

**BARRY UNIVERSITY
COLLEGE OF ARTS AND SCIENCES
COURSE SYLLABUS**

**ART 101B-01 TWO DIMENSIONAL DESIGN
SPRING 2019
M/W 11:00am – 12:20pm, ADRIAN 218**

**Professor: NICOLE BELTRAN
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Office: Adrian 115B**

**Office Hours:
M/W – 2:30pm – 4:00pm // T/R – 11:00am – 12:00pm**

Course Description:

This course offers an introduction to basic two-dimensional design concepts, theories and techniques, through the study of the principles and elements of art. Color theory and linear perspective will be introduced.

Relationship of Course to University Mission:

In keeping with the mission of Barry University, this course promotes diversity and inclusion through the cultivation of the student's artistic skills in the development and creation of individual, unique design solutions. The course offers a global perspective through student research of previous artists from a variety of cultural and historical periods. Through this exploration and attentiveness to each student's individual and unique design solutions, this course fosters diversity and respect for self and others.

Studio ART PROGRAM Objectives/Expected Outcomes that apply to this course:

Objective 1 (Composition): Students will acquire knowledge to create unified, balanced visual compositions exhibiting an understanding of the principles and elements of art.

Objective 2 (Art Media): Students will exhibit competency utilizing a range of art materials and techniques.

Objective 3 (Color Properties): Students will demonstrate proficiency in the effective use of the color properties: hue (color), value (light and dark), and intensity (brightness) in creative work.

Objective 4 (Art Vocabulary): Students will develop the language skills and art vocabulary necessary to discuss and critique creative work.

Learning Methods:

This is a studio course. Students will be introduced to each project through lectures, demonstrations and visual examples of previous student and/or professional works of art. The student should learn by actively producing the necessary sketchbook work both in class and outside of class. Design terminology and concepts should be learned through lectures and participating in project critiques.

Attendance Policy:

The College of Arts and Sciences adheres to the following attendance policy: **A total of 6 class hours of absence will result in a withdrawal of W, WP, or WF if within the designated withdrawal period, or with an automatic F if not.** It is the student's responsibility to initiate the withdrawal during the designated withdrawal period. Otherwise, an F will be issued at the end of the term.

Students not present when roll is called will be marked as absent. Students who are late (arriving after roll is called) are responsible to report to the professor at the end of class to make sure that the “absence” is changed to a “late” on the roll. **3 late arrivals are equal to 1 absence. Leaving class early will also be considered as a “late”.**

Do your best NOT to schedule appointments for advising, doctor visits, work, airport pick-ups etc. during class time. Excuse from class for extreme emergencies will be given at the instructor’s discretion. Excessive absences and tardiness WILL affect your final grade.

Withdrawal Procedure:

It is the student’s responsibility to initiate the official withdrawal if they stop attending class after the drop/add period. Faculty are not required to withdraw a student from the course unless they initiate and complete the required form. Withdrawing students must pick up the form at the Registrar’s office, get it signed, and return it to the Registrar themselves. (Faculty can but are not required to withdraw students who never show up to a class.)

Spring 2019 Withdrawal Schedule

Student Category	Dates	Grade Earned
Undergraduate	1/17/19 - 3/1/19	W
	3/2/19 - 4/5/19	WP OR WF

Withdrawals will not be accepted after 4/5/19. After 4/5/19 you will receive an automatic “F.” The only way to remove an “F” from your records is to successfully retake the course and earn a higher grade.

Academic Dishonesty Policy (Cheating and Plagiarism):

1. Cheating is defined as the attempt, successful or not, to give or obtain aid and/or information by illicit means in meeting any academic requirements, including examinations or art projects.
2. Plagiarism is defined as the use, without proper acknowledgment, of the ideas, phrases, sentences, images or larger units of discourse from another writer, speaker, artist or photographer.

Students are expected to know and abide by the policy as stated in the university catalogue and student handbook.

In Art you are legally in danger of copyright infringement if you copy or borrow all or part of any image or object covered by national or international copyright laws regardless of whether or not you are using the same art media to create your artwork. Even if an image is legally within the public domain, it can still be considered cheating or plagiarism for you to borrow it to use as or within your own work. Whenever you are confused about what is ethical or acceptable use of any visual source, always discuss your concerns with the instructor.

Disability Statement:

Students with documented special learning needs may want to contact the Barry University Office of Services for Students with Disabilities 305-899-3489.

