

Syllabus: **2D plan / intent / concept / structure / organization Design**

ART 1020 Sect 010 CRN: 80094 Arts & Humanities 568

Fall T R 8 – 10:50a

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Office Hours: T 11 – 12p or by appointment - rm 661

My 2¢:

2D design isn't artsy – it is **human**. We live 2D design everyday. We adhere to the **principles of art and design** when we strive for ideas like **balance** and **harmony**. We experience **rhythm** and seek **variety**. We know what it's like to feel out-of-step, unstable, dull or confused. We experience the **elements of art and design** metaphorically while waiting in **line** and navigating the **space** around us. We desire to **shape** our world. When humans began, so did design.

"Best Laid Plans...":

The key to effective 2D design is **intent**. Design is conceived, planned, organized and most importantly executed. It didn't happen accidentally (although accidents can occur). **The key to success in this class is also intent:**

You should intend to:

Better appreciate, understand, interpret, and demonstrate effective 2D design.
Come to class everyday on time, ready to learn, participate, and work.
Bring your sketchbook, supplies, ideas, and experiences.
Work outside of class. Try 1 hour out of class for every hour in class.
Try your best. Be consistent. Take risks. Listen. Think. Work. Improve. Enjoy. Succeed.

I intend to:

Help you better appreciate, understand, interpret, and demonstrate effective 2D design.
Come to class everyday early(ish), ready to teach, learn, participate, and work.
Keep regular office hours to meet individually for assistance.
Provide constructive feedback and progress assessment in a timely manner.
Try my best. Be consistent. Take risks. Listen. Think. Work. Improve. Enjoy. Succeed.

Down to Business:

Course Outline – ("The best laid plans..." - course syllabus provides a general plan; deviations may be necessary.)

Day 1

- KWL
- Random Word – quick write
- Squiggles Game – random abstraction – representational drawing

Day 2

- Video: McCandless Ted Talk
- Visual Communication Game
- Elements and Principles – How much do we know?
 - HW – Presentation on Element or Principle for Tue.; Bring camera & USB

Day 3

- Check Visual Journals
- Elements and Principles Presentations
- Practice Photos
 - HW – 9 Examples of Elements AND Principles; Bring camera & USB

Day 4

- Check Sketchbooks & Examples
- 5 Tips for Photo Composition
- Scavenger Hunt – images of ALL elements & principles
 - HW – 10 thumbnails from photos (distill, combine or design)

Day 5

- Photo Review – Best L/P Examples Competition

Day 6

- Project: High Contrast – Lecture & Checklist
- Computer Lab – Photoshop Coloring Book
- Workday: Hi Contrast
- K.I.S.S.

Day 7 - 10

- Workday: Hi Contrast

Day 11

- CRIT: High Contrast
- Sequential Storytelling
 - HW – Read Roy Kelly 2D curriculum article and answer questions.

Day 12

- Intro: Tension
- Exercise: 6 words/6 designs/4 squares each
 - HW – 2 compositions using only squares: forces of nature (alt. pandora's box).

Day 13

- Mini-CRIT: forces of nature HW
- Collaborative force of nature composition
 - HW – Lookup gestalt theory

Day 14

- Computer Lab: Editing Photos in Photoshop
- Mini-CRIT: collaborative force of nature composition
- Intro: Gestalt Theory
 - HW – Examples of gestalt concepts using name

Day 15

- Video: Geary Ted Talk (Clip)
- Design Wars – Wall-sized abstract compositions (struggle between two invisible forces)
- Planday: Individual, then Group

Day 16

- Design Wars Planday: Checklists

Day 17 - 18

- Workday: Design Wars

Day 19

- CRIT: Design Wars
 - HW – Present 5 examples of emotive use of color & Bring Visual Journals

Day 20

- Review Visual Journals / Intro final projects
- Emotive Color Presentations
- Computer Lab: Color Theory/Relationships Examples using previous compositions
 - HW – VisJo: Make a map

Day 21

- Computer Lab: Complete Color Examples
- Color blending and media play when done
- Video: Objectified by Gary Hustwit.
 - HW – VisJo: Life Log

Day 22

- Video: Lotto Ted Talk
- Mini-CRIT: Color Theory Examples
- Project: Contextual Color – Intro & Checklist (Choose either: abstract emotion [invisible made visible] OR emotional object [give a mundane object emotions]. Choose either traditional or digital media – the media you do not choose must be used for final project!)
- Video: Emotional/Expressive Color
 - HW – VisJo: 10 thumbnails of abstract emotion OR emotional object

Day 23 -25

- Workday: Contextual Color

Day 26

- CRIT: Contextual Color
- Project: The Design of My Life (Depict the way that an L/P metaphorically affects your daily life based on VisJo observations. Traditional or digital media - opposite of your previous choice
 - HW – Self-portrait, Thumbnails, Sketches, Ideas

Day 27 - 29

- Video: Sagmeister Ted Talk
- Workday: The Design of My Life
- Turn in Visual Journals

Day 30

- CRIT – The Design of My Life
- Mind Map Reflections / KWLs
- Visual Journals Returned

Late Registration - Aug 23 – 27

Holiday (Labor Day) - Sept 6

Midpoint - Oct 8 (Last Day to Withdraw)

Thanksgiving Break - Nov 22 – 27

Classes End - Dec 6

Final Exams - Dec 7 – 14

Grades Due - Dec 16 at 5 p.m.

