

course number	course title	course location
Art 112	2D Design	HAAB 403
meeting day/time	course reference	website location
Monday: 9:00 am to 12:50 pm	81165	http://sunywcc2ddesign.com/
instructor's name	contact info	cell/txt
Claudia Jacques de Moraes Cardoso	cmc9@sunywcc.edu	914-924-0703 text emergencies only during business hours

course description

A variety of 2D design concepts and tools are introduced to foster visual literacy, and deepen appreciation of the role of design in art and culture. Students create projects that explore elements and principals of design, including line, shape, space, value, sequence and color, while developing fluency in the handling of media, and an increased awareness of craftsmanship. Lectures and critiques cultivate verbal communication skills to foster a facility with language of art and design, and basic computer skills are introduced in the creation of an online portfolio. *Class Hours: 4*

course objectives + measures

Upon successful completion, the student will be able to:

1. Demonstrate technical proficiency in basic design media & techniques to:
 - Create designs that demonstrate craftsmanship in a range of design media, including pen, collage, and gouache. All Projects and Exercises.
 - Use a variety of mark-making/painting techniques to create variation of line and value (line thickness, line quality, line proximity, compressed and expanded space, mixing tints and shades). All Exercises, Projects 2, 3, 4, 6, 7, 8, 9.
 - Use of variety of design strategies (overlapping, scale, value, perspective) to create the illusion of 3D volume/space on a 2D surface. Project 2 Assignments 4 & 5, Projects 4, 5 and 6.
2. Understand and apply the elements and principles of composition to:
 - Create designs that are unified, activate the entire picture plane, and establish a focal point and visual flow. All Projects and Exercises.
 - Demonstrate the ability to use and differentiate between the elements of 2D design: line, shape, value, color, and texture. All Projects and Exercises.
 - Demonstrate an understanding of the principles of organization (negative/positive space, figure/ground relationships, contrast, repetition, emphasis, harmony and balance, directional forces). All Projects and Exercises.
 - Demonstrate understanding and ability to apply basic concepts of color theory (hue, value, saturation, color schemes, and complementary colors). Projects 5 & 6 and Exercise 4.
3. Describe and analyze designs using basic design terminology to:
 - Identify and describe elements and principles of design in selected designs. Weekly class critiques and Blackboard posts.
 - Identify design strategies that are used to communicate a predetermined meaning or emotion (mark-making, high/low contrast, emotive color, composition, geometric/organic shapes). Weekly class critiques and Blackboard posts, especially Projects 4, 6 and Final Assessment.
4. Develop and maintain a digital portfolio to
 - Capture digital documentation of design projects through scanning and digital photographs. All Projects and Exercises.
 - Upload digital images of weekly projects to digital portfolio. All Projects and Exercises.

course methods

In-class and for home assignments, design projects, skills exercises, group discussions & critiques, demos, individualized instruction, visual presentations/lectures, assigned research & readings, written responses, self-evaluations, on-line course supplement, and on-line student e-portfolio.

course requirements

In order to succeed in this class, you are expected to:

- Attend all classes, complete all assignments on time, and participate in class critiques and discussions.
- Dedicate approximately six hours of work per week in addition to class time to complete assignments.

- Do weekly readings and postings, self-evaluations, document your artwork, and participate on a final assessment.
- Have regular access to a computer with Internet connection to follow the course content online at <http://sunywcc2ddesign.com>, post to the course discussion board in Blackboard, and maintain an e-portfolio.
- Have a WCC e-mail account and be able to access it regularly. When contacting your instructors via e-mail, you MUST use your WCC e-mail address – no personal e-mail addresses! This is a WCC policy.
- Please check the page “Technology + Media Access” on our course website for more information on computer and media requirements: <http://sunywcc2ddesign.com/technology-media-access>.

required textbook

Design Basics, 8th or 9th Edition by David A. Lauber /Stephen Pentak (any edition, or digital access is OK.)

