

Art 112 Syllabus – CRN 20293

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Art 112 is a beginning course intended to introduce students to the fundamentals of good design. The student will research the background in three-dimensional aesthetics to broaden understanding and creativity. You will analyze the various ways we experience three-dimensional art and design in your creative expression and self-confidence by working in a disciplined art environment. We will explore the use of various media – paper, wood, fabric, plaster, clay – to create 3D art works. You will develop technical skills to construct 3D designs, learning how to use the elements and classical organizing principles of design successfully.

Student Learning Outcomes:

At the completion of this course the students should be able to choose and manipulate three-dimensional elements and principles of design to create a visual and functional solution to a given problem

Assessment Tool: Rubric

Institutional Outcome: ISLO1, ISLO2

You will be given a series of verbal problems which you will solve visually in a three-dimensional form. There will be required research in order to complete these assignments – internet, library, design books and magazines are good resources. Each of these projects are set up to introduce and effect on you the fundamentals of good design and the principles of organizing 3D space.

On completion of these projects, you will present your work to the class for critique. You will be graded on: how well you solved the problem, whether or not you followed the design requirements as they were presented to you, creativity, craftsmanship and content.

You will be also be improving your communication skills. There will be lots of reading, we have a textbook, *Shaping Space* by Zelanski/Fisher, and you will be expected to read other design publications as well. There will be a quiz or test on each chapter, and a final exam given. The tests will be in short essay form. There is also a required museum written report, and also a written statement about each of your projects. Artists/Designers, should feel comfortable writing about their own art or other's work. The class will also emphasize the expression of material (media) as a means of visual and tactile communication.

There will be approximately one hour of lecture every class meeting. You will be required to listen politely. There is a lot of information presented that is not in our textbook, please take notes! Attendance is important, since most of the information is given verbally. Also, I want you to think of your fellow classmates as fellow designers. You will learn as much from their experiences in design as from your own. You will be expected to participate in each critique, learning how to express praiseworthiness as well as constructive criticism verbally.

We will also become more globally aware of artistic variety in different cultures and time periods. We'll explore art for art's sake, as well as for functionality throughout the ages. This will give you a keen awareness, and acceptance of the differences and similarities of all art forms.

During this course, the student will also be working on his/her personal and professional skills: self management, self awareness, workplace skills will be encouraged through project deadlines, attendance, participation in lectures, critiques, and through presenting projects to class. Unless specifically announced otherwise, all projects will be due at the beginning of class on the assigned day. Late projects will be graded down one letter grade. Most design work has a completion date, enforced by a contract of some sort, therefore, it's important to finish work on time in this class. You will have the option (within reasonable limits) of improving or redoing projects in order to improve your grade. Good designs are often the result of successful makeovers and tweaks.

Grading, final grade will be based on the following:

1. Projects: meeting the design requirements, creativity, craftsmanship and content.
2. Participation in critiques.
3. Grades on chapter quizzes and the final test.
4. Gallery or museum report.
5. Development of the technical skills necessary to construct three-dimensional designs.
6. Research of background in three-dimensional aesthetics to broaden student's understanding and creativity.

Policy on grades:

- A Outstanding achievement, available only for the highest accomplishment.
- B Praiseworthy performance, definitely above average.
- C Average, satisfactory performance.
- D Minimally passing.
- F Failing

Materials Needed: Materials will vary according to what you want to work with in order to finish an assignment. You, as the student, may not have the financial means to use elaborate, expensive materials. In this class, you won't have to "break the bank", I encourage you to use "found" objects and materials whenever possible. Inexpensive and readily available materials should be used for the most part. Our purpose is to explore several different facets of three-dimensional design, not to impress each with how much money we spend on each project. Please be inventive and resourceful.

Materials you will need A.S.A.P. are:

1 sketchbook

1 art gum or Magic White eraser

Other materials you may use during the semester are as follows:

Graph paper

White glue or other adhesives as needed

Paint brushes

Tracing paper

1 notebook for lecture notes (or use your sketchbook)

1 ruler (18" metal preferred)

Designer acrylics

Scissors

Compass, protractor

Wood, wire, fabric, plaster of Paris, fiber(s), clay, metal, plastics, wax, stone, etc.

Attendance Policy:

Attendance is very important, since instruction is given verbally everyday. If you are absent, you will be expected to make up all work in a timely manner. Please call me to let me know if you are going to be absent, and I will try to fill you in. My phone numbers are: (760)353-3643 and (760)693-2015, my email is freitaswesternart@yahoo.com.

Please make sure you drop yourself by the last day to drop with a "W". You are all adults, if you feel you are too far behind, have missed too many class meetings, drop yourself.

Any student with a documented disability who may need assistance and educational accommodations should notify the instructor or the Disabled Student Programs and Services (DSP&S) offices as soon as possible. DSP&S Health Science Building room 2117 (760)355-6312

Point Breakdown:

Quizzes: 14 @ 10 points each = 140 Points

Final Exam = 50

Projects:

Low-relief = 30

Additive found objects design = 20

Improve a package/container design = 20

Casting = 20

Participation in critiques and lectures = 20

Plaster subtractive design = 30

Chair project = 60

Addition & Manipulation sculpture = 20

Final project = 30

Total points: 440

378-440 = A 336-377 = B 294-335 = C 252-293 = D 251 and below = F

Once you have read this syllabus completely, please sign the sheet in class stating so. You may want to print off a hard copy to keep for your own reference.