observe the world around them and often “borrow” ideas from existing designs, there is a distinct difference between borrowing and stealing! (Like the difference between paraphrasing and quotation.) Direct plagiarism and cheating on quizzes will not be tolerated.

Important Phone Numbers

Emergency: 911; College district police: 741-2092 Health services: 741-2027

WVC makes reasonable accommodations for persons with documented disabilities. College materials may be made available in alternate formats if requested (Braille, audio, electronic or large print). For assistance, please contact the Disability and Educational support program at 741-2010 or 741-2658 (TTY).

The instructor may make changes to the syllabus during the semester. It is the student's responsibility to stay informed of these changes. Students may contact the instructor during office hours and before/after class, time permitting. Students may also wish to have a study partner whom they can contact if they miss class.