Student Behavior:

All Barry University students are expected to behave according to accepted norms that ensure a climate wherein all can exercise their right to learn. Such norms are set forth in the undergraduate catalogue under College of Arts and Sciences Guidelines for Student Conduct and Academic Responsibility. Please be sure that you have read and understood that section. No faculty member will tolerate classroom behavior that violates these norms. Such behavior will be grounds for withdrawal from the class, judicial proceedings, or failure of the course. If warranted, students engaging in such behavior will be removed from class by security personnel and may be required to undergo counseling.

Cell phones, Facebook and personal music devices

All audible electronic devices must be turned off during lectures. Use of these devices is only acceptable during lab hours or by specific permission from the instructor. The use of Facebook during class time is strictly prohibited. Abuse of this policy will result in a lower grade. Music devices are ONLY allowed during lab time. Whenever you are using them, the volume needs to be low enough that you can hear the professor in a normal speaking voice and no one else can hear your music. You are not permitted to wear headphones during class lectures, critiques or instructions.

Course Requirements:

- | | |
|---|---|
| 1. LINE – outcomes: 1, 2, 4 | 3 pts sketchbook / 7 pts matted project |
| 2. SHAPE/PATTERN – outcomes: 1, 2, 3, 4 | 3 pts sketchbook / 7 pts matted project |
| 3. TEXTURE – outcomes: 1, 2, 3, 4 | 3 pts sketchbook / 7 pts matted project |
| 4. PERSPECTIVE - outcomes: 1, 4 | 10 pts |
| 5. FORM/SPACE/VALUE - outcomes: 1, 2, 3, 4 | 3 pts sketchbook / 7 pts matted project |

30% of your grade in four of the projects listed above will be based on sketchbook work, with the remaining 70% based on the actual finished matted project. The perspective project will be done in class and is worth a total of ten points.

Students are required to maintain a **design sketchbook**. It is intended to be a building block for all of your studio courses. For this course, this sketchbook is to contain the following items in an organized fashion: class notes, and visual and written ideas. **The completed sketchbook will be graded along with each project.**

Students are required to save all work for the duration of the course for periodic presentations/reviews.

Students are expected and encouraged to look at and study as much art as they can. There is much to learn from other artists, whether they are old masters that we can study in books and museums or contemporary artists we can study in galleries, magazines and on-line. Visual research may also be included in sketchbooks. Specific assignments for research or visits to galleries, lectures or museums may be made during the semester.

Studio Art majors ONLY

All projects must be saved and photographed as part of your core portfolio requirements. Please see Professor Angi Curreri for specifics on how and when to submit your work.

Grading:

All matted assignments are expected to be strong, completed compositions, following the specific assignment criteria. Each project should focus on the specific art principles and elements assigned, as well as the color scheme and medium requirements. Sketchbook work is done in preparation for finished projects and will be an integral part of each project grade. **You cannot make up missing sketchbook work after turning in your completed assignment**

In addition to the requirements outlined above, evaluations will be made on the following basis: completion of projects for both critique and sketchbook assignments including the fulfillment of assignment objectives through quality, effort, craftsmanship and creativity. A positive attitude and cooperation in maintaining an orderly studio facility will also affect your grade. Students are expected to meet deadlines, project criteria and participate in class discussions and critiques to avoid deductions.

Deductions:

- **Late projects will be deducted by 10%.**
- **Students who are late to a critique will receive a 5% deduction.**
- **Projects with unacceptable mats will be deducted up to 5%.**
- **Projects not matted at all will receive a 10% deduction.**

Grades will be averaged as follows

97 - 100% = A+	87 - 89% = B+	77 - 79% = C+	60 - 69% = D
94 - 96% = A	84 - 86% = B	74 - 76% = C	Below 60% = F
90 - 93% = A-	80 - 83% = B-	70 - 73% = C-	

Texts (optional): Design Basics by Lauer, HBJ - ISBN 0-15-501184-7

List of Assignments & Critique Due Dates:

All dates and assignments are subject to change upon oral notice.

