Course Syllabus
Art 140 2-D Design

M/W 11:00-1:45pm AC 600
Elizabeth Tinglof, Instructor
Office Hours: 10:45-11:00am and 1:45-2:00pm AC600
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Course Description
Introduction to the elements and principles of 2-dimensional design which are common to the visual arts. Foundation course stressing visual perception and an effective knowledge of the graphic means of expression and communication. Students will learn the principles and elements of design in relation to 2-D composition. The course will concentrate on developing the students ability to use basic visual language to enhance their studio practice. The course will prepare students for further study in all visual art courses.


The goals of the Art Department are establishing and developing for students an inclusive and balanced program in visual art, which encompass four areas of study: Art Education, Art History, Studio Art, and Visual Communications.

Course Student Learning Outcomes

Line. Students will demonstrate through the use of line, their ability to create compositions that effectively solve assigned design problems. Students will be assigned specific types of line such as: gestural, contour, implied, expressive and/or analytical.

Shape & Volume. Through the use of shapes and volumes, and through analysis and discussion, students will distinguish between shapes and volumes.

Value & Color. Students will demonstrate their ability to manipulate the properties of color by accurately completing a series of exercises:
- A color wheel that includes primary, secondary and tertiary colors
- A color intensity (saturation) chart
- An 11 step, black to white, value scale

Space. In their projects, and through analysis and discussion, students will demonstrate their ability to recognize, distinguish and manipulate attributes of space.

Texture and Pattern. Students will demonstrate the ability to use actual and implied textures and pattern to unify 2D compositions and create surface enrichment. Students will demonstrate the ability to use texture and pattern to create movement and rhythm in 2D compositions.

Art Principles and Composition. In analysis and discussion, students will demonstrate their ability to use the assigned list of art elements and principles. Students will demonstrate, in compositions, their ability to:
- manipulate the elements and principles of design to convey specific artistic intent
- to create a focal point or area of interest
- to control spatial relationships
- to create figure ground relationships within the picture plane

Materials & Methods & Techniques. Students will demonstrate, through finished assignments, a working knowledge of basic 2D materials, including: ink, graphite, acrylic paints, collage, various papers and working surfaces, cutting and measuring tools, and adhesives. Students will demonstrate proficiency with the basic methods and techniques of 2D design, including collage, paint mixing/color matching, paint application, thumbnail sketching, and basic matt cutting.

Craftspersonship & Presentation. Students will demonstrate in their finished projects, a level of craftspersonship and presentation that is appropriate, according to project criteria.

Art History and Traditional Concepts. Students will recognize in critiques, discussions, and/or tests:
- the elements and principles of design as used in historical and current advertising, graphics, painting, drawing, photography and other 2D media
- traditional uses of media, tools and methods in the works of selected artists
- stylistic qualities in the works of selected artists
- the work of Western artists and those of other cultures
the historical, traditional, and current uses of design by artists

Communication Skills. Students will demonstrate the ability to work within the set parameters of a design problem by following specific project instructions. Students will demonstrate, with assigned problems, the ability to generate ideas and discuss their process and solutions in both small groups and in class critiques. Students will demonstrate their ability to communicate ideas visually through preliminary studies such as thumbnail sketches. Students will demonstrate their understanding of the approved vocabulary for this course by passing a test with a score of 70% or better.

Grading
Final grades are on a +/- system. All projects are graded on a 100% scale and averaged at the end of the semester. Late projects will go down one letter grade.
Grades are based on:

- Following the guidelines of the assignment.
- Effort.
- Creativity.
- Presentation.
- Two quizzes on required reading
- Sketchbook
- Participation in Critiques
- Attendance (see below)

Attendance
Attendance is mandatory. Course information is not repeated, so if you miss a class it is your responsibility to receive the information from another student (exchange phone numbers with at least one other person). Always call your class partner if you miss class. I often adjust the schedule depending on class needs, so if you miss class it is in your best interest to call your partner to confirm the weeks activities. Attendance will be taken at the beginning of each class. If you come late it is your job to inform me that you are present. Excessive lateness will effect your final grade. No leaving early. Penalties are as follows.

3 tardies = one absence
6 tardies = two absences

You are allowed 2 absences. After 2 you will receive a failing grade.

This is important, so read it carefully: You get two absences. If you are sick, that counts as one absence. If your car breaks down and you miss class, that counts as one absence. If you decide the beach is more important that class, that counts as one absence. There is no such thing as an excused absence. If you are sick, you are not in class. If you are at the beach, you are not in class. Either way, you have missed course material. If you have used up your two absences, and you get sick and miss a third day, you are dropped one FULL letter grade for the course.

Special Needs
Student who need accommodations with testing, course content and activities may wish to review the Center on Disabilities website for detailed information on how to register and access resources for assistance. Please see instructor as early as possible in the semester regarding special needs and accommodations. Center on Disabilities website: http://www.csun.edu/cod/.

