

course number	course title	course location
Art 112	2D Design	HAAB 403
meeting day/time	course reference	course website
Monday: 9:00 am to 12:50 pm	80912	http://sunywcc2ddesign.com
Thursday: 12:00 pm to 3:50 pm	80914	
instructor's name	contact info	cell/txt
Claudia Jacques de Moraes Cardoso	cmc9@sunywcc.edu	914-924-0703 text & emergency only

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 learning outcomes + 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 Exercises and Projects](#).
 - 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). [Exercise 2, Projects 2 to 6, Final Project](#).
 - Use of variety of design strategies (overlapping, scale, value, perspective) to create the illusion of 3D volume/space on a 2D surface. [All Exercises, Projects 4 to 8, Final Project](#).
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 Exercises and Projects](#).
 - Demonstrate the ability to use and differentiate between the elements of 2D design: line, shape, value, color, and texture. [All Exercises and Projects](#).
 - Demonstrate an understanding of the principles of organization (negative/positive space, figure/ground relationships, contrast, repetition, emphasis, harmony and balance, directional forces). [All Exercises and Projects](#).
 - Demonstrate understanding and ability to apply basic concepts of color theory (hue, value, saturation, color schemes, and complementary colors). [Exercise 4, Project 8, Final Project](#).
3. Describe and analyze designs using basic design terminology to:
 - Identify and describe elements and principles of design in selected designs. [Weekly class critiques, Reading & Research Blackboard posts & E-portfolio self-critiques, Final Project Written Statement](#).
 - 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, Reading & Research Blackboard posts, E-portfolio self-critiques, especially Projects 4 to 6, Final Project](#).
4. Develop and maintain a digital portfolio to
 - Capture digital documentation of design projects through scanning and digital photographs. [All Exercises and Projects](#).
 - Upload digital images of weekly projects to digital portfolio. [All Exercises and Projects](#).
5. SUNY GE Outcomes: The Arts
 - Understand and apply the elements and principles of composition. [Final Project and Final Project Written Statement](#).

course requirements

This class relies on in-class and at home assignments, design projects, skills exercises, group discussions & critiques, demos, individualized instruction, visual presentations/lectures, assigned research & readings, written responses, self-assessments, on-line course supplement, and online student e-portfolio. In order to succeed in this class, you are expected to:

- Attend **ALL** classes on time, complete assignments on time; participate in class critiques & discussions.
- Dedicate approximately **six hours of work per week** in addition to class time to complete assignments.
- Have **regular access to a device with Internet** connection to follow the course content online, post to the course discussion board on Blackboard, maintain your e-portfolio and WCC e-mail account. More on the course Technology & Media Access requirements and rules can be found at <http://sunywcc2ddesign.com/technology-media-access>
- **Check the course site** – <http://sunywcc2ddesign.com>, **Blackboard** and your **WCC e-mail regularly!**
- **Keep up** with **readings** and **postings**, **self-evaluations**, **documenting** your **artwork**, **course evaluation** and participating on a **final assessment**.
- 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.

materials & supplies

<http://sunywcc2ddesign.com/materials-supplies>

required reading

Design Basics, by David A. Lauber/Stephen Pentak. Any edition or version OK.

9th Edition | <https://www.vitalsource.com/textbooks?term=9781305464933>

8th Edition | <https://www.vitalsource.com/textbooks?term=9781133171812>

WCC has copies on reserve that may be read in the **library** or in the HAAB 403 during **Open Studio**.

required art supplies

paints & brushes

- Acrylic Paint Black one (1) tube of 8.5 oz/250 ml
- Acrylic Paint White one (1) tube of 8.5 oz/250 ml
- Gouache Paint – Recommended brands: Pebeo Studio Gouache (100 ml cheaper), or any designer /professional gouache (15 ml or more) such as: Holbein Artists' Gouache, Daler-Rowney Designers Gouache, etc. **Colors:** 1 white, 1 black, 1 primary blue, 1 primary red, and 1 primary yellow (or equivalent primary colors).
Artist's Loft™ Fundamentals™ sold by Michael's or Reeves Gouache Paint, 12 Count are more affordable alternatives although they are harder to work with and produce much inferior outcomes.
- Paint Brushes – Round # 0 & 2, Flat #8, Bright #16
- Chip brush with wooden handle one (1) (about 1/2" wide)