- MON 01.14** Review Syllabus/Course Schedule/Art Supplies/Art Stores
Review nickyclasses.com website and Canvas
PURCHASE SUPPLIES TODAY!
- WED 01.16** Lecture 1: 2D Design and Line
Introduce Project 1 (LINE)
Show examples
Begin work on 10 Varied Thumbnails
- MON 01.21** **MARTIN LUTHER KING HOLIDAY (NO CLASSES)**
- WED 01.23** **10 Varied Thumbnails due (beginning of class)**
Demo: Medium Tests 1 (Graphite pencils/Graphite Sticks)
Complete 10 focused thumbnails by end of class
- MON 01.28** Demo: Enlarging thumbnails
Work in class (Medium Tests/Enlarging artwork)
- WED 01.30** Demo: Matting artwork
Work in class (Enlarging artwork/Matting)
- MON 02.04** Work in class (Matting)
- WED 02.06** **LINE CRITIQUE (beginning of class – take notes)**
Lecture 2: Shape and Pattern
Introduce Project 2 (SHAPE/PATTERN)
Show examples
Homework: Begin work on 10 varied thumbnails
- MON 02.11** **10 Varied Thumbnails due (beginning of class)**
Lecture 3: Color/Color Tests
Complete 10 focused thumbnails by end of class
- WED 02.13** **MEET IN COMPUTER LAB**
Demo: Creating Patterns with Adobe Photoshop
Work on Pattern studies
- MON 02.18** **MEET IN COMPUTER LAB**
Demo: Medium Tests 2
(Color Pencils/Sticks, Markers, China Markers)
Work on Pattern studies
- WED 02.20** **10 PRINTED Pattern studies due (beginning of class)**
Demo: Adding grid to page
Work in class (Color tests/Medium tests)
- MON 02.25** Work in class (Creating grid/artwork outline)
- WED 02.27** Work in class (Adding color to artwork)

MON 03.04	SPRING BREAK (NO CLASS)
WED 03.06	SPRING BREAK (NO CLASS)
MON 03.11	Work in class (Matting)
WED 03.13	SHAPE/PATTERN CRITIQUE (beginning of class – take notes)
MON 03.18	Lecture 4: Texture Introduce Project 3 (TEXTURE) Show examples Begin 10 varied or 10 focused thumbnails
WED 03.20	10 varied or 10 focused thumbnails due (beginning of class) Demo: Medium Tests 3 (Collage, Rubbing, Paint & Modeling paste) Work in class (Color tests and Texture tests)
MON 03.25	Work in class (Bring textures from home to complete texture tests)
WED 03.27	Work in class (Enlarging/completing artwork)
MON 04.01	Work in class (Enlarging/completing artwork)
WED 04.03	Work in class (Matting)
MON 04.08	TEXTURE CRITIQUE (beginning of class – take notes)
WED 04.10	Lecture 5: Form/Space/Value Introduce Project 4 (FORM/SPACE/VALUE)/Perspective exercises Show examples Demo: Medium Tests 4 (Chalk Pastel/Oil Pastel) Work on 10 varied thumbnails
MON 04.15	10 varied thumbnails due (beginning of class) Demo: PERSPECTIVE EXERCISES 1, 2, 3 (Boxes 1pt, House 1pt, Checkerboard floor 1pt) Homework: Work on 10 focused thumbnails
WED 04.17	10 focused thumbnails due (beginning of class) Demo: PERSPECTIVE EXERCISES 3, 4, 5 (Checkerboard floor 1pt, Boxes 2pt, House 2pt)
MON 04.22	ALL PERSPECTIVE WORK DUE (beginning of class) Work in class (Color tests/Medium tests)
WED 04.24	Work in class (Enlarging/completing artwork)
MON 04.29	Work in class (Enlarging/completing artwork)
WED 05.01	Work in class (Matting)
EXAM WEEK	FINAL PROJECT CRITIQUE - WEDNESDAY, 5/8 @ 10:00am

MATERIALS FOR ART 101B – 2D DESIGN

PAPER

- (1) 9" x 12" hardbound or spiral sketchbook
- (1) 14" x 17" - 2 ply Bristol Board (vellum or rough) textured drawing pad (15 sheet)
- (1-5) 32" x 40" Mat Boards
- (1-5) 32" x 40" Foam Core Board

ERASERS

- (1) Kneaded eraser, white eraser and black plastic eraser

DRAWING TOOLS

- (1) 2B, 4B, 6B pencils (+ Pencil Sharpener)
- (1) Woodless pencil
- (1) Fine tip black marker (Sharpie Ultra Fine Point recommended)

TAPE

- (1) 1" thick roll WHITE Artist's tape

SUPPLY RECOMMENDATIONS AS NEEDED

BRUSHES

- #12 Soft haired, white, pointed with a round ferrule

PAINTING TOOLS

- Plastic palette knife
- 9x12 disposable palette

JARS OF PAINT

- Cadmium Red Medium
- Cerulean Blue
- Black
- Cadmium Yellow Medium
- Acra Magenta
- White

***Note:** Use low viscosity paint (in jars) when you want a smooth finish. Use high viscosity or Heavy Body paint (in tubes) when you want a more textured or thicker finish.*

CUTTING TOOLS

- Xacto knife
- Spare blades - #11
- Scissors

ADHESIVES

- Rubber cement
- Double Tack
- Glue stick
- Hot glue
- Studio Tack
- Elmer's Craft Bond glue
- 2-way tape
- Epoxy