

	<p>School of Arts & Science VISUAL ARTS DEPARTMENT</p> <p>ART 120-002 Visual Foundations 2D Design 2006F</p>
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COURSE OUTLINE

The Approved Course Description is available on the web @ _____

Ω Please note: this outline will be electronically stored for five (5) years only.
It is strongly recommended students keep this outline for your records.

1. Instructor Information

(a)	Instructor:	Joseph Hoh		
(b)	Office Hours:	Tuesdays 1:30 – 2:30 PM, Wednesdays & Fridays. 2 – 3PM		
(c)	Location:	Young 101c		
(d)	Phone:	370-3456		
(e)	Email:	hoh@camosun.bc.ca		

2. Intended Learning Outcomes

Upon completion of this course the student will be able to:

1. Use a variety of materials, tools, and processes in the creation of non-traditional and traditional 2D imagery.
2. Display the technical knowledge to create photograms, slide projections, cut-out animation, collage and an artist's book.
3. Explore through practice and research the ways in which 2D imagery affects and is affected by socio-culture contexts.

3. Required Materials

(a)	Texts	none
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		<p>Students are required to bring the items listed below to each class in addition to Drawing and design materials</p> <ul style="list-style-type: none"> • Scissors and Exacto knife, utility knife • 12in or larger ruler, steel or good quality steel edge • paint brushes from Drawing and Painting class • two 3 inch paint brushes (house painting type) • roll of ½ inch masking tape • expect also some Xerox and “second-hand junk” materials costs • cost of photocopies: approx \$10 • pencils 6B, 2B, B, H • 1’ 3-ring binder with 50 blank sheets, 25 sheets Quad squares to 1” • permanent chisel point felts • c-charcoal blocks (not sticks)
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4. Course Content and Schedule

<p>Class Hours: Tues 9:00 – 12:50, Lab: 14:00 – 15:00</p> <p>Objectives</p> <p>This course will introduce students to the exploration of 2 dimensional image making. On completion the student will have:</p> <ul style="list-style-type: none"> • an understanding of rudimentary colour theory, pattern making, and basic set design • basic drawing and animation skills • a nascent ability to make critical analysis of visual material

Course Plan

*subject to change

Week	Objective(s)	Class activity	Assignment (ready for next week)	Materials needed
1	Introduction Section 1 will see Ralph after Graphic Design	<input type="checkbox"/> Outline projects <input type="checkbox"/> Highlight course objectives & experimental possibilities of 2D activity <input type="checkbox"/> Make portfolios	<input type="checkbox"/> pick up tools and supplies <input type="checkbox"/> bring art history text next week <input type="checkbox"/>	<input type="checkbox"/> cardboard
2	Costume & Set 1	<input type="checkbox"/> make up Groups of 3 <input type="checkbox"/> Find artwork from art history text & design in sketchbook <input type="checkbox"/> Scale, proportion, transfer <input type="checkbox"/>	<input type="checkbox"/> Complete study sketches <input type="checkbox"/>	<input type="checkbox"/> Sketchbook <input type="checkbox"/> Pens and pencils
3	Costume & Set 2 Pattern Project 1	<input type="checkbox"/> Work on Costume & set <input type="checkbox"/> Intro Pattern <input type="checkbox"/> Agnes Martin, Stella, Matisse, Schyuff <input type="checkbox"/>	<input type="checkbox"/> Collect samples of pattern from Art History text (b & w photocopies) <input type="checkbox"/>	<input type="checkbox"/> Perm. chisel point felts <input type="checkbox"/> India ink
4	Costume & Set 3 Pattern Project 2	<input type="checkbox"/> Small scale Pattern exercises <input type="checkbox"/> Bending patterns <input type="checkbox"/>	<input type="checkbox"/> complete for next week's critique <input type="checkbox"/>	<input type="checkbox"/>
5	Costume & Set 4 Pattern Project 3	<input type="checkbox"/> Large scale patterns on acetate: projected patterns on other objects <input type="checkbox"/> Critique Costume & Set <input type="checkbox"/> Critique Pattern <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> overhead and opaque projectors <input type="checkbox"/>