Supplies –

* = ASAP; others are optional / get later

*YOU. Everyday.

*1 18"x24" drawing pad

*1 binder or sketchbook appropriate for collecting writings, clippings, drawings and other inspiring material.

*A sheet or two of 18"x24 or 19"x25" black paper

*Black construction paper & 1 color (preferably acid free but not that important)

*Pencils, a variety of size (HB, 2B, ebony, etc)

*Pencil sharpener that holds shavings

*Thick black sharpie marker and a fine point marker

*1 kneaded or "Magic Rub" plastic eraser

*1-x-acto knife and refill blades

*India Ink & brush/pen)

*Scissors

*Glue or glue stick (preferably acid free)

*Thumbtacks, push pins or T pins

*1 18" straight edge

*1 T-square, angle ruler or triangle

*Drafting/Artist tape

*Cutting Matt (larger will be best but at least 9 x 12)

*1 portfolio case (or cardboard - big enough to hold 18x24 paper)

*Carrying case (an art box or tackle box for your convenience)

Spray Adhesive

Compass

Tracing pad (8.5x11 is fine)

Tube/jar of black and white acrylic

Paint brushes if you choose to paint

Media of your choosing (color and black or white such as pastel, charcoal, oil pastel, watercolor, acrylic, digital, etc)

1 plastic mixing tray or white ice cube tray

Water containers, several (yogurt size)

Additional materials may be required for specific assignments.

Attendance –

University Policy: Attendance at every class meeting is mandatory and role is taken at the beginning of each class. If you are enrolled in this course and do not attend the first and second class meetings, you will be asked to drop the course. Classes begin at stated times and lateness is unacceptable. Leaving early or arriving late is counted as half of an absence.

If you are late to class, it is your responsibility to notify me after class that you were late and to request a change in the attendance record from absent to late. If you fail to do this, be aware that your attendance record for that day may remain as an absence.

Your final grade will be reduced by one letter grade for each and every absence after the third absence. There are no “excused” absences, therefore, it would be wise to save your 3 allowable absences in anticipation of emergencies.

It is your responsibility to inform me in advance of a class that you know you must miss. You will be held responsible for the materials covered in the missed class and must consult with your fellow students to receive all instruction and information covered in the class.

Grading –

- 4 Projects – 40%
- Exercises – 30%
- Visual Journal – 20%
- Time on Task – 10%

In this course, the plus/minus grading system will be used, as follows:

100 = A = 4.00	83 - 86 = B = 3.00	73 - 76 = C = 2.00	60 - 64 = D = 1.00
90 - 92 = A- = 3.67	80 - 82 = B- = 2.67	70 - 72 = C- = 1.67	0 - 60 = F = 0.00
87 - 89 = B+ = 3.33	77 - 79 = C+ = 2.33	65 - 69 = D+ = 1.33	

- I will provide rubrics and self-assessments that convey assignment expectations.
- If you are unclear as to assignment expectations ASK.
- Daily progress will be based on “time on task”. “Fortune Favors the Bold”: This means risk takers and more ambitious work will not be penalized for lack of polish. “Slow and Steady Wins the Race”: Those working more conservatively or simpler should expand projects to utilize class time effectively.

Late Assignments –

Late work is unappreciated, but acceptable. It would not be acceptable in the real world, but this is school, not the real world. Late work will not receive full credit. Excessively late work will receive less credit. Unfinished or incomplete work needs to be completed for full credit.

FYI:

1. Cell phone use during class = ☺_☺ No calls or texts unless it's an emergency. Please TURN OFF / IGNORE!
2. Head phones / ear buds are okay sometimes. Check first please.
3. Snacks & drinks are fine. No full meals. This is class, not breakfast, lunch or brunch.
4. Come back from break promptly. You too smokers!
5. Respect classmates and their different points-of-view. Share yours.
6. If you are experiencing problems, personal or otherwise, please notify me in private immediately.

After completing this course, please complete an online course evaluation. Thank you.

University Policies

Withdrawals

Be advised that the last day to withdraw from this course with the possibility of receiving a 'W' is semester midpoint (see above). If a student withdraws by this date but is failing the course, he or she will receive a 'WF.' Any student who withdraws after this date will receive a 'WF.' Students are allowed to withdraw with a grade of "W" a maximum of six times in their undergraduate careers at Georgia State. Please see http://www.gsu.edu/es/withdrawal_from_classes.html for further details.

