

SYLLABUS FOR 2D COMPOSITION SPRING 2015

COURSE NUMBER: ART - 10022	SECTION NUMBER/CRN:
INSTRUCTOR:	CLASS TIME/PLACE:
E-MAIL:	OFFICE HOURS:

COURSE DESCRIPTION

This course is a basic introduction in flat pictorial composition. Students will explore the basic principles of design and the application of line, shape, value, texture, and color to the two-dimensional surface. Students will learn to work with traditional materials as well as new technology. In addition to developing technical proficiency with a variety of materials and tools, emphasis will be placed on visual literacy and critical thinking skills throughout this course. All work (preliminary and final) must be retained for the duration of the semester and beyond as required.

COURSE FORMAT

2D Composition is a studio course. Students will spend much of class time working on visual/conceptual problems. In addition to studio work, students will be required to actively participate in critique sessions, contribute to online components, and complete a variety of assignments that will take place outside the studio environment. The addition of the iPad this semester will enable students to be easily connected beyond the studio. At least 5 hours a week outside of scheduled class time should be set aside for 2D work/play. Students are expected to be prepared to work productively and collaboratively in the studio setting. Students will need to have their iPads charged and with them at each studio session.

GRADING

A+/-	Excellent Performance (consistently and significantly exceeding standards)
B+/-	Good Performance (demonstrating strong effort and consistent success)
C+/-	Fair/Average Performance (meeting basic criteria/requirements)
D+/-	Poor Performance (falling short of meeting basic criteria/requirements)
F	Failure (meeting few or none of the basic criteria/requirements)

FINAL COURSE GRADE REFLECTS:	
4	Project grades (including blogging, studio practices/participation, etc.)
2	Portfolio grades: Physical Inventory Book/Digital Inventory Book
	Attendance

Grades will be given for *Projects 1-4* (which include blogging, studio practice/participation, etc), *Portfolios: Physical Inventory Book* and *Digital Inventory Book*. Mid-term grades will be derived from work completed for *Projects 1 & 2*. Students may choose to rework/redo assignments to be included in their final *Portfolios*, which will receive a separate grade. *Project 1-4* grades will not be changed. When accepted (at the discretion of your instructor), late work will be lowered one letter grade (10%) and must be submitted within 1 week of the original deadline or an F will be given for that Project grade. Attendance may impact grades significantly (see next section).

ATTENDANCE

Classes are conducted on the premise that regular attendance is expected. If students anticipate an absence, they should consult with the instructor individually whenever possible. In the event the absence was due to illness or injury, verification from the medical professional treating the illness or injury should be presented to the instructor. It is the policy of Kent State University's School of Art that final grades be lowered by one letter grade (10%) after three unexcused absences. Additionally, three late arrivals are to be recorded as one unexcused absence and arriving later than twenty minutes to any one class will be recorded as an unexcused absence. Absences and late arrivals will be excused only as is appropriate. More than five absences is cause for failure of the course. Failure to attend the Final is cause for failure of the course.

STUDENT CONDUCT

University rules and regulations form parameters of individual behavior on and off campus (and online) and follow the normative standards of behavior adhered to by the City of Kent and Kent State University communities. By virtue of a student's enrollment at Kent State University, he/she consents to follow the policies and procedures of the University. It is the student's responsibility and in his/her interest to be familiar with all applicable conduct-related policies ([Code of Student Conduct](#)).

REGISTRATION FOR COURSES

University policy requires all students to be registered in each class they attend. Students who are not officially registered for a course by published University deadlines should not be attending class and will not receive credit or a grade for the course. Each student must confirm enrollment by checking her/his official class schedule (using "Student Tools" in FlashFAST) prior to the deadline indicated. Registration errors must be corrected before the deadline.

STUDENTS WITH DISABILITIES

University Policy 3342-3-18 requires that students with disabilities be provided reasonable accommodation to ensure their equal access to course content. If you have a documented disability and require accommodations, please contact the instructor at the beginning of the semester to make arrangements for necessary classroom adjustments. Please note: You must first verify your eligibility for these (adjustments) through [Student Accessibility Services](#) (330)672-3391

DOCUMENTATION OF STUDENT WORK

The instructor may document student work created in fulfillment of academic requirements for this class for use in future didactic or administrative contexts within the School of Art. Some or all of your work may be photographed; information on works chosen to be documented will remain confidential. By continuing enrollment in this class, you automatically grant permission to the instructor to document your work and use the image reproductions for the purposes stated above, unless you submit a request in writing by week 2 to the instructor. No one who opts out will be penalized for doing so.

USE OF DIGITAL IMAGES FOR PRESENTATION

As part of this course you may have access to digital image reproductions of cultural objects or sites that are protected by United States Copyright Law. Access to these images is restricted to students actively enrolled in the class; and you are permitted to use such images only as part of work and intellectual pursuits relating to this course. You may have access to the material for the duration of the semester; downloading or copying these materials for personal or commercial use is strictly prohibited. Violation of this policy could result in severe penalties.

