Section 6 (55738)

Lisa Franko

TuTh 11:00AM - 1:50PM

Section 7 (56796)

Darrell Williams

MoWe 11:00AM - 1:50PM

Section 8 (67973)

Nathan Boyer

TuTh 8:00AM - 10:50AM

Basic 2D Design / Art General - 1030

Fall 2018  
 Room A206 Fine Arts Building

**Course Description**

Study of the basic principles and elements of two-dimensional composition in art. These principles of organization are the bases for expression and critical analysis of the visual arts. Students will create studio projects exploring design variables, while employing a range of tools and materials.

**Course Objectives**

Often when we engage with visual art or media, especially in popular culture, we tend to be swept away by a packaged experience. It is easy to focus on a message or a narrative and actually miss the visual language so crucial to our experience or understanding.

The point of class is to strip away the narrative elements that often command our attention—words, story, or character—and investigate the visual. Students will learn to recognize, appreciate, manipulate and, ultimately, control the powerful visual tools that impact our experiences and to be able to deploy this visual language as fluently as we use words.

This class is a foundation for all other two-dimensional art classes (photography, printmaking, graphic design, drawing, painting, video, film, etc). The skills acquired in this class can be applied in any other visual medium. Through in-class demonstrations and practice, and outside assignments, students learn 2-D design techniques, materials, tools and processes that will support advanced study and future pursuits.

Studio assignments will be informed by and supplemented with slide/lecture presentations, class critiques, demonstrations, and short written assignments. Over the course of the semester, students are exposed to methods that allow them to become skillful in design technique, discerning in their visual perception, and articulate in formal analysis, description and evaluation.

After unpacking and breaking down visual language into basic components, students then learn to reassemble these elements and deploy them to their individual purposes.

**Textbook:** There is no textbook for this course. Students instead are required to purchase materials.

**Course requirements**

Assignments -

1. Students will complete a number of studio projects/visual exercises throughout the semester, along with readings and short writing assignments.
2. Art is about communication. Your ability to communicate ideas (in art making, writing and speaking) is integral to the work we do. You will learn to research historical and contemporary practices in design, and to take a well-constructed position on your own work and that of your peers.
3. Each week you will be provided with handouts, demos and directives describing projects and assignments and giving required dates of completion. There will also be quizzes on key terms and ideas.
4. All work must be completed on time and presented at the beginning of each review (unless you have permission to turn it in at a later date). Late or incomplete work will negatively affect your grade (one late/incomplete project will drop your grade a letter). All projects must be completed to pass the course. Student participation in class critiques is required.
5. Work must be done in appropriate media and on specific paper (if assigned). Write your name and course time on the back of each assignment
6. Student presentations must be clean, neat, professional and reflect the project specifications. There will be some in-class work periods, but many assignments must be completed as homework outside of class.
7. Course materials: Some materials are provided for students via the course lab fee; all other materials must be purchased by students. (See materials list below).
8. Missed classes or assignments: It is the student’s responsibility to obtain information about assignments and in-class activities if a class is missed. Please ask the instructor or a classmate for this info. This information will not automatically be provided; you must seek it out for yourself.

**Group Critiques**

Each project will undergo a group critique during class in which we assess and reflect on all presented work. The critique / review process is essential in developing students’ ability to assess and articulate their understanding of the principles/practices explored in class. Students will often have additional time after critique days to hand in the FINAL version of an assignment, taking into consideration the feedback provided in the critique from classmates and the instructor.

**Attendance**

Attendance is mandatory. Roll will be taken at every class period. There will be three absences allowed—for illness or otherwise—no questions asked. Coming to class late counts as half an absence. Leaving class early counts as half an absence. **After three absences, each additional absence decreases your overall grade by 3 percent; each additional tardy/leaving early decreases your overall grade by 1.5 percent.** If there is an illness that persists, it may require that you withdraw from class and continue when you can put attention back on track. This absence policy applies to illness, travel, personal days, etc. alike—these are all treated equally. Class time must be spent on class-related activities; if you are found to be doing work unrelated to this class, you will be counted absent. **Grade reductions resulting from absences above the allocated three will be docked from overall grade at the end of the course.**

**Cell Phones**

All cell phones must be turned off during class (not just set to vibrate but actually turned off).

