

DEPARTMENT OF FINE ARTS

VISUAL ARTS, FOUNDATION COURSE DESCRIPTION

Course Title: AR 1370 3(3-0-3) UT

Dates: January 3 - April 11, 2002

Class Time: Tuesday and Thursday 10:00 a.m. - 12:50 p.m.

Class Location: Studio A

Instructor: Ken HouseGo

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Prerequisite: AR 1360 Visual Fundamentals I

Calendar Description: A studio-based course with emphasis on the understanding of

two and three dimensional design dynamics of visual form. A basic course where you will be introduced to various concepts and projects using a variety of art media. The second part of the course will build upon the knowledge of Part I and colour

theory.

Course in perspective: AR 1370 will broaden the students understanding of the basic

elements of design: form, line, shape, value, texture, colour, space and the principles of organization: rhythm, balance, scale/proportion, and movement with an emphasis on exploration and production of concepts and visual images. The student will continue to explore seeing/identifying, imagining and problem solving with emphasis on an individual and collective creative approach. There will be illustrated lectures and films to convey specific concepts. Demonstrations of techniques and materials will be given to further the exploration capabilities of the student thus contributing to an understanding of the relationship between art and other disciplines. The course will thoroughly study colour theory and further examine both two and three dimensional design elements and principles as they relate to the further development of concepts and individual problem

solving.

Required Texts: Assigned readings and handouts

Reference Texts: Art Fundamentals Theory and Practice, 6th Edition Ocvivk, Bone, Stinson, Wizz.

> A Primer of Visual Literacy Donis A. Dondis

Design Concepts and Application Cheatham/Cheatham/Haler

Design, The Search for Unity Eugene Larkiw

Assignments: Visits to private galleries/and studios will be encouraged.

There will be guest lectures and visiting artists.

Students will be expected to invest a minimum of six hours a week out of class.

Objectives: Students will:

- learn to perceive, identify and apply the basic elements of art, principles of design and the creative process. They will begin to communicate visually expressed information while understanding natural and abstract relationships.
- continue to equip themselves with a visual and verbal vocabulary.
- continue to develop and broaden a critical and aesthetic criteria.
- broaden their awareness, understanding and aesthetic appreciation of art.
- further identify their own values in relationship to their environment.
- 6. develop basic skills and techniques.

Criteria for Evaluation:

- 1. The level of creativity and craftsmanship demonstrated.
- 2. The degree of knowledge and understanding of the elements and principles of this particular studio discipline.
- 3. Portfolio presentations will be required throughout the duration of this course.
- Overdue assignments will be penalized 10% per day. Work must be completed within ten days of original. After 10 days you will receive a zero grade.
- Professional Orientation as indicated by enthusiasm. commitment, involvement and flexibility in collective and individual critiques. (Involvement)

Homework:

Projects will be assigned for homework and expected on the date required. Failure to finish projects on time for class critiques will affect student's final evaluation. Students will be expected to invest a minimum of four to six hours a week.

Assessment and Grading: A. Final Grade:

80% Class and Home Assignments 10% Involvement 5 % MAD Presentations

5 % In class test

B.Mid-term:

Mid-term will be an indicator grade only for the student's reference on his/her performance in this course. Students will:

More than 20% absenteeism may constitute a failure except for medical or extenuating circumstances (in which case a doctor's letter will be required). Lateness will be noted. Absences must be accompanied by a doctor's note.

Materials, Supplies:

- masking tape
- scissors
- retractable blade/knife
 24" or 30" stainless steel rule
- compass, if you have one
- rubber cement
- white glue
- kneaded eraser
- set of pencils (box) 2H, HB,2B, 4B, 6B, 8B
- sharpie permanent marker fine point
- other assorted markers if you have any
- coloured pencils and chalks with workable fixative
- set of acrylic paint for colour study, list to be given out later (\$90.00)
- brushes (\$15.00 20.00)
 - opus paper and insignia paper throughout course
 - mat board, gray stock
- portfolio, a home made version will be fine
- a bag/knapsack/tackle box to carry small items
- wood to be announced as needed
 - Drawing board 1/8 inch Masonite, 24" x 32 "
 - notebook

Note: Do not purchase materials until asked to do so.

Notes:

Over View: Visual Fundamentals II, AR1370

E. Presentation or Critical Analysis

Journal (January to March)

- · Journal, Preferences and Dislikes
- · Concludes in a first "Artistic Statement"

Presentation (April)

- · Art and Your environment
- · Slide presentation supporting your statement
- To include a mentor artist, historical position of artist.
- · Why did you choose this artist?
- How do you relate to his or her work?

Or (instructor's choice)

Critical Analysis (On a Famous Artist)

- · Introduction Historical overview
- · Description Objective observation
- Analysis Formal discussions and diagnoses
- Interpretation What is the artists trying to express?
- · Evaluation Did you like or dislike the work, why?

F. 2D Design, Colour Theory Exercises

- · Basic Principles and terms
- Colour Wheel
- · Tonal Scale
- Complementary Scales
- · Mono chromatic and Achromatic Scales

G. 2D Design, Colour Theory- Extension Studies

Application of Colour Theory

- · Recap, Basic Principles and Terms
- Small or medium projects to explore and apply colour theory using:
 - Tonal Scale
 - · Complementary Scales
 - · Mono Chromatic and Achromatic Scales

Extension Projects (2D Design & 3D Design, Larger and more expressive)

H. 3D Design, Conceptual and Constructive Exploration

 Discussion of relationship to 2D Gestalt with 2D, flat space to

3D, Physical space.

- 3D Gestalt
- · Basic Principles and Elements
- . Shape & Line
- · Positive and Negative Space
- · Balance
- · Tension
- · Contrast & Unity
- · Texture
- Mass

3D Design, Extension Projects

- · Planar, Development
- Constructive Tableaux
- · Documentation.
- Performance
- · Installation
- Environment

Extension Projects (Larger and more expressive)
3D Design and Environment