CHEATING/PLAGIARISM

Students enrolled in the university, at all its campuses, are to perform their academic work according to standards set by faculty members, departments, schools and colleges of the university; and cheating and plagiarism constitute fraudulent misrepresentation for which no credit can be given and for which appropriate sanctions are warranted and will be applied.

BUILDING ACCESS AFTER HOURS

The Art Building is regularly open from 7am – 12 midnight (including Saturdays and Sundays) for classes and related activities. The building is NOT open on university holidays. Students who need to work after hours or over holidays may do so but can expect to be asked to produce identification to verify their status and reason for being in the building. Always be aware of your personal safety when working late. It is a good idea to travel with a buddy after hours and to close all exterior doors carefully and securely while working in the building (*no doors propped open*). SECURITY AIDES is a Campus Escort Service for students needing secure transit on campus (to car, to residence hall, to library, to studio, etc.). They are available from 8pm – 4am. Call (330)672-7004

KSU FOUNDATIONS WORDPRESS REQUIREMENTS

Each student is responsible for creating and maintaining a free WordPress blog and for keeping up to date with content on the School of Art Foundations site ksucampsite.wordpress.com. The site is considered an extension of the classroom and University environment. As such all content falls under the KSU [Code of Student Conduct](#). By continuing enrollment in this class, you automatically grant permission to the School of Art to use any posted content in future didactic or administrative contexts within the School of Art, unless you submit a request in writing to the instructor within 2 weeks of the start of class. No one who opts out will be penalized for doing so. Use of any content in this manner will remain confidential.

INTERNET PRIVACY

Blog posts, comments, and status updates are all publicly viewable. Blogs can be unlisted, but not private. Use common sense and common courtesy when commenting on posts by peers, faculty, or staff. Our WordPress blogs constitute a shared environment. Members who can view your work and profile include your peers, KSU faculty, members of our administration, and may include guest artists and arts professionals outside of KSU, as well as the general public. Your blog and your participation in this online community are extensions of the classroom and the KSU SoA. Online or off, students remain accountable to the KSU [Code of Student Conduct](#).

2D STRUCTURE

ORDER Weeks 1-4 - Introduce the elements and principles of design and the Gestalt principles of Unity. Simple compositions are developed through brainstorming, refining, and then translating flat, graphic compositions into photographic images.

- 1.1 Principles of Gestalt - Reveal visual habits by rapidly generating many complex compositions using basic visual elements
 - 1.2 Unity with Variety - Organize and refine compositions to reflect principles of unity
 - 1.3 Human Element - Collaborate to stage photos in 3 dimensional space to reflect their flat compositions
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ACTION Weeks 4-8 - Explore how elongated or repeated forms can generate the illusion of movement and space. The proportions of the frame and the relationship of images to the frame become especially important

- 2.1 Illusion of Space and Motion - Discover and explore strategies for creating illusions of motion and space using found dynamic marks
 - 2.2 Compositional Flow and Figure/Ground - Explore basic elements of design while mapping the organization of provided artworks
 - 2.3 Methodology - Collaborative installation project emphasizing action/dynamism while continuing to explore various elements of design
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COLOR Weeks 9-12 - Explore the major variables of hue, saturation, and value and their role in composing with color. Common color schemes and color interactions are introduced and then applied within an isometric grid to explore the play between flat pattern and illusionistic, three-dimensional space.

- 3.1 The Properties of Color - Use colored paper to explore hue/value/saturation
 - 3.2 Relativity of Color - Explore relativity through digital and paper color studies and then by incorporating pattern and motif
 - 3.3 The Plastic Action of Color - Use color, pattern/texture on isometric grids to further explore illusionistic space and dynamic compositions
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CONCEPT Weeks 13-16 - Continue to use color, unity, and movement to construct a self-directed project. Students now take an active role in collaboratively designing the parameters of the assignment and how it will be executed.

- 4.1 Inspiration and Meaning - Generate ideas from your interests, daily life, and research
- 4.2 Design the Path - Self-assign exercises that utilize the various elements and principles of design that are driven by conceptual interests
- 4.3 Communicate the Idea(s) - Generate a final project that is conceptually articulate (consider how the work will be presented/received)

STUDIO TOOLS & REQUIREMENTS

iPad activated and equipped with the following Apps to get started:

Free Apps:

[Dropbox](#)

[MobileLearn](#)

[iMotion HD](#)

[Pocket](#)

[PBS](#)

[Colorschemer](#)

[Flipboard](#)

[Google Docs](#)

[Blendoku](#)

[Spectrum Color game lite](#)

[Snapseed](#)

[TEDtalks](#)

[NPR](#)

[Kaleidopaint](#)

[Adobe Reader](#)

Required Paid Apps:

[Photoshop Touch](#) (9.99)

[iDraw](#) (8.99)

[IsoSketch](#) (2.99)

Budget to add additional apps, both paid and free, as needed throughout the semester

Also, App prices tend to change frequently. The prices listed are current, but may change (for better or worse) throughout the semester.