This is to create a distraction-free zone for class. Art making works best when you are focused. If you are wondering about the text message that just buzzed on your phone, you have lost your focus.

There is increasing research that checking cell phones is physically addicting. We are all guilty of this. To avoid temptation, it is easiest simply to remove all cell phones from the art environment. Any cell phone activity during class (ringing, buzzing, checking, messaging, looking something up, etc.) means you are not present in class and will therefore be marked as absent (meaning an additional absence on your attendance record).

If you have a family emergency and need to be available for a call, notify the instructor before the class, set your phone to vibrate, and take the call outside.

**VERY IMPORTANT—BA and BFA PORTFOLIO REVIEW:**

All students wishing to pursue either a BA or BFA degree in art will need to pass the Art Program BA/BFA Portfolio Review. Freshmen and transfer students who entered Fall 2015 and later will undergo the Portfolio Review when they have completed the necessary coursework. A student must have completed six (6) courses in art before submitting a portfolio for either the BA or BFA. Required courses are Art 1030, 1040 and 1050; and three of the following: Art 2100, 2200, 2300, 2410, 2500, 2510, 2600, 2700, 2800. For more detailed information on the portfolio review, please refer to the School of Visual Art website.

Two-three (2-3) assignments in each of these courses have been designated as required in the student’s portfolio review. Two (2) assignments from this course are required for portfolio review. They will be highlighted.

Further discussion of this requirement will occur when we begin work on each of these two projects. But please also talk to your instructor if you are planning on, or even considering, a degree in visual art at MU, as you will want to take special care with these assignments.

<https://visualstudies.missouri.edu/art/undergrad/bfa-degree>

**Key University of Missouri dates for this semester:**

Start of classes: August 20

Labor Day Holiday (no classes): Monday, September 3

Thanksgiving Break: week of November 18. Classes resume on November 26.

Reading Day (no classes): December 7

Finals Week: December 10-14

**Our finals meeting day/time:**

**Section 6:** Tuesday, December 11, 7:30-9:30 a.m.

**Section 7:** Tuesday, December 11, 10 a.m.-12 p.m.

**Section 8:** Tuesday, December 11, 12:30-2:30 p.m.

We meet in our own classroom for finals. Attendance at the final is not optional, missing it will result in not only being docked for attendance but also a F for the final project.

**Evaluation Criteria**

Grades will be based primarily on required studio projects (done in-class and on your own time outside of class). **Assignments** will be evaluated on the following basis (not in any particular order):

a. satisfactory solution to assigned problem and meeting all project component requirements

b. degree of creativity, originality and inventiveness

c. level of technical execution and craft

d. compositional unity and overall presentation

e. investment of energy/effort and time in project

f. neatness and good overall presentation of work

g. arriving in class with all materials, supplies needed for work on project

h. readiness with work for critique days & timely submission of completed work on due dates

**In the course as a whole, students will ALSO be graded on class participation, enthusiasm, attendance, overall development and improvement of knowledge/skills.**

A range = 90-100/Excellent mastery of required skills, outstanding and innovative approaches

B range = 80-89/ Good command of skills applied creatively

C range = 70-79/Satisfactory work in application of knowledge/skills

D range= 60-69/ Minimal effort expended

F = 0-59/Failure to prove the use of required skills

**Classroom Conduct**

1. Everyone, students and instructors alike, are expected to abide by University policy and to maintain the classroom as a comfortable and safe learning environment for all individuals. Inappropriate actions and comments will be cause for dismissal from class. Please be respectful of one another.
2. Clean up any messes that you make! Many classes are sharing these studios.
3. No use of mobile devices for personal use allowed in class during student/instructor presentations, critiques, etc. These may be used during breaks, **but at no other times in the classroom.**