Student Conduct Code
Students are expected to "act at all times with integrity and with respect toward all members of the campus community. The University assumes that all students will conduct themselves as mature, responsible, and law-abiding citizens who will comply with University policies and regulations." See the University catalog.

Class Policies

- Always come prepared to work in class. Failure to do so will result in an absence.
- You must clean up after yourself.
- Turn off your cell phone. No texting.
- Class time is for work on projects for this class only.
- No eating in class.
- Work must have name and date to receive credit
- Work not ready for review at the beginning of class on critique day will be considered late and will be marked down a full letter grade. Work more than one week late or incomplete for more than one week will be given a grade of “F”.
• All projects, except for late or incomplete work, may be reworked for a higher grade at any time during the semester

**Supplies**

- Sketch book, may be spiral bound, preferred size 8.5 x 11
- 1 Bristol Paper Pad Vellum, (9”x12”)
- Sheet of Oak Tag poster paper (will announce in class when needed)
- Matboard (will announce in class when needed)
- Pencils 2B, 4B, 6B, 2H, 6H
- Eraser (artgum or white)
- Pencil Sharpener (with shavings catcher)
- Xacto knife (#1) and extra blades (#11)
- Scissors
- Sharpie fine point pen (Black), and Pilot razor point pen (Black)
- Removable Drafting Tape ¼”
- 2 Glue Sticks small
- Spray mount
- Can of Workable Spray Fix
- Stainless Steel ruler 12” or longer
- Tackle box or Art bin box
- Paint brushes for water based paints: round tip(#00,#2, #6), flat ½”
- Plastic Plates and Plastic Cups (to mix paint and to wash brush)
- Paints: Acrylic: **System 3** Daler Rowney. Ultramarine Blue, Cadmium Red Hue, Process Yellow, Titanium White, Black
- Small White Plastic Palette Knife (pro-6960-3)
- Palette Paper 9”x12”
- Paper towels or cotton rags

**Art Supply Stores** (take student ID as most stores give student discounts)

*Carter Sexton  Continental Art Store  Dick Blick*

5308 Laurel Cyn. Blvd.  7041 Reseda Blvd.  44 S. Raymond Ave.
N. Hollywood  Reseda  Pasadena
818-763-5050  818-345-1044  626-795-4985

*Utrecht Art Supply Swain’s Pearl Art Supplies Inc.*

11677 Santa Monica Blvd.  537 N. Glendale Ave. 1250 S. La Cienega Blvd
Los Angeles  Glendale  Los Angeles
310-478-5775  818-243-3129  310-854-4900

There are several good catalog art supply companies.

*• Daniel Smith 1-800-426-6740 www.danielsmith.com
• ASW Art Supply Warehouse 1-800-995-6778 www.aswexpress.com
• Judson’s Art Outfitters 1-866-POCHADE www.judsonsa.com (outdoor painting equipment)
• Jerry’s Art Arama 1-800-827-8478 www.jerrysartarama.com

There are many discount art supply companies on the Internet. Be careful of shipping costs.

*• www.DickBlick.com
• www.UtrechtArt.com
• www.RexArt.com

Some of these items are available at Michaels Craft Stores- check online for 40% off coupons and keep in mind this is a craft store, so the items/selection is limited.
Schedule

8/25 Introduction and class project. (Read Introduction xvi-xxiii, Line 2-10)

Due dates for the following schedule TBA in class.

Lecture: Line. Work on Project #1 Line.
       Studio time (Read Shape 10-22)

Project #1 Line DUE. Lecture: Figure/Ground, Begin Project #2 (Read Value 29-34)
       Lecture: Value, Project #3 Studio time (Read Critiques 140-146)

Project #2 DUE. Lecture: Critique Process. Studio time (Read Balance74-81)
Project #3 DUE. Critique Lecture: Value Pattern. Introduce Project #4 Value Pattern.
       Studio time (Read Texture 23-29)

Work on Project #4 Value Pattern. Lecture: Texture.

Project #4 Value Pattern DUE. Work on Project #5 Texture. Quiz #1 (Read Color 38-63)

Project #5 Texture DUE. Lecture: Color. Begin Project #6 Color Wheel.
       Studio time

Project #6 Color Wheel DUE. Begin Project #7 Color Value and Intensity.
       Studio time

Project #7 Color Value and Intensity DUE. Start Project #8 Color Design.
       Studio time Quiz #2

Work on Project #8 Color Design. (Read Gestalt 66-74)

Project #8 Color Design DUE. Lecture: Gestalt. Begin Project #9 Gestalt
       Studio time

Project #9 Gestalt DUE. Critique

Project #10 Photomontage. Studio time. (Read Problem Seeking/Solving 120-135)

Studio time. Project #10 DUE.

FINAL TBA