papers

- Bristol Board, White, two ply vellum, 14" x 17", one (1) pad
- Drawing Paper, White 70-90lb., 9" x 12", one (1) pad
(recycled drawing paper OK! Make sure that this is not crème colored)
- Sketchbook, hard covered 8.5" x 11", one (1)
- Watercolor Paper, White, 18" x 24", one (1) sheet

pens & graphite pencils

- Artist Pen, **BLACK**, Faber-Castel PITT, one (1) of each: S, F, M, B,
- Mechanical Pencil, one (1) with HB lead
- Sharpie Marker Black – Twin-Tip, one (1)
- Graphite Drawing Pencils, set or Individual, one (1) of each: HB, 2B, 4B, 6B

tools

- Artist Tape White 1/2" x 60 yards, one (1)
- Glue Stick White, two (2) sticks of 0.29 oz /8g
- Rubber Cement Glue, (2) containers of 8 oz
- Kneaded Eraser, one (1)
- Vinyl Eraser White, one (1)
- Metal ruler, 18", one (1)
- Protractor, any, one (1)
- Compass, any, one (1)
- Pair of Scissors, 8" all purpose, one (1)
- Xacto Knife, one (1) with at least one spare blade
- Cutting Mat, at least 12" x 18", one (1)

strongly recommended supplies (can be from found objects or DIY)

papers

- Cardboard, 8" x 10", one (1) – a cereal box will do it.
- Magazines, Art, Design, Fashion, three (3) or more
- Tracing Paper, 9" x 12" pad, roll, or individual sheets
- Artgain Black Paper, 6" x 6" or 9" x 12", one (1) pad

storage

- Art Supplies Storage Bin, one (1)
- Carrying Portfolio case, 14" x 17" or larger, one (1)
- Paint holders, five (5) or more

tools

- Squeegee to spread rubber cement, two (2) or more
- Mixing Palette, or a disposable Palette Tablet, one (1)

suggested art suppliers

- WCC Bookstore (Can use financial aid, may not have every item)
- Thomson's Art Supply (White Plains): <http://www.thomsonsart.com/>
- A.I. Friedman: <http://www.aifriedman.com>
- Dick Blick: <http://www.dickblick.com>
- Michaels: <http://www.michaels.com>
- Utrecht: <http://www.utrechtart.com>

technology & media access

<http://sunywcc2ddesign.com/technology-media-access>

In this class you are required to several times a week access:

- the course website,
- Blackboard,
- your WCC email account, and
- document your work.

This means that you need access to a device with Internet connection. You can access these tools and resources through a computer, tablet or smart phone.

Here are the links for

- Course Site: <http://sunywcc2ddesign.com>
- BlackBoard: <https://sunywcc.sln.suny.edu/>
- WCC Email: <https://sunywccmail.sunywcc.edu>
- MyWCC: <https://mywcc.sunywcc.edu/>
- WCC Site: <http://www.sunywcc.edu/>

In the course site the links above can be found on the top and bottom of our course site through the following icons:



computer & internet access

- WCC offers free Wi-Fi access throughout the campus and extension sites. You need to select the ASGARD wireless network, open a browser and accept the college's Terms of Usage to gain access to the Internet. <http://www.sunywcc.edu/about/it/westchester-community-college-wireless-access-points-asgard/>
- The college also offers several open labs with computer and Internet access to ensure that you can complete work that requires access to technologies. Harold L. Drimmer Library has several computer working stations with Internet access extended hours; Tec 25 and some extension sites also offer computer labs with extended hours. Check their locations and hours. Call in advance to ensure that the hours posted are up to date. <http://www.sunywcc.edu/student-services/library/library-hours/>
- The Art Department offers Open Studio for art students in HAAB 403 - Design Studio when no class is in session in the studio. Available open studio time will be posted on the studio door in the beginning of the semester and on the course site: <http://sunywcc2ddesign.com/open-studio>
- WCC Laptop Landing program allows you to borrow a laptop for a 2-hour period during school days (until 2pm). <http://www.sunywcc.edu/student-services/library/librarypolicies/>

wcc email account

WCC requires that you must use your college assigned email to communicate with your instructors, peers, administrators and staff. This policy follows the The Family Educational Rights and Privacy Act or FERPA, a U.S. Federal law that protects the privacy of student education records. <http://www.sunywcc.edu/student-services/registering-for-classes/ferpa/>