**Academic Integrity and Honesty**

Academic integrity is fundamental to the activities and principles of a university. All members of the academic community must be confident that each person’s work has been responsibly and honorably acquired, developed, and presented. Any effort to gain an advantage not given to all students is dishonest whether or not the effort is successful. The academic community regards breaches of the academic integrity rules as extremely serious matters. Sanctions for such a breach may include academic sanctions from the instructor, including failing the course for any violation, to disciplinary sanctions ranging from probation to expulsion. When in doubt about plagiarism, paraphrasing, quoting, collaboration, or any other form of cheating, consult the course instructor.

**University policies on academic honesty and classroom conduct can be found at:**

http://www.umsystem.edu/ums/rules/collected\_rules/programs/ch200/200.010\_standard\_of\_conduct

**Students with Disabilities or Difficulties**

If you anticipate barriers related to the format or requirements of this course, if you have emergency medical information to share with me, or if you need to make arrangements in case the building must be evacuated, please let me know as soon as possible.

If disability related accommodations are necessary (for example, a note taker, extended time on exams, captioning), please register with the Disability Center ([http://disabilitycenter.missouri.edu](http://disabilitycenter.missouri.edu/)), S5 Memorial Union, 573- 882-4696, and then notify me of your eligibility for reasonable accommodations. For other MU resources for persons with disabilities, click on "Disability Resources" on the MU homepage:

<http://disabilitycenter.missouri.edu/>

Any student who has difficulty affording groceries or accessing sufficient food to eat every day, or who lacks a safe and stable place to live, and believes this may affect their performance in the course, is urged to contact one of the offices below for support. Furthermore, please notify the professor if you are comfortable in doing so. This will enable him/her to provide any resources that he/she may possess.

Dean of Students

Student Accountability & Support- Care Coordinator

G206 MU Student Center

Phone: 573-882-5543

Financial Aid

11 Jesse Hall

Phone: 573-882-7506

Tiger Pantry  
 Rock Quarry Facility, Room #8

1400 Rock Quarry Road

Phone: 573-882-3780

TRiO Program

100 E Student Success Center

Phone: 573-882-2493

Center for Academic Success and Excellence

110 Student Success Center

Phone: 573-882-9208

**Canvas**

This syllabus, including ant updates and changes, as well as any additional class handouts will be posted on Canvas. To log onto Canvas, follow the instructions below:

1. With your favorite web browser, go to the Online Courses at Mizzou website at

<http://courses.missouri.edu>.

2. Click on the Canvas link.

3. Click the “Login” icon on the far left of the screen.

4. For user name, type in your PawPrint. Your password is your PawPrint password.

Then click the “Login” button.

5. The main page contains most of the icons you need to get around in Canvas and is called your personal portal.

**ARTstor**

ARTstor is a digital library of approximately 550,000 images in the areas of art, architecture, the humanities, and social sciences.  
  
You can access it through the image Databases page:  
  
http://library.missouri.edu/databases/?by=type&id=25&target=Databases-By-Type  
  
and clicking on ARTSTOR. Or, you can use this direct link:  
  
http://proxy.mul.missouri.edu/login?url=http://www.artstor.org  
  
Going through the database page rather than Googling ARTSTOR will provide off campus as well as on campus access. To save images to a folder, you will have to register. Anyone affiliated with MU can register.  Registration is your campus email address and a login you make up.

Does a pictorial work come into being at one stroke? No, it is constructed bit by bit, just like a house.

—Paul Klee, Creative Credo, 1920

If you have questions or problems, Rhonda Whithaus, whithausr@missouri.edu, will try to help you.