Academic Honesty Policy

Georgia State University, as part of the academic community, expects students to recognize and uphold standards of intellectual and academic integrity. A basic and minimum standard of conduct in academic matters is required of students, which mandates that they be honest and submit for credit only the products of their own efforts. Both the ideals of scholarship and the need for practices that are fair require that all dishonest work be rejected as a basis for academic credit. They also require that students refrain from any and all forms of dishonorable conduct in the course of their academic work. The definitions presented below are intended to clarify for the instructor the standards by which academic honesty and academically honorable conduct may be judged. This list is not exhaustive; however these examples may be used to illustrate to students the standards of behavior expected of them by the University.

Plagiarism:

Plagiarism is presenting another person's work as one's own. It includes any paraphrasing or summarizing of the works of another person without acknowledgment, including the submitting of another student's work as one's own. Plagiarism frequently involves a failure to acknowledge in the text, notes, or footnotes the quotation of paragraphs, sentences, or even a few phrases written or spoken by someone else. The submission of research completed papers or projects prepared by someone else or the use of research sources gathered by someone else when forbidden by the instructor is considered plagiarism. Failure to acknowledge the extent and nature of one's reliance on other sources is also a form of plagiarism. Other forms may be unique to an individual discipline or assignment. The student is responsible for understanding the conditions under which plagiarism may occur and the consequences of such action.

Cheating on Examinations:

Cheating on examinations involves giving or receiving unauthorized help before, during or after an examination. This may include the use of notes, text, or "crib sheets" during an examination (unless approved by the instructor), or sharing information with another student during an examination. Other examples include intentionally allowing another student to view one's own examination and collaboration before or after an exam if such is forbidden by the instructor.

Unauthorized Collaboration:

Submission for academic credit of a work product, or a part thereof, represented as being one's own effort, which has been developed in substantial collaboration with or without assistance from another person or source, (or to provide such assistance) is a violation of academic honesty.

Falsification:

It is a violation of academic honesty to misrepresent material or fabricate information in an academic exercise or assignment.

Multiple Submissions:

It is a violation to submit substantial portions of the same work for credit more than once without the explicit consent of the instructor(s) to whom the material is submitted. In cases of cumulative work or in a sequence of courses, use of prior work may be desirable or required, therefore the student is responsible for indicating in writing that the work is cumulative in nature. Members of the academic community, including part-time instructors, are expected to report suspected violations of the standards of academic conduct.

Accommodations for students with disabilities

Georgia State University complies with Section 504 of the Rehabilitation Act and the Americans with Disabilities Act. Students with disabilities who seek academic accommodations must first take appropriate documentation to the Office of Disability Services locate in Suite 230 of the New Student Center.

This office provides evaluation of individual needs, advisement and appropriate support for academic programs of identified persons with disabilities. In addition, the Office of Disability Services coordinates special parking needs and provides testing facilities and proctoring to students with special needs.

Please advise your instructor if you have a documented disability that needs to be accommodated. You may wish to visit the ODS website at

<http://www.gsu.edu/disability> for more information.

Security Statement

Georgia State University and the Welch School of Art have installed punch code locks to make our buildings safer for students and faculty. You should treat any lab or studio under card lock as a secure space. As such, GSU and the Welch School ask that you abide by the following guidelines to help ensure the safety and wellbeing of everyone:

1. ALWAYS have your GSU ID card with you when on campus.
2. NEVER allow anyone to use your card. If a student or member of the staff or faculty is authorized to be in the area, their cards will give them access. If anyone asks you for your card, report the incident to campus police.
3. ALWAYS report suspicious people or activity to the faculty or graduate student in charge of the studio or lab. If, for any reason, there is no faculty or graduate student supervision, report suspicious people or activity to campus police. The number is 404-413-2100.
4. NEVER try to enter a studio or lab by "piggybacking" on someone else. For example: if someone is entering the lab or studio before you, do not try to get through the door while it is open. Wait for the door to close and then punch in again to gain entry. Similarly, do not allow someone else to come through with you. It can be tempting to hold the door open for someone whose hands are full with equipment, etc. This practice, however, is NOT SECURE and can put everyone at risk. Wanting to help is good, but be smart about it. If you want to help a classmate or friend who is carrying a lot of equipment you can, 1) gain entry to the lab or studio by yourself, 2) wait on the other side of the door for the other person to enter, and 3) help the person with her/his equipment.

These procedures are a course requirement and the consequences for violating them range from penalties to your course grade to expulsion from the class. Security is everyone's concern. GSU and the Welch School of Art and Design thank you in advance for your cooperation.