Of course, go ahead and add any free apps to your iPad that you think will be useful for you or just plain fun!

You Provide

Xacto knife

Prints of digital work. Budget to purchase several photocopies/prints per Project (\$1-3 each). There are a few on campus and local options.

Portfolio to keep and carry your 11x15" work in. Old (clean) briefcases often work, or make it yourself with supplies provided in the studio!

Tool Box/Container of your choice to make storing and transporting your art supplies easy as you will need them with you every day

Regular #2 Pencil to have in your tool box.

Scissors to have in your tool box.

Containers for water. They can simply be clean reused food containers (yogurt, pudding, sour cream, etc). You will need two.

Rag for cleaning up when painting. Any old, but clean, cotton rag/towel/t-shirt will do.

Found Materials & Miscellaneous supplies: magazines, colored paper, props for some projects

iPad cover of your choice to protect your iPad

As needed for personal use (these items will be distributed and/or provided for shared use in the studio):

Circle Template, Sharpies, Painters/Masking Tape, and any others

We Provide *(you will need to budget to supplement these materials as needed)*

Sharpies, a metal ruler, a glue stick, an eraser, rubber cement, brushes, a color wheel, ink, paint, newsprint, tracing paper, Stonehenge paper, scraps of colored paper. **While most of these materials are for stocking your portable tool box, some are for shared use. Please budget to replace exhausted/lost materials and to duplicate shared items for personal use as desired.**

CALENDAR *Please keep in mind throughout the semester that the schedule is subject to change, and there are additional deadlines within each section of our projects*

<p>WEEK 1 Monday 1/12 - Sunday 1/18</p> <p>INTRO to 2D COMPOSITION DESIGN ELEMENTS/PRINCIPLES & Begin 1.1 of PROJECT 1: ORDER</p>	<p>WEEK 2 Monday 1/19- Sunday 1/25 No Class Monday 9/2 MLK Jr. Day</p> <p>Continue 1.1 & Begin 1.2 *1/25 last day to withdraw w/o W assigned</p>	<p>WEEK 3 Monday 1/26 - Sunday 2/1</p> <p>Continue 1.2 & Begin 1.3 INTRO to PHOTO/COMPUTER LAB</p>	<p>WEEK 4 Monday 2/2 - Sunday 2/8</p> <p>Finalize PROJECT 1 & DUE: PROJECT 1, Critique</p>
<p>WEEK 5 Monday 2/9 - Sunday 2/15</p> <p>Begin 2.1 of PROJECT 2: ACTION & Continue 2.1</p>	<p>WEEK 6 Monday 2/16 - Sunday 2/22</p> <p>Begin 2.2 & Continue 2.2</p>	<p>WEEK 7 Monday 2/23 - Sunday 3/1</p> <p>Begin 2.3 & Continue 2.3</p>	<p>WEEK 8 Monday 3/2 - Sunday 3/8 *3/4 Mid-Term Grades available</p> <p>Finalize PROJECT 2 & DUE: PROJECT 2, Critique</p>
<p>WEEK 9 Monday 3/9 - Sunday 3/15</p> <p>Begin 3.1 of PROJECT 3:COLOR (M) & Continue 3.1 of COLOR (W)</p>	<p>WEEK 10 Monday 3/16 - Sunday 3/22</p> <p>Begin 3.2 & Continue 3.2</p>	<p>WEEK 11 Monday 3/23 - Sunday 3/29 Spring Recess - No Classes</p> <p>Begin 3.3 & Continue 3.3 *3/22 last day to withdraw, receive W</p>	<p>WEEK 12 Monday 3/30 - Sunday 4/5</p> <p>Finalize PROJECT 3 & DUE: PROJECT 3, Critique</p>
<p>WEEK 13 Monday 4/6 - Sunday 4/12</p> <p>Begin 4.1 of PROJECT 4:CONCEPT & Continue 4.1</p>	<p>WEEK 14 Monday 4/13 - Sunday 4/19</p> <p>Begin 4.2 & Continue 4.2</p>	<p>WEEK 15 Monday 4/20 - Sunday 4/26</p> <p>Begin 4.3 & Continue 4.3</p> <p>DUE: 4.1 & 4.2 of PROJECT 4 PHYSICAL/DIGITAL PORTFOLIOS</p>	<p>WEEK 16 Monday 4/27 Finals Week - Mandatory Attendance SPRING FINAL EXAM SCHEDULE</p> <p>DUE: 4.3 of PROJECT 4 for FINAL CRITIQUE</p>