**Lockers**

Lockers in the art building are available on a first come first serve basis. You need to bring a lock to the office on the first floor to register an open locker. It is recommended to register for a locker within the first day or two of classes if you want one.

**2D Design - TIMELINE – FALL 2018**

This timeline is subject to change, based on the individual needs of each class. It can, and will, change. For the most recent changes to this timeline please always look to [canvas.missouri.edu](http://canvas.missouri.edu)

**For section 7, “class a” is Monday and “class b” is Wednesday.**

**For sections 6 and 8, “class a” is Tuesday and “class b” is Thursday.**

**WEEK 1 (August 20-24)**

**Class A:**

* + Introduce class/discuss syllabus.
  + Hand out research assignment (5 points) **images due next day (not next class!) by 5pm uploaded to Canvas.**

**Class B: Images due uploaded by 5pm the day before class.**

* + - * + Class discussion of some of the images
        + Handout formal analysis writing assignment (25 points) **due by 5pm the day before next class, uploaded to Canvas.**

**WEEK 2 (August 27 – August 31)**

**Class A:** **Formal analysis paper due uploaded by 5pm the day before class.**

* + - * + short presentations by each student on their homework
        + in class drawing
        + hand out “A line is a dot that went for a walk” assignment - 50 points

**Class B:**

* + - * + in class drawing in preparation for assignment

**WEEK 3 (September 3-7)**

Please note that section 7 meets only one time this week because of Labor Day

and so will adjust accordingly, sections 6 and 8 meet twice

**Class A/B: “A line is a dot that went for a walk” assignment due**

* + Hand out short research assignment #2
  + **critique of “A line is a dot that went for a walk” assignment.**   
    Everyone must participate in critique.
  + Discuss materials needed for this next project. Bring materials for this project to class on Monday.

**WEEK 4 (September 10-14)**

**Class A:**

* + Introduce **Studio Project 2**   
    \* THIS ASSIGNMENT IS REQUIRED for all aspiring BA & BFA students PORTFOLIO REVIEW\*

**Class B: research assignment #2 Due.**

* + In-class work time for Studio Project 2. Possible video viewing from Art 21 series.

**WEEK 5 (September 17-21)**

**Class A: Introduce Research section of final project** (& Studio Project 7).

* + Quiz on design terms
  + In-class work time for Project 2

**Class B:** Work time for Project 2.

**WEEK 6 (September 24-28)**

**Class A: Working critique of Studio Project 2**. Rest of class: work on Project 2.

**Class B: PROJECT 2 – Variations on Line – DUE today**.

Introduce **Studio Project 3, Parts & Puzzle.** Demos and select colors from COLORAID kit.

\* THIS ASSIGNMENT IS REQUIRED for all BA & BFA students doing PORTFOLIO REVIEW\*

**(CRITIQUE for Project 3 on October 8/Final Studio Project 3 due October 15)**

Read for this project this week: Entire Chapter 2 on THE ELEMENT OF COLOR, Imagination.

**WEEK 7 (October 1-5)**

**Class A: Artist Collaboration essay bibliographies due today.**

First drafts of Artist Collaboration research paper due on November 10.

CONTINUE WORK on Studio Project 3/Parts & Puzzle.

**Class B: Working critique Studio Project 3**.

**A minimum 3 of the 6 compositions MUST be completed by today.**

The rest of class, more work time for Project 3.

**WEEK 8 (October 8-9)**

**Class A:** Work time for Studio Project 3.

Introduce Studio Project 48. Discuss concept and needed materials for project and plan for Thursday.

**Class B: PROJECT 3 – due today**.

**Begin Studio Project 4: Tiers of Texture:** group project (Phase 1). Project will take all class period.

**WEEK 9 (October 15-19)**

**Class A:** In-class work time for Studio Project 4 – Phase 2: Students work on sketches in pairs.

**Hand out Short Writing #3**

**Class B:** Work on Studio Project 4 (Phase 3) Demonstrations of techniques.

**paper due today**.

**WEEK 10 (October 22-26)**

**Class A:** Work on Studio Project 4 (Phase 3)

**Class B: Working critique: Project 4**

Rest of class time: Work on Studio Project 4.