Please make sure you have access to your college email account as soon as possible. For more information on how to access your email account go to <http://www.sunywcc.edu/about/it/>

Having regular access to your WCC email account is a requirement for this course as I will be emailing you class updates, reminders and important deadlines. When contacting each of your instructors via e-mail, you must use your WCC e-mail address – no personal email addresses! Remember that this is a WCC policy.

printing policy

WCC has implemented a print monitoring system. When printing, you will be required to sign-in. Please use your MyWCC login credentials. Your printing account will be credited with \$25 at the beginning of each semester and every time you print the following amounts will be deducted from your printing budget: 5¢ per B&W page and 15¢ per color page. If you run out of money you can request the college to refill your account one more time. The third refill is on you!

Be conscientious about printing! Despite costing your money, the more paper you use, the more trees need to be killed; and the more ink cartridges and toners are needed generating more non-sustainable garbage. Check this article on *What Effect Does Ink Cartridge Waste Have On The Environment*:

<http://globalwarmingisreal.com/2012/07/12/what-effect-does-ink-cartridge-waste-have-on-the-environment/>

communicating through email

I am happy to communicate through email, but again, I can only do so if your email came from your official WCC email account. When emailing your instructors, peers, administrators and staff, please keep the following Email Etiquette in mind:

- First, make sure what you want to communicate is best suitable for an email exchange. Remember that your college email account is an official college record.
- Make sure what you are about to ask or comment on in your email is not addressed on the course site and syllabus. Asking a professor to go over a content that is already available on your course site or syllabus makes you look like you are not a serious student and only harms your cause. If after going over the content you still have questions, by all means, do ask them!
- Type a clear, informative and succinct Subject Line.
- Use a salutation. Instead of jumping right into your message or saying “hey,” begin with a greeting like “Dear” or “Hi,” and then address the person by the appropriate title and last name, such as “Prof. Jacques” or “Ms. Cardoso.” I welcome you to use my first name: “Claudia”.
- Use traditional rules of grammar, spelling and punctuation in your message. Read your email aloud to proofread the message yourself, as spell check won’t catch everything.
- Please avoid acronyms or abbreviate words for convenience. Use complete sentences and only standard abbreviations.
- Do NOT send file attachments through email that are over 250 kb. If you are not sure what the file size is, don't send it. All artwork should be posted to your e-portfolio and you can send me a link to the image page. You can also text me a file if you want me to check your artwork. Reading posts should be embedded in Blackboard's editor.
- Finalize your email with a signature. Instead of concluding with “Sent from my iPhone” or nothing at all, include a signature, such as “Thanks”, “Best” or “Sincerely,” followed by your name (first and last). Please include your class name, reference number, semester and year the first time you contact me through email.

If you have any questions or need assistance throughout the semester or miss a class, I encourage you to set up an appointment by email at cmc9@sunywcc.edu to meet me. I check email frequently, but always allow 48-hours for a response. Please plan accordingly!

communicating through text message

I am also happy to communicate through text message to more quickly give you feedback on assignments, and clarify concepts that you do not understand, but again, please be aware of the following texting protocol:

- Make sure what you are about to ask is **NOT** addressed on the course site, project specifications or syllabus.
- Please do NOT call my cell phone number unless I specifically instructed you to do so.
- Always, start your text message with your name and class reference. This way I know whom I am talking to.
- Please avoid abbreviations. If I can't understand what you are communicating, I can't help you.
- I am very prompt but please do allow me time to answer your text message. It will be faster than email but I have a very busy life and I may be tied up for hours before I can give you feedback. Again, plan accordingly!
- Be aware that my cell phone does not work properly in the Design studio. This means that if you text me during class time I will only see your message when I am out of the college. Once again, plan accordingly!
- I am constantly editing and improving our course site. I count on you to give me feedback on any broken links, missing content or discrepancy that you come across. Please text me as soon as possible with an URL link to where you encountered the issue or do a print screen of the issue and where I can find it. This way I can fix it right away!
- Any other information related to you, a class or the course that does not involve a specific assignment or content should be done through your WCC's email to cmc9@sunywcc.edu.

documenting your artwork

You are required to document your artwork either by photographing or scanning the work weekly.