Discounted price: http://instructors.coursesmart.com/9780495915775?_professorview=false&_instructor=998418

WCC holds two copies on reserve for students to read in the Library.

required materials & supplies

media for saving electronic work: USB flash drive or cloud storage.

art supplies: see course website for sample images <http://sunywcc2ddesign.com/materials-supplies>

required:

Tools

- 18” metal ruler
- Cutting Mat, at least 12” x 18”
- Xacto Knife, with at least one spare blade
- Pair of Scissors
- Compass
- Protractor
- Artist Tape White 1/2” x 60 yards
- Rubber Cement Glue
- Glue Stick White
- Vinyl Eraser White

Papers

- Pad of White Drawing Paper, 70-90lb., 9” x 12” (make sure that this is not crème colored)
- Pad of White Bristol Board, two ply vellum, 14” x 17”
- Strathmore 400 Series Artagain Black Paper pad, 9” x 12”
- 1 Sheet of 18” x 24” Watercolor Paper (individual sheet)
- 8.5” x 11” hard covered sketchbook

Pens & Graphite Pencils

- Set or Individual: Crow Quill pen (plastic holder and #8 point, or other extremely fine point)
- Pack of Faber-Castel PITT Artist Pen Set, BLACK, pack 4: S, F, M, B
- Sharpie Marker Black – Twin-Tip
- Set of Four or Individual Graphite Drawing Pencils: one each: HB, 2B, 4B, 6B

Paints & Brushes

- Set or Individual Paint Brushes – Round # 0 & 2, Flat #8, Bright #16
- Set Reeves Gouache Paint
- Tube of White Acrylic Paint 8 oz
- Tube of Black Acrylic Paint 8 oz

strongly recommended:

- 1 Plastic bin to keep all of your materials in
- 1 Disposable Portfolio, must be larger than 14” x 17”
- 1 Kneaded eraser
- 1 Pink Pearl eraser
- 1 Art Gum eraser

recommended:

- 1 Plastic White Palette, or a disposable Palette Tablet
- 1 Cheap house paintbrush with wooden handle (about 1/2” wide)
- 1 Set of color pastels – Ex. Prismacolor Nupastels
- 1 Set of color pencils
- 1 Set of color markers

other class requirements

1. Access the course content on a regular basis at <http://sunywcc2ddesign.com>
2. Post weekly research & reading responses in Blackboard.
3. Bring the necessary art supplies to class.

4. Bring all course artwork (sketches included) to every class.
5. Access a digital camera (through phone is OK.)
6. Clean up – Clean up any mess that you have created. Return all materials, magazine and supplies to their proper places.
7. No cell phones, beepers, ipods, or other electronic devices without permission.

assessment

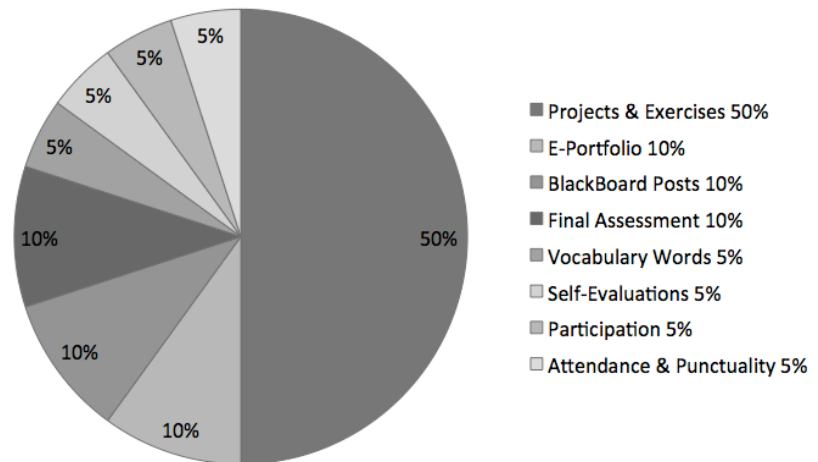
This course was designed with different types of learning resources to help different types of learners succeed in the class. Your final course grade will be the sum of each completed step of the individual projects and exercises; research, readings and posts; vocabulary words; self and final assessments; attendance and participation. See Final Assessment & Self-Evaluation under Syllabus on the course site: <http://sunywcc2ddesign.com/>

You are expected to devote a MINIMUM of 6 hours a week on your homework assignments. Block out time in your schedule each week to devote to your 2D Design assignments. For example, if you work six days a week in two thirty minutes sessions a day with video game, social networking or whatever pleases you as rewards in between the sessions will make the task much more manageable. The ability to create relies on practice, experimentation, and patience. The larger your effort, the more radical improvement you will experience.