6	Mechanical Drawing	<input type="checkbox"/> Reference art history <input type="checkbox"/> Prep drawings into multiples as drawing maquettes <input type="checkbox"/> Tone and value <input type="checkbox"/> Critique <input type="checkbox"/>	<input type="checkbox"/> newspapers for week 8 <input type="checkbox"/>	<input type="checkbox"/> charcoal blocks etc <input type="checkbox"/>
7	Section 1 Thanksgiving Section 2 TBA	<input type="checkbox"/> <input type="checkbox"/> Gallery visit?	<input type="checkbox"/>	<input type="checkbox"/>
8	Newspaper Project	<input type="checkbox"/> Edit newspapers visually, Social sense <input type="checkbox"/> Journalistic eye: Grosz, Heartfield, Shahn, Coe, Hacke, Warhol, Rossler, Morley <input type="checkbox"/> Critique <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> newspapers
9	Black Bag Project Cut out Animation 1	<input type="checkbox"/> animation intro: story boarding, background and subject <input type="checkbox"/> interpretation and imagination <input type="checkbox"/> Critique <input type="checkbox"/>	<input type="checkbox"/> Raft of the Medusa <input type="checkbox"/> animation homework: mini storyboard, 1 background <input type="checkbox"/>	<input type="checkbox"/> acetates
10	Colour 1 Cut out Animation 2	<input type="checkbox"/> gestures, colour gradation, geometry <input type="checkbox"/> Stella, Elizabeth Murray, Barnett Newman <input type="checkbox"/>	<input type="checkbox"/> Complete colour studies <input type="checkbox"/>	<input type="checkbox"/> paint & brushes
11	Colour 2 Section 1 Remembrance Day	<input type="checkbox"/> assemble colour project <input type="checkbox"/>	<input type="checkbox"/> complete cut-out animation <input type="checkbox"/>	<input type="checkbox"/>
12	Cut out Animation 3 Colour 3	<input type="checkbox"/> Critique Animation <input type="checkbox"/> Critique Colour <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13	Final Project 1	<input type="checkbox"/> intro final project: open but must reflect at least three elements learnt in course <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14	Final Project 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5. Basis of Student Assessment (Weighting)

(Should be linked directly to learning outcomes.)

(a)	Assignments	<p>1. 70% in-class assignments: students are expected to complete all assignments given by the instructor. All assignments will be evaluated while in progress. At the end of term there is a portfolio submission and final review.</p> <p>2. 15% out-of-class assignments: sketchbooks or visual diary of observations, thoughts, and ideas as related to projects and class activities, readings and artists statements</p>
(b)	Quizzes	none
(c)	Exams	none

(d)	Other (eg, Attendance, Project, Group Work)	<ol style="list-style-type: none"> 1. 15% attendance and participation: students are expected to attend all classes, on time and to participate in class activities and discussions. 2. You are evaluated on your participation, innovation, willingness to experiment, and desire to resolve work completely. An abundance or lack of art talent will not necessarily determine success in the course. No letter grades will be given before the final grade- unless you make a specific request to the instructor. Students are required to attend and participate in all classes and be responsible for completing all studio and take-home assignments. 3. Students are required to keep a portfolio of their assignments and must attend an end of term interview with the instructor. 4. Students are required to maintain a C grade or better to continue in the program.
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6. Grading System

(No changes are to be made to this section, unless the Approved Course Description has been forwarded through EDCO for approval.)

Standard Grading System (GPA)

Percentage	Grade	Description	Grade Point Equivalency
95-100	A+		9
90-94	A		8
85-89	A-		7
80-84	B+		6
75-79	B		5
70-74	B-		4
65-69	C+		3
60-64	C		2
50-59	D		1
0-49	F	Minimum level has not been achieved.	0

Temporary Grades

Temporary grades are assigned for specific circumstances and will convert to a final grade according to the grading scheme being used in the course. See Grading Policy at camosun.ca or information on conversion to final grades, and for additional information on student record and transcript notations.

Temporary Grade	Description
I	<i>Incomplete:</i> A temporary grade assigned when the requirements of a course have not yet been completed due to hardship or extenuating circumstances, such as illness or death in the family.
IP	<i>In progress:</i> A temporary grade assigned for courses that are designed to have an anticipated enrollment that extends beyond one term. No more than two IP grades will be assigned for the same course.

CW	<i>Compulsory Withdrawal:</i> A temporary grade assigned by a Dean when an instructor, after documenting the prescriptive strategies applied and consulting with peers, deems that a student is unsafe to self or others and must be removed from the lab, practicum, worksite, or field placement.
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7. Recommended Materials or Services to Assist Students to Succeed Throughout the Course

Students are also encouraged to browse library shelves for other material available.

- Artforum
- Art News
- Art in America
- Art Index
- Artscribe
- Border Crossings
- Canadian Art
- C Magazine
- Flash Art

LEARNING SUPPORT AND SERVICES FOR STUDENTS

There are a variety of services available for students to assist them throughout their learning. This information is available in the College calendar, at Student Services or the College web site at camosun.ca.

STUDENT CONDUCT POLICY

There is a Student Conduct Policy **which includes plagiarism**. It is the student's responsibility to become familiar with the content of this policy. The policy is available in each School Administration Office, at Student Services and on the College web site in the Policy Section.