WCC offers scanners in the Computer labs and in the Design studio.

You can use your smart phone to photograph your artwork. Make sure the image is well centered and lit properly. Crop and adjust its colors, contrast and saturation if needed.

The Art department has a couple of point and shoot digital cameras on reserve. Please contact the Art Tech on duty to borrow one and for help photographing your artwork.

other class requirements

1. Bring relevant art supplies to class.
2. Bring all course artwork (sketches included) to every class.
3. Have access to a digital camera - through phone is OK.
4. Clean up any mess that you have created. Return all materials, magazine and supplies to their proper places.
5. 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; and final assessment, along with some possible extra-credit opportunities. See Assessment under Syllabus on the course site: <http://sunywcc2ddesign.com/>

Along with attendance and punctuality, class participation, productivity and effort are also evaluated and they will add or subtract points from your total grade percentage.

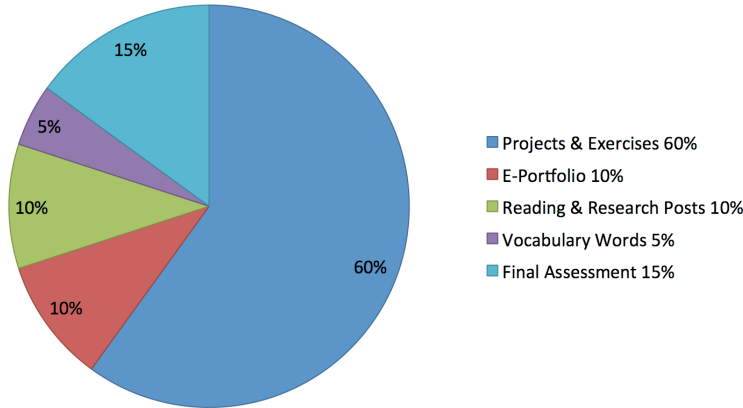
Your final grade is a sum of your graded assignments (up to 100 points), plus any added extra-credit points (up to 5 extra points) subtracted by negative attendance, participation, productivity and efforts (up to 40 minus points).

graded assignments

Unless otherwise noted, all assignments are to be finished and ready at the beginning of each class. Assignments are **NOT ACCEPTED LATE!**

In the case of an absence, email me the link for your e-portfolio with the projects and exercises due that day **BEFORE** the end of the missed class meeting time. The physical project/exercise along with your sketchbook must be handed in by the beginning of the next class.

Values of the Graded Assignments:



projects & exercises (60 points)

Each project is designed to implement the tools and techniques you have learned in class. Projects will be assigned each class and are due the following class unless otherwise instructed. Projects will be evaluated according to their individual grading criteria.

Project 1: Black & White Compositions Shape Compositions	3 points
Project 2: Dynamic Compositions	3 points
Project 3: Photography, Repetition & Grid	3 points
Project 4: Directional Dominance	5 points
Project 5: Texture – Midterm Project	8 points
Project 6: Organizing the Random	5 points
Project 7: Value Self-Portrait	10 points
Project 8: Color Schemes	10 points
Exercise 1: Elements of 2D Design	2 points
Exercise 1: Perspective Studies	4 points
Exercise 2: Texture Studies	2 points
Exercise 3: Color Studies	5 points

blackboard portfolio (10 points)

You are required to create, maintain and share an e-portfolio on Blackboard with all your projects.

Each week you will upload an image of your project **and** corresponding writing critique. **These are both due the same day that your project is due!**

You will be assigned a written critique of the project you completed. You will refer to the provided guidelines and your textbook to incorporate design vocabulary learned for the specific project. Label each writing with the project number and name. It is recommended that you first complete this in a Word Processor and then paste it into your blog; this way you avoid any accidents from occurring! Computers have a funny way of freezing or crashing at the wrong times. All writing must utilize correct spelling and grammar.

Each project uploaded to BB e-portfolio is worth one point (half for image and half for written critique)

Exercises 1 and 3 are worth 0.25 each, Exercise 3 is worth half point (just image), Exercise 4 is worth one point (image and written critique.)

direct reading and research posts on blackboard (10 points)

Reading and research complement your learning and are necessary to help you understand the content visually and intellectually.