**WEEK 11 (October 29 - November 2)**

**Class A: Project 4 due today.**

**Introduce Project 5**

Demonstrations of techniques used for project.

**Class B:**

Work on Studio Project 5.

**WEEK 12 (November 5-9)**

**Class A: First drafts of final research paper due today.**

Continue work on Studio Project 5.

**Class B: Working critique for Studio Project 5**

Hand out short writing project #4

**Introduce Studio Project 6.** Discuss materials & supplies needed for project.

**WEEK 13 (November 12-16)**

**Class A: Studio Project 5 due today.**

Work on Studio Project 6. Demonstrations on color theory.

**Class B:** Work on Studio Project 6

**Thanksgiving Break (No Classes Week of November 19 – 23)**

**WEEK 14 (November 26 – 30)**

**Class A:**  **Exhibition writing project (our course ‘exam’) due today.**

Work on Studio Project 6

Cherie meets with students on individual basis during studio time in class to discuss final project.

**Class B: Working critique for Studio Project 6 today.**

Rest of class time: Work on Project 6.

**WEEK 15 (December 3-7)**

**Class A:**

* + Quiz on color theory
  + Work time on Studio Project 6

**Hand in Project 6 today if complete or final possible hand in date is on Thursday.**

**Class B: PROJECT 6: Project 6 due today**.

**PowerPoint (or other) Presentations on research essay today. (All students)**

**WEEK 16 (Exam Week, December 10-14 )**

WE MEET:

**Section 6:** Tuesday, December 11, 7:30-9:30 a.m.

**Section 7:** Tuesday, December 11, 10 a.m.-12 p.m.

**Section 8:** Tuesday, December 11, 12:30-2:30 p.m.

**All students present Final Projects (Studio Project 7 in this class) today. All final drafts ofessays due today.**

**All artwork and other projects that have been revised also due today. Assignments will not be accepted beyond the end of class time today.**

**No exceptions.**

**Points and Grades**

**Assignments (95% of grade):** The points that each project is worth escalate, particularly over the first third of the semester. Because this is a 1000 level course, no prior expertise in this area is assumed. However, as the semester progresses the student is assumed to have internalized the lessons of the class and gain mastery of the material. In this way the course allows for improvement: ie a student can still do well in the course even if they do not do well in some early assignments because later assignments are worth more. Because the emphasis of this class is on making, projects are worth more than short essays and quizzes. The final project is worth about 20% of the assignment grade.

Conversely though, this also means that slacking off later in the semester can very quickly have a strong negative impact on the grade.

When the final points are tallied the final assignment grade is awarded based on the following percentage of total points:

97-100% (A+) 94-96.9% (A) 90-93.9% (A-)

87-89.9% (B+) 84-86/9% (B) 80-83.9% (B-)

77-79.9% (C+) 74-76.9% (C) 70-73.9% (C+)

67-69.9% (D+) 64-66.9% (D) 60-63.9% (D-)

59.9% and below- F

**Class participation: (5% of grade):** A secondary, but still important part of class, is discussing and articulating what is working in an art work. Participation in class discussions and critiques account for 5% of the final grade. This is not a major percentage but can easily make the difference between the final grade of a B+ or an A- for example.

**These two numbers are then used to calculate the full grade, at which point any attendance penalty is then subtracted from this percentage**.

**Required Supplies for class:**

(Most will be available from the bookstore. Those that are not can be purchased at Michaels or Hobby Lobby) This is a greatly reduced list from previous years. We are sensitive to the growing expense of course materials. We are not using a textbook for the first time this year… saving each student $160. We have reduced this list (in particular removing paint which was a major expense). And we are using the lab fees to buy expensive items that can be shared or are cheaper when bought in larger quantities. What is left is a basic list of personal art supplies that should be useful to the student, both in this class and elsewhere.

