

2D DESIGN

Instructor: Deirdre Murphy

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Course Information:

Art 011

Spring 2021

Tues / Thursday 2:15 - 4:05

Fri 9:05 - 11:05 Lab Hours

Building C1

Zoom Link: <https://lehigh.zoom.us/j/98165077149>

Friday lab session is optional attendance

<https://lehigh.zoom.us/j/94376750076>

Blog :<http://art003murphyspring2021.luaad.com/>

Course Description

In this course students will explore the fundamentals of 2 Dimensional Design as a means of image making and visual communication. Through rigorous technical studio assignments, students will learn to see and create compelling designs using a variety of traditional materials and techniques, as well as digital media. Students will explore the concepts of line, form, shape, value, texture, space and color. Design will be investigated through art history, contemporary art & culture and select readings. 2D Design is appropriate for beginners and those with modest experience.

Class will be supplemented with slide shows, virtual field trips and weekly critiques.

Syllabus is subject to change without notice.

Course Learning Objectives

By the end of this course, students will be able to

- Demonstrate the fundamental principles of 2D Design with great skill
- Solve visual problems utilizing form and content as analytical tools
- Create well composed and innovative designs
- Clearly understand the elements of design through line, value, shape, perspective
- Confidently use design vocabulary to analyze art

Expectations

This class is a “maker-class” where we learn by doing, however each concept will be introduced with a slide show of art historical, contemporary and student examples paired with technical demonstration. At the end of each concept we will critique student work and completed projects will be graded as well as some in-class short assignments. This is an energetic, engaged learning environment where students are encouraged to take risks and challenge their understanding of drawing.

Online Etiquette

Video cameras must be on at all times. Name must appear on your zoom screen. Please don't eat on screen or lay in bed while attending class. We will be drawing and critiquing art work during our class sessions. You will be expected to critique your peers' work on our class blog site and will be working in smaller “break out” groups on zoom where participation is mandatory and is part of your grade.

Lab Fee: Enrolling in this course requires the payment of a \$100 Studio Lab Fee to be charged through the Bursar. This fee will be used to supply the student with most of the materials required to complete the course. Students will be expected to purchase additional materials as needed based on their individual studio projects.

Accommodations for Students with Disabilities

Lehigh University is committed to maintaining an equitable and inclusive community and welcomes students with disabilities into all of the University's educational programs. If you have a disability for which you are or may be requesting accommodations, please contact both your instructor and the Office of Academic Support Services, Williams Hall, Suite 301 (610-758-4152) as early as possible in the semester. You must have documentation from the Academic Support Services office before accommodations can be granted. For more information or to request services, please contact Disability Support Services in person in Williams Hall, Suite 301, via phone at 610-758-4152, via email at indss@lehigh.edu, or online at <https://studentaffairs.lehigh.edu/disabilit>

Environment

Lehigh University endorses The Principles of Our Equitable Community. We expect each member of this class to acknowledge and practice these Principles. Respect for each other and for differing viewpoints is a vital component of the learning environment inside and outside the classroom.

Academic Integrity

If a portion of your work (ie: artist statement & research presentations) is not your own, you must cite the source completely. Images are also copyrighted. Even when you utilize “copy-free” work from Wikimedia

Commons, there are rules for how the author is to be credited. See the Library Tutorials for Research Success.

Attendance / Grading / Cell Phone Policy

Punctuality and attendance is mandatory for each class. New concepts will be introduced daily, as well as discussions and demonstrations that cannot be made up. More than three unexcused absences will result in a grade drop and a Section 3 report will be issued. Three unexcused tardies is considered an absence. A doctor's, deans or judge letter must accompany excused absences. Homework that is turned in late will drop a half letter for each day that it is late. It is the student's responsibility to find out missed assignments. Use of phones for texting and calls is strictly prohibited during class time. Students may listen to headphones with one earbud only so that you can listen to class instructions.

Evaluation Criteria

- 25% Attendance
- 50% Completion and quality of in class projects / Technical Skill / Craftsmanship
- Effort and Improvement / Blog posts / vocabulary quizzes 5%
- Understanding concept and creativity
- Critique Skills / Weekly Blog Comments / Participation 5%
- Midterm & Final Projects 15%

Homework

Students are expected to do a minimum of 3 homework hours per week. Weekly classes will begin with a critique of the homework assignment. Verbal participation during critiques is required. Students may resubmit projects, within two weeks of a given assignment, for an improved grade resulting in an average of original and re-submitted grade. Please discuss with the instructor. Attendance of LUAG events & visiting artist lectures is extra credit.

Sketchbook Assignments:

This is a place of documentation and preliminary sketches for classwork. You will draw in your sketchbook, paste images of artwork and design as reference material; write down your thoughts as it pertains to design. Your sketchbook consists of daily drawings and weekly research projects. In addition, each week you will research 1 artist, a copy of their work must be pasted in your sketchbook along with biographical and process oriented notes. You are required to listen to 2 artist talks (Art 21 / Tedtalks/ etc) and must take notes in your sketchbook. You may use an ipad sketchbook in addition to paper sketchbook. The sketchbook will be graded at midterm and final.

Textbook:

Design Basics, David Lauer +++*available on Course Site*

References:

Design and Form, Johannes Itten

Principles of Two-Dimensional Design, Wucius Wong

Art and Visual Perception, R. Arnheim

Assignment Schedule * Instructor may modify material or schedule. All changes will be announced in class.

DATE	TOPIC	ASSIGNMENTS / TOOLS
Feb 2	ALL REMOTE / ZOOM CLASS Introduction to course, supplies & syllabus	Label Supply kit and store in Highbay locker.
Feb 4	ALL REMOTE / ZOOM CLASS Introduction of Composition / Thumbnail Sketches	Micron Pen / Contour line / Sketchbook
Feb 9-11	Line Design Assignment / Exploration of OPEN, TOUCH & CROP compositions.	Black paper, knife, glue and paper
Feb 16 - 18	Black Square Shape Assignment UNITY AND HARMONY / DISCORD / BALANCE AND RHYTHM Notan Figure / Ground Assignment EMPHASIS / FOCAL POINT	Reverse Negative & Positive Shape Supplies: Black paper, knife, glue and paper
Feb 23 - 25	Space from Shape / Black on White and White on Black shape distribution size/ contrast / absence of focal point	Photograph, Video game still of a room.
March 2 - 4	Perspective / One Point / Introduction of the Golden Section	One Point / Conceptual Composition
March 9 - 11	Perspective / Two Point / SCALE AND PROPORTION	Phone composition vs Conceptual
March 16 - 18	Color Theory / Albers / Student Team Research Mentor Project /LUAG Tour	Midterm Portfolio Review
March 23 - 25	Photoshop / Intro to Program	Gouache Color Wheel
March 30 - April 1	Photoshop / Pattern and Texture Project	Composing & layering
April 6 - 8	Photoshop / Font & Layering	Composing & complex space
April 13 - 15	Photoshop / Design Mentor Collage Project	Final Project
April 20- 22	Photoshop / Design Mentor Collage Project	Final Project
April 27 - 29	Photoshop / Design Mentor Collage Project	Final Project
May 4	Final Work day	Final Project
May 6	Last Day of Class / Final Critique / Portfolio	Last day of Class

	Due	
May 14	Portfolio Pick up	End of Semester