Each class we will discuss and implement various formal elements and techniques. A design project and additional homework assignments will be given that relate to what we go over that day in class.

Grading is based on the 100-point scale listed below:

- Unless otherwise noted, all assignments are to be finished and ready at the beginning of each class.
- Meeting assignment deadlines for critique is an important grading criterion.
- You have up to six (6) free late work excuses; after you use them all any late work will receive F (zero). Work means: BB Posts, Vocabulary Words, E-portfolio uploads, as well as each step of a project not delivered on time, not just the finished project.
- Along with attendance and punctuality, class participation, productivity and effort are also evaluated. Everything you do in this class is worth one point as follow:



projects and exercises (50 points)

Each project is divided in steps to help you learn successfully.

Each step is worth one (1) point. Look for the Grading Criteria on each project and exercise.

research, readings & Blackboard posts (10 points)

Research and readings complement your learning and are necessary to help you understand the content visually and intellectually.

Each post is worth half (0.5) point and you need to follow the guidelines to receive the points.

final assessment (10 points)

You are supposed to complete a Final Project and a Final Critique and present them both in the Final Assessment class.

vocabulary words (5 points)

In this course you will be exposed to very specific words used to describe form and art in general. In order to help you retain the words and their meanings you will be required to maintain a **hand-written** notebook or sketchbook with the assigned vocabulary words.

Each set of vocabulary words is worth half (0.5) point.

self-evaluation (5 points)

Self-evaluations were designed to help you take charge of your learning by allowing you to monitor how you are doing in the class and evaluate what you need to do to excel. You are required to do four self-evaluations during the semester. Meeting deadline is necessary for you to receive the point.

The first & third self-evaluations are worth one (1) point.

The second (midterm) and fourth (final) evaluations are worth one and a half (1.5) points.

critiques & class participation (5 points)

We hold discussions at the beginning of each class and critiques each time a project is due. Projects must be hung on the critique wall by the class start time, if you are late your project is late. Everyone will show his/her work to the class for discussion. Everyone must engage in these discussions, it is important to learn the vocabulary of design and speak comfortably about the work presented. Be prepared to speak briefly about your piece, what is successful and what is not. Hanging your work in front of your peers can be a vulnerable, but very fruitful experience. Always remember that we learn just as much from our failures than from our achievements – if not more! The discussions will focus on the formal concerns and techniques that we have learned in class. It should be apparent that time, effort, and thought went into each of your designs.

attendance (5 points)

It is important that you arrive to class **on time & prepared**.

- Attending ALL 14 class meetings = 4 points.
- Attending 13 class meetings = 3 points.
- Attending 12 class meetings = 2 points.
- Attending final assessment = 1 point.
- Late arrivals and early departures are disruptive to your peers. Three late arrivals and/or early departures count as one absence.
- Each undocumented absence above three (3) will result in the loss of ½ letter (A to B+, B+ to B) on your final grade for the course.
- Each undocumented absence above six (6) will result in the loss of a full letter (A to B, B to C) on your final grade for the course.

Each class we will be learning a new concept and/or technique. When you miss a class it means that you do not learn an essential design concept or skill. In class assignments cannot be made up.

If you miss class, it is your responsibility to go through the presentations and activities for that day, as well as readings, assignments, vocabulary words, announcements, etc, posted to the course website: <http://sunywcc2ddesign.com>. Once you have reviewed the class content and homework for the missed day, email or text your instructor with any questions.

You will be expected to turn in any assignments that were given on their assigned due date, as well as keep your e-portfolio up to date. This means that if you are absent, the following class you must turn in the work that was due on the date of your absence AND the new work that is due that day (this also applies to your weekly readings, writing posts, and e-portfolio assignments, not only projects and exercises).

