

Phoenix College
Mohr, Instructor
Spring, 2005
Art 113, Color
Sec. 0270
T-TH, 8:30- 11:15 AM
RM F 206

Patrick

SYLLABUS Art 113 Color

Course Objectives: This course introduces the student to the basic principals of beginning studio practice in color, 2-D and 3-D design. We will explore color theory and design solutions to problems in a variety of media including gouache, colored paper, and collage involving the effects of light and the appearance of color. The central issues in this particular course are the development of basic design skills and personal expression as applied to late 20th and 21st Century concepts of visual art. We live in a time when art is multi-faceted, extremely varied and in constant flux. I like to think that it's an exciting and challenging era in which to be an artist/designer. Today, the artist is expected to add to the body of art in the same sense that a research scientist adds to the body of knowledge in science. Because of the personal, subjective nature of art, we are compelled to exploring our complex environment in unexpected and unconventional ways. So, learning to "see" can be an exciting and new experience. Sometimes, exploring the world and our individual uniqueness can be a little scary, at least scary-sounding. Don't be intimidated.

In this course the student will also master the manipulation of various tools and skills necessary to complete each assignment. Specifically, you will learn to analyze color, and learn to mix it, design a value chart, master the color wheel, explore the effects of hue, chroma, and value including the psychological aspects and applications of color. Additionally, you will be responsible for understanding complex conceptual problems by applying the language of two and three-dimensional design to solve intelligently and creatively all assignments.

The class is structured as a series of design problems that (I hope) will [1] improve your design & composition skills, [2] expand technically and conceptually your notions as to what is possible/permissible and, [3] give you a sense of the value of your own potential as a designer.

The term Two Dimensional refers to things that have width and height and no physical depth. They are flat. DESIGN, in this context, can be taken to mean "intent". We (designers) cause things to happen by intent and by choice rather than by accident.

The idea of a class like this is to familiarize yourself with some of the ways that you can manipulate color and shape (primarily) for effects of your choice. This is accomplished by doing a series of problem-solving activities with color, shape, line and some basic concepts of two and three-dimensional organization.

You must clearly indicate your name, class section, assignment number & title, due date, and when the project was turned in, for all assignments on both Grading Criteria forms and projects.

Attendance: lectures and discussion are frequently unscheduled and informal. If you are not in class, you miss much of the course materials and demonstrations. Three (3) un-excused absences over the course of the semester will result in a warning, a fourth may result in a lowered semester grade for the course. Please notify the instructor in case of a prolonged illness or other

emergency that will prevent you from attending class. It is your responsibility to obtain any information on assignments and notes missed due to an absence.

GRADING CRITERIA: Your grade is based on your performance on the assignments and critiques for the semester. Class participation and preparation means being prepared to work in class and having the right materials for each assignment, this is very important. Assignments are weighted as follows: Assignments are **90%** of your grade. Attendance, participation and preparation **10%**; Your grade is determined by the total number of points for all assignments for the semester. Late assignments will have late points deducted if turned in after due date. No late assignments will be accepted later than one (1) week from due date. **Re-makes** for an assignment may be turned in no later than one week past the assignment's original due date. No exceptions will be granted with out permission from the instructor.

You are responsible: for working in class and having with you the correct materials for each assignment. If you are not prepared to work in class I may deduct points or ask you to leave class until you are prepared to work. Please make photo-copies of all assignments. You must keep all completed assignments available for my review. This means that you **may not** discard them for any reason. This is very important because retaining graded assignments serves as additional proof of your grade. **Students are required to bring materials, a notebook and all assignment sheets to every class meeting.**

Critiques: It is essential to complete your assignments/projects for the critiques. After each project is due there will be a critique. It is during the critiques that you receive constructive criticism, important knowledge of composition and feedback from the instructor and other students. Participation and discussion in the critiques is a valuable component of this course. Therefore, it is necessary to have your projects 100% completed for critiques. All assignments due dates are subject to change.

Important Dates:

March 22, Mid-term Portfolio Review

May 12, Final Critique and Portfolio's due

May 12 is the last day of this class: No assignments will be accepted after May 12, and No Exception will Be Granted! You must be present for the final critique. If you are not present and prepared you may fail the course. All dates are subject to change

Note: Four additional class meetings are required on dates and times to be announced. This is due to the fact that this course meets once a week from 6-9 PM, and therefore does not include the maximum number of hours necessary for semester completion. These additional meetings are to be considered mandatory and will be organized around field trips, and regular meetings during the week falling on day or evening hours.

Grading: Grades are based upon the following criteria

CONCEPT ORIGINALITY: How well you solved the basic idea and composition

EXECUTION TECHNICAL/SKILL: How thoughtfully you worked out the composition including the accurate use of methods and materials

VISUAL AND FORMAL CLARITY: how well you solved the problem in an

CRAFTSMANSHIP: How carefully and neatly you executed the problem

INSTRUCTIONS FOLLOWED: How well you followed the instructions

INTELLIGENT AND CREATIVE USE OF MATERIALS: How well you

| | | | | |
|--------------|----|----|----|----|
| Point scale: | A | B | C | D |
| | 25 | 21 | 17 | 13 |

At the end of the semester, your scores are totaled, arranged in descending order and grouped into A, B, C, D, and F. I grade on a rough curve. Final grades are given in percentages as follows:

A = 100% - 91%; B = 90% - 81%; C = 80% - 70%; D = 70% - 61%; Below 60% = F

Research: Frequently, students approach projects as though they were the first one ever to do something like this . . . not so. The library has a great many books and periodicals on Art. The Internet is also an excellent resource. Take advantage of them. Use the sources that are available to you. Besides, it's fun to look at the pictures even if they don't apply to the problem at hand.

Field Trips: There is a possibility that an off-campus exhibit might occur during the semester that might be useful for you to see. If so, I'll ask you to attend and write a report on your responses and thoughts.

Office Hours: By appointment

GRADING CRITERIA:

Assignment No.1

Your final design will be graded using the following criteria:

- 1. Creativity/Originality (7 pts.)
- 2. Technical skill and accuracy (5 pts.)
- 3. visual and formal clarity
(how well you solved the problem
in an intelligent and
thoughtful manner) (4 pts.)
- 4. Neatness (3 pts.)
- 5. Instructions followed (3 pts.)
- 6. Intelligent and creative use of
media and materials (3 pts.)
- 7. 25 pts. Possible total

Note:

Please keep a journal/notebook of all assignments. These are a series of rough sketches or thumbnails organized to clarify your solutions to design problems. They demonstrate your thinking process and refining of ideas before your final designs are executed. Please take your sketchbooks seriously. They are an important part of your final grade. Your sketchbooks will be turned in with the mid-term portfolios and with your final portfolios on the last day of this course.

Color and Design Supplies

Drawing pencils:

2B, HB, 6B
Pencil sharpener
Pencil extender (optional)

Erasures

kneaded
Pink Pearl
Gum

Brushes:

1" and 2" flat Sableine
#9, #6, #2 Round Sableine

Pigments: (individual tubes)

Designer Gouaches
Black, White,
Blue Deep
Yellow Medium, Red Deep

Paper:

Strathmore 400 Series
Bond Sketch-Pad
Illustration board 18 x 24" as needed
Bristol board 18 x 24" as needed
Matt board 20 x 30" as needed

Misc.:

Drawing board, 24"x 34", or, 20"x 30"
Supply box (fishing tackle box)
Water containers (non-breakable)
Metal Straight-Edge, 24"
X-Acto knife
Masking tape
Palette, (butcher pan) if possible or plastic plate
Color Aid paper (as needed)
Color Wheel (required)