There are 10 posts and each is worth one (1) point that is broken down the following way:

- Following post guideline criteria: 0.5 of the point.
- Meeting deadline: 0.5 of the point.

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 one (1) point.

final assessment (15 points)

Your final assessment is a combination of a Final Project and Final Written Statement.

Final Project (10 points): Your final project will utilize all of the techniques you learned in class. We will explore how to use these techniques and apply them to an initial concept. The final project will be critiqued during our scheduled final assessment period.

Final Written Statement (3 points): You will also complete a written artist statement in support of your final project using design vocabulary. The artist statement is a detailed essay describing the design elements, techniques, composition, and concepts utilized within your final project.

Post & Present Final Project (2 points). image and written critique to BB e-portfolio.

extra-credit

You can earn a total of up to **five (5) extra-points** on your total final grade by delivering or participating on the following:

wordpress portfolio (5) – Art majors are strongly encouraged to keep their Wordpress portfolio up-to-date. Each project that is uploaded to your own Wordpress site is worth 0.5 extra point.

art related events (2) – The Art Department regularly offers art exhibitions in the WCC Gallery and field trips to museums and galleries. If you decide to attend one of these WCC events, contact your instructor for an optional extra credit assignment. Each event is worth half (0.5) point up to two (2) points for four events.

sketchbook (5) – Each class you will be assigned a project that includes a sketchbook portion, usually preparatory sketches for your final design. Much of this you will be able to complete in class. Sketchbooks will be reviewed each class; you must always bring your sketchbook to class.

Keeping up with your sketchbook and bringing it to class is worth up to five (5) extra-credit points.

attendance, punctuality, participation, productivity & effort

Positive class participation, effort and productivity, and attendance and punctuality are expected in this class as they are directly linked to your learning, and as such they don't give you points. On the other hand, negative class participation and attendance can affect your success in this class by deducting up to 40 points from your final grade.

attendance & punctuality

This is an in-person class and it is important that you arrive to class **on time & prepared**.

Late arrivals and early departures are disruptive to your peers and yourself. Each tardiness and/or early departure after two will deduct **half (0.5) point** from your final grade.

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.

Each unexcused absence above two (2) will result in the loss of two (2) points on your final grade for the course:

two absences	=	0	nine absences	=	-14
three absences	=	-2	ten absences	=	-16
four absences	=	-4	eleven absences	=	-18
five absences	=	-6	twelve absences	=	-20
six absences	=	-8	thirteen absences	=	-22
seven absences	=	-10	fourteen absences	=	-24
eight absences	=	-12	fifteen absences	=	-26

Absences that are documented through medical notes and death certificates should be brought to the Nurse's office in the Student Center so all your instructors can be made aware of your excused absence.

If you miss class, it is your responsibility to obtain any missed handouts, information, and assignments from the course website: <http://sunywcc2ddesign.com>. Once you have reviewed the class content and homework for the missed day, e-mail 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 digital 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 writing, reading and posts, and e-portfolio assignments, not only projects and exercises).

effort & productivity

Effort and class productivity are defined as staying current with the course site, emails and text messages, self-evaluations, and refraining from the following negative class behaviors: sleeping in class, taking longer breaks, doing non-relevant work, having non-related parallel conversations, texting or daydreaming in class.

Every time this occurs I will let you know and deduct half (0.5) point from your final grade.

You are also expected to complete four (4) Self-Evaluations during the semester. Self-Evaluations are designed to help you increase your productivity and take charge of your learning by making you aware of how you are doing in the class and what you need to do to excel. Each Self-Evaluation you don't complete on time will deduct two-and-a-half (2.5) points from your final grade.

You can lose up to twenty (20) points on negative effort and productivity.

participation

Participation reflects your engagement in critiques, discussions and presentations.

We will hold a critique at the beginning of class each time a project is due. Projects must be hung on the critique wall by the beginning of class; if you are late arriving in class, 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 as from our achievements – if not more!

The discussions and presentations 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.

Each class critique, discussion or presentation that you are not ready to participate, reduces your final grade by one (1) point.

It is your duty to complete the course evaluation and present the receipt acknowledging its completion. Failure to do so will deduct one (1) point from your final grade.

You can lose up to twenty (20) points on negative participation.

