

	ART 033C COLOR DESIGN #15824	SPRING '12 – CHALLAS
week of:	Tuesday (V16 Classroom)	Thursday (Fox 104)
1 Jan. 30	Introduction Materials Introduce Project 1 – Color wheel layout 11” x 15”	Computer intro – Photoshop, painting, brushes, color modes. Painting (E1) Introduce Comp. P1.
2 Feb. 6	Flat painting, masking, grid enlargement Work on project 1– Primary gradient (E2)	Introduce Comp. P1 (CP1) Copy image on a new layer using paint tools. Layers, Brushes, etc. Make your own brush (E3)
3 F 13	Work on project 1– Secondaries (E4)	C1 Due @ 9 p.m. (10 pts.) Introduce Seuss project
4 F 20	Finish project 1 – Due for critique @ 7:30 (20 pts) P2. 11” x 15” using two solid complimentary. colors, from a photo of your face (using grid enlrgmnt. flat, solid areas. complete coverage).	Introduce Comp. Proj. 2 (C2) Adjustments, Colorizing Image processing: Threshold and enlarging to fit 11” x 17” Seuss project due for printing
5 F 27	Facial proportions Work on P2	Image acquisition, filters, layers, value reduction methods, Seuss project DUE to gallery. C2 files copied to server Due @ 9 p.m. (10 pts)
6 Mar. 5	Critique 2 at 7:30 p.m. (10 pts) Start P3, Tessellation (E5 Design a 2” square)	Text exercise (E6)
7 M 12	Work on Tessellation, Split-Compliments/shades on black (9” x 12”) Shade-color scale (E7)	C3a Perceived value of Hue, vector tools C3b Blending, transparency and vector tools
8 M 19	Work on P3 tessellation Quiz review	Comp Proj. 3 files DUE @ 8 p.m. (10 pts.) Vector drawing, bezier pen, etc. Quiz review
Mar 26	<i>Spring Break</i>	<i>Spring Break</i>
9 Apr. 2	Critique 3 @ 7:30 p.m. (20 pts) Introduce P4 Simultaneous Contrast (11” x 12”) Quiz 1 – Color terms (7.5 pts.)	Comp Proj. 4 Layout – vectorization and colorization in Illustrator (10 pts)
10 A 9	Critique P4 @ 7:30 p.m. (10 pts.) P5 Musical interpretation in color, shape line and texture.	History of computer graphics Montage/masking exercise (E8) Introduce Final Project (7)
11 A 16	Collage exercise (E9) @ 6:30	Quiz 2 – Computer terms (7.5 pts.) Find/print images for final projects Selections, copy/paste
12 A 23	Critique P5 at 7:30 p.m. (10 pts.)	Work on final project Selections, copy/paste. color correction, rubber stamp Show me your layered photoshop piece for C5 (E10)
13 A 30	P6 RGB Still life – Color and spatial relationships	Work on digital final/printing
14 May 7	Critique P6 (5 pts.) @6:30 Turn in final portfolio (all but final paint project) Discuss final	Work on final project; Printing Color calibration, etc.
15 M 14 ("dead" week)	Incorporating computer prints Individual Meetings @7:30 (work-in-progress = E10)	Final crit for 33a (2D) Workday, printing Individual Meetings @7:30 p.m.
16 M 21 Finals	Tuesday May. 22 nd , 2:00–4:00 p.m Final Project Critique (V16) (50 pts)	

ART 033C, COLOR DESIGN, SEC #15824
 TUES. 2:10.P.M. – 5:20 P.M., V16
 THURS. 2:10.P.M. – 5:20 P.M., FOX 104 COMPUTER LAB

INSTRUCTOR: JASON CHALLAS
 JASON_CHALLAS@WVM.EDU
 OFFICE: ART 31; PHONE: (408) 741-2542
 OFFICE HOURS: TUES/ THURS 12:30 – 1:40 P.M.
 MON: 2:30 – 3:30 P.M.

Prerequisite: Art 33a, Two-Dimensional Design

Course Description

Acceptable for credit: University of California, California State University.

Students will work on refining their basic-design skills through the use of color concepts based on theory and expression, and experimentation. Projects will focus on color attributes such as hue, value, intensity, weight, distance, temperature, color schemes, and color interaction.

This course is AA/AS degree and certificate applicable and may be repeated once. Credit/No Credit Option.

A variety of media will be used, though we will rely mostly on Acrylic paint and computer software. 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 color design class will have ART STUDIO lectures and critiques TUESDAYS at 3:30p.m. *SHARP*. Lab time is MANDATORY and will be from 2:15 – 3:20 each Tuesday. Participation in the 2-D critiques (usually at 2:15 p.m. on Tues.) is expected. 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.

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 (~10)	5 %	10 points
Quizzes (2)	7.5 %	15 points

Final Exam

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

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

Final portfolios (everything you did except the final project) will be due late in the semester. They will be cumulative so keep all of your (printed) work. Portfolios will be 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.

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.

Required Materials List

Immediately:

- **Large** Color Wheel (for paint colors, RYB primaries) from The Color Wheel Company (not grumbacher), Current edition
- **Paints:** Golden or Liquitex **soft body** acrylic paints including: Red (Naphthol Light or Camium Med.), Yellow (Cadmium Light or Hansa Medium), Blues (Ultramarine, thalo), Black (Mars or Ivory), Titanium White (optional: Permanent Green Light, Dioxazine Purple). OR Amsterdam primary yellow, red, blue, etc.

Do NOT get “BASICS” by liquitex for this class! You will be sad.

- Brushes: 5/8” flat (square), #6, or 8 or 10 round (~3/8” – 5/8”). ~\$2.00 each. Get synthetic brushes, not sable.
- Strathmore watercolor pad, 15” x 22” Regular weight. Some projects will be 11” x 15” but **three** will be 15” x 22”
- Black surface (& core) illustration board, 1 piece 12” x 10” Letramax or Crescent Black Core recommended
- “H” hard pencil for drawing, eraser.
- Glue: rubber cement or solid glue stick (not liquid) (and rubber cement pick-up)
- 15” ruler with a good straight-edge, with cork back
- Utility or X-acto #1 knife (#11 blade)
- 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
- Blue masking tape (optional)
- > Blank USB “**jump**” drive to back-up your computer work. At least 128 MB. <<

Later:

(Inexpensive) Portfolio red rope or black cardboard (at least 16” x 20” but not larger than 22” x 26”)

Other materials may be assigned later.

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).