These items can also be purchased cheaper online, from sites such as Utrecht Art or Dick Blick Art. This link includes all items on this list (minus the foam core):

<https://www.utrechtart.com/classlists/detail.aspx?id=7114>

if you use it use coupon code VFAD for free shipping (and 10% off some items)

\*Artist sketchbook (spiral-bound or other – approx. 14x20”) 50-100 sheets. Blank pages (no lines)

\*Bristol board 14”x17” tablet (Strathmore 400 or similar brand and weight, smooth surface)

\* Pencils – a range from 2H – 6B

\*Set of color pencils – can be a small set of up to 12 pencils (avoid cheap sets, Prismacolor are good)

\*Erasers - Kneaded and/or RubKleen Plastic

\*Good hand pencil sharpener

\* Artist ink pens (w/at least 5 different tips) Can be purchased in kits or as individual pens. Available at the bookstore, Staples, Michaels, etc. I will show examples of good ones.

\* A bottle of black ink

\*Straight edge ruler [at least 18”], with cork underside

\*Pair of scissors – that cut well!

\*Glue stick & a bottle of rubber cement

\*X-Acto (or similar) knife + blades [x-acto “11 or similar recommended]

\* Black Foam core backing – 1/8” or ¼” at least 3 20x30” (approx size) sheets. **Will announce as needed.**

\*Scotch tape & double-sided mounting tape

\*Mixing tray for paint [or similar palette]

\*Water cup and painting rags

\*Brushes (we will be using these with ink and cheap brushes are fine)

**-OPTIONAL** (but helpful) – Art Supply Box & Portfolio case for carrying artwork to/from class. Be sure to get a large enough portfolio case to fit your work. AT LEAST 24 x 30”.

**Other Optional art supplies:**

* + - watercolor pencils or paints
    - pastels – oil and/or chalk
    - various kinds of markers
    - colored paper, old magazines, and other printed material for collage work
    - swatches of fabric
    - various kinds of paper

**\*Some materials and supplies will come up through the semester as you work on projects**

**MATERIALS and Supplies provided by instructor FOR PROJECTS (your lab fees pay for these):**

* ColorAid fine-art instructional papers. Boxes of 220 - 4.5x6” sheets. (this is a major expense for the course as each box can run up to $200 and we are not asking each student to buy their own)
* Canvas paper and/or canvas board
* Cutting mats (on the tables)
* Sketch paper in rolls
* Tracing paper (and sometimes transfer paper)
* Painting and drawing media…
* Fabrics (as needed)
* Twine, string, hand pruners and plastic bags (for Project 4 and some food and kitchen supplies for Project 4 – Spring semester courses only)

**We also have these extra items in the classroom for your use at times.** Those items below that are with an asterisk means you should still have your own with you in class. Many of these materials are needed for demos in the classroom for all 2d Design classes. Lab fees pay for these items as well:

* Scissors\*
* Various tapes\*
* Glue\*
* Xacto knives & blades\*
* Foam core\*
* Sketch paper tablets\*
* Bristol board\*
* Foam core\*
* Rulers\*
* All items used by all 2D Instructors for classroom demos

-Electric pencil sharpener

* Various kinds of paper
* Masking tape, duct tape, pushpins and other mounting supplies
* Media (DVDs and other forms of media for classroom instruction)
* Cleaning supplies including sponges, brooms, cleansers, etc.
* Cables for computers and projectors
* Extension cords and power strips
* Staplers/staples
* Printer (for studio projects only. No papers can be printed on this. That is your responsibility to take care of.)

Lab fees also pay for periodic upgrades in furniture (tables, chairs) and general classroom upkeep & cleaning supplies, video projection screens, window shades, white boards & supplies, pin-boards on classroom walls, large mats on the tables, etc.