You should notify your instructor of any extenuating circumstances that may affect your performance, attendance and punctuality in this class.

helping you succeed

Westchester Community College Art Department offers different resources to help you succeed.

open studio

The Art Department offers Open Studio times for all four studios: Design, Drawing/Painting, Printmaking, and Sculpture. I strongly encourage you to take advantage of Open Studio times. In the Design studio – HAAB 403, you can have access to computers, scanners and camera; the required design readings; and some of the required supplies needed for you to produce the weekly assignments. The Art Studio Techs can guide you to the needed resources and/or help you with printing, camera, supplies, etc., issues.

Make sure you always clean up after yourself and hold all conversations outside of the studio so as not to disturb your peers.

Open Studio hours are posted on the studio door – open hours are shaded gray, and will also be posted in the course website the first week of classes: <http://sunywcc2ddesign.com/open-studio>

art department news, events & announcements

WCC Art Department has a Facebook page with current news, events and announcements. You should check it frequently: <https://www.facebook.com/groups/655838807893226/>

students 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/>

emergency aid program

The new Westchester Community College Foundation Emergency Aid Program has been established to assist students who have unforeseen financial hardships that occur during the academic year and endanger their continued enrollment.

Emergency situations may include, but not limited to homelessness or sudden loss of housing, fire; eviction; overdue utility bills; theft of computer, books or clothing, temporary loss of job or income; victims of violence, sudden loss of childcare; and other such situations. To learn more about what support services are available visit:

<http://www.sunywcc.edu/about/foundation/support-us-now/emergency-aid-program/>

winter weather delay or closing information

If class is canceled due to any reason, students are responsible for going to the course site <http://sunywcc2ddesign.com> and following the instructions on the content and assignments to pursue for that missed class. This information will be posted the same day as the cancelled class. Assignments are due the week immediately following the cancellation.

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

westchester community college student policies

Below you will find the most relevant policies related to this course. As a Westchester Community College student you should familiarize yourself with the college's policies and procedures, which contain your rights and responsibilities. Check WCC's Student Policies web page for a complete list: <http://www.sunywcc.edu/student-services/policies/>

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>

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:

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.

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

student code of conduct

The Student Code of Conduct manual can be found at:

<http://www.sunywcc.edu/cms/wp-content/uploads/2013/06/Code-of-Conduct211.pdf>

course calendar

This schedule is subject to changes due to inclement weather and other unforeseen circumstances.

Please check the course website for detailed and updated schedule: <http://sunywcc2ddesign.com/calendar>

Class 1 | Mon 09/10 | Thurs 09/06 | Intro to 2D Design

September 10 | Last Day to Add/Drop a Class

Class 2 | Mon 09/17 | Thurs 09/13 | Shape & Space | Balance

Class 3 | Mon 09/24 | Thurs 09/20 | Lines | Unity & Variety

September 24 | Census Date

Class 4 | Mon 10/01 | Thurs 09/27 | Lines into Shape & Space | Movement

First-Quarter Self-Evaluation

September 29 | Attendance Report

Class 5 | Mon 10/08 | Thurs 10/04 | Line Systems | Illusion of Space

Class 6 | Mon 10/15 | Thurs 10/11 | Line Systems | Rhythm

Class 7 | Mon 10/22 | Thurs 10/18 | Texture | Unity & Variety

Class 8 | Mon 10/29 | Thurs 10/25 | Midterm Presentations | Design Process

Midterm Self-Evaluation & Grades

Class 9 | Mon 11/05 | Thurs 11/01 | Value

November 5 | Last Day to Withdraw

Class 10 | Mon 11/12 | Thurs 11/08 | Value

Class 11 | Mon 11/19 | Thurs 11/15 | Value + Color

Third-Quarter Self-Evaluation

Course Evaluation

Thanksgiving | November 22 to 25 | No Classes

Class 12 | Mon 11/26 | Thurs 11/29 | Color | Unity & Variety

Course Evaluation

Class 13 | Mon 12/03 | Thurs 12/06 | Color | Illusion of Space

Course Evaluation

Class 14 | Mon 12/10 | Thurs 12/13 | Final Project

Final Self-Evaluation

December 16 | Application Deadline for December Graduation

Final Assessment | Mon 12/17 | Thurs 12/20 | Two-hour Final Assessment

Mon: 10:00 am – 11:50 am

Thurs: 1:00 pm - 2:50 pm

December 26 | Final Grades Due