You should notify your instructor of any extenuating circumstances that may affect your attendance and punctuality.

extra-credit

You can earn up to 5 points in extra-credits by attending one of the Art department sponsored events or activities such as Field Trips, Gallery Openings, Art, Anime, or Design Media club sponsored presentations or workshops, Portfolio Day (Fall semester only), etc. Don't hesitate to propose an extra-credit assignment.

Field Trip – The Art Department offers a number of field trips each semester to see museums and galleries. These are a fantastic opportunity to view artwork in person at some of the best venues in the country! If you attend one of these WCC trips, there will be an optional extra credit assignment. Sign-up sheets will become available later in the semester. Please attend a trip that does not fall on a day that we have class. Field Trip Dates TBA.

course dates & topic outline: check the course website for detailed and updated topic outline <http://sunywcc2ddesign.com>

Class 1 | Intro | 09/14

Class 2 | Critique | 09/21

Class 3 | Degrees of Representation | 09/28

Class 4 | Line | 10/05

Attendance Report for Financial Aid

Class 5 | Shape & Space | 10/12

Class 6 | Value | 10/19

Class 7 | Texture | 10/26

Midterm Grades

Class 8 | Principles of Organization | 11/02

Class 9 | Principles of Organization | 11/09

Academic Advisement Begins

November 9 - Final Day to Withdraw from a Course with a "W" Grade

Class 10 | Principles of Organization | 11/16

Trip Week

Class 11 | Color | 11/23

Class 12 | Color | 11/30

Faculty Evaluations - REQUIRED!

Class 13 | Color | 12/07

Class 14 | Final Project | 12/14

Final Assessment | Final Project | 12/21

2 hours assessment: Final Project Presentation and Critique

student policies

Below you will find the most relevant policies related to this course but as a Westchester Community College student you should familiarize yourself with the college's policies and procedures, which contain your rights and responsibilities. A complete list of Student Policies can be found at: <http://www.sunywcc.edu/student-services/policies/>

student with disabilities

Westchester Community College provides services for students with documented learning disabilities, psychiatric disabilities, physical disabilities, visual, hearing, and other health impairments. To learn more about what support services are available visit: <http://www.sunywcc.edu/student-services/disability-services/>

weather related information

If class is canceled due to any reason, students are responsible for missed assignments. In this event, students must obtain assignments from the course website or blackboard. Assignments will be posted the same day as the canceled class. Assignments are due the week immediately following the cancelation.

Weather cancelations or delays are posted on the college website, www.sunywcc.edu, and the WCC Facebook page. For more information and on how to receive information via text message, visit: www.sunywcc.edu/about/weather-announcements/

academic integrity

This class will be conducted in accordance with the college's Student Code of Conduct and basic standards of academic honesty. Cheating, plagiarism, or any other form of academic dishonesty will not be tolerated.

For more information about Westchester Community College's Academic Honesty Policy, please visit:

<http://www.sunywcc.edu/student-services/policies/#honesty>

Visit Westchester Community College's plagiarism homepage for an excellent overview of plagiarism, and tips on how to avoid it: <http://www.sunywcc.edu/contact/division-of-arts-humanities/department-of-english/plagiarism/>

Westchester Community College classroom conduct policy

In the interest of establishing and maintaining an appropriate learning environment, maximizing the educational benefits to all students, maintaining an atmosphere of safety and comfort, and clarifying the faculty and students' expectation of classroom conduct, the College has established the following: <http://www.sunywcc.edu/student-services/policies/#classconduct>

1. Students are expected to arrive on time. If you are unavoidably late and the instructor permits you to enter, please do so quietly and seat yourself quickly.
2. Students are expected to refrain from participating in personal conversations during class.
3. Every student is expected to focus on the class lesson. Please refrain from doing other class work, reading non-course materials, eating, drinking, or sleeping.
4. Students are expected to use appropriate language at all times and be polite to one another.
5. Students are expected to remain seated during class, unless the student has notified the instructor or case of an emergency.
6. Students must turn off all cell phones and beepers prior to the beginning of class.
7. Visitors are only allowed with permission from the instructor.
8. Students are expected to refrain from packing up and preparing to leave until the instructor has dismissed the class. It is the instructor's responsibility to dismiss the class at the proper time.

Art Dept News, Events & Announcements: <http://wccartdept.wordpress.com/>