

FINE ARTS

Graphic Design 1 Syllabus
ARTS 270-002 (Spring 2020)
11 a.m. - 1:40 p.m. on TTH
RM: ART 121

Instructor: Keisha Brathwaite
Email: brathwaik@jacks.sfasu.edu
SFASU - Fine Arts Department
Office Hour: TH 10 a.m. - 11 a.m. in ART 123K
Office Phone: 936.468.6291

Reading

Photoshop CC

Recommended: Evening, Martin. *Adobe Photoshop CC for Photographers: a Professional Image Editor's Guide to the Creative Use of Photoshop for the Macintosh and PC*. Routledge, 2018.

Recommended: Faulkner, Andrew, and Conrad Chavez. *Adobe Photoshop CC 2019 Release: Classroom in a Book*. Adobe Press, 2019

Illustrator CC

Recommended: Wood, Brian. *Adobe Illustrator CC 2019 Release: Classroom in a Book*. Adobe Press, 2019.

InDesign CC

Recommended: Anton, Kordes Kelly, and Tina DeJarld. *Adobe InDesign CC 2019 Release: Classroom in a Book*. Adobe Press, 2019.

Advertising & Branding

Recommended: Wheeler, Alina. *Designing Brand Identity: An Essential Guide for the Whole Branding Team*. Wiley, 5th edition, 2017

Overview

Graphic Design I - Three semester hours, six hours studio, six hours assigned independent study per week. Design fundamentals as applied to advertising layout and production.

Prerequisites

ART 100 & ART 110.

Program Learning Outcomes:

1. Undergraduate students will demonstrate proficiency in studio foundation skills as they relate to the elements and principles of design.
2. Undergraduate students will exhibit a high level of proficiency in the use of materials, techniques and media.
3. Undergraduate students will demonstrate understanding of contemporary art issues through exploration of synthesis of content, problem solving and creativity.
4. Undergraduate students will define and state knowledge of Art Historical precedents.

Course Objectives

- Explore various materials and programs as well as working methods and ways of thinking.
- Effectively apply design principles to a variety of visual expressions and problems.
- Become familiar with the process of creative thinking and creative problem-solving.
- Initiate an awareness of artists and designers who inspire.
- Communicate their design concepts clearly. (through sketches, written or spoken words)

- Select successful, concept-driven solutions and apply design principles to projects.
- Critically discuss and assess the work.
- Exhibit a portfolio reflective of their design abilities and creative goals

Methods / Materials

This course will consist of lectures, readings, discussions, demos, videos, hands-on projects, and critiques.

Personal Materials:

Required: Removable USB Storage Device (Recommend at least 32 GBs), Matte Board Sketchpad and Pencils.

Grading

Evaluation will be based on your participation, ability to understand key concepts, demonstration of skills through the successful completion of all exercises and projects and overall effort and quality of work. You are expected to participate in class discussion and critique. Failure to do so will result in a deduction of points from your final grade.

Final grade is the sum of the following 3 averages:

Average of Projects	60%
Average of Assignments, Attendance, Guidance/Participation	20%
Process Book/ Portfolio	20%

Evaluation of Projects

All projects are due at the start of class and will be evaluated based upon the following criteria:

- **Completion of Projects:** All projects will be given to you in writing and will include instructions for completion, dimension requirements, mounting (if requested) and presentation requirements.
- **Delivery of Works:** All assignments and project milestones are expected to be completed and ready for presentation. These milestones and assignments are created so that you can complete and meet project objectives in a timely manner.
- **Participation in Critique:** In each project you will be expected to give and receive critique.

Plagiarism is strictly forbidden. Any student caught plagiarizing any work, including written papers, is subject to receive a failing grade. Please refer and read the SFASU's student academic integrity policy below for more information on plagiarism.

Academic Integrity

Academic integrity is a responsibility of all university faculty and students. Faculty members promote academic integrity in multiple ways including instruction on the components of academic honesty, as well as abiding by university policy on penalties for cheating and plagiarism.

Definition of Academic Dishonesty

Academic dishonesty includes both cheating and plagiarism. Cheating includes, but is not limited to:

- (1) using or attempting to use unauthorized materials to aid in achieving a better grade on a component of a class;
- (2) falsification or invention of any information, including citations, on an assignment; and/or
- (3) helping or attempting to help another in an act of cheating or plagiarism.

Plagiarism is presenting the words or ideas of another person as if they were your own. Examples of plagiarism include, but are not limited to:

- (1) submitting an assignment as if it were one's own work when, in fact, it is at least partly the work of another;
- (2) submitting a work that has been purchased or otherwise obtained from the Internet or another source; and
- (3) incorporating the words or ideas of an author into one's paper or presentation without giving the author due credit.

Please read the complete policy and the appeals process at:

<http://www.sfasu.edu/policies/4.1-student-academic-dishonesty.pdf>

<http://www.sfasu.edu/policies/final-course-grade-appeals-by-students-6.3.pdf>

Withheld Grades Semester Grades Policy (A-54)

At the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future semesters, the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.

Evaluation Rubric

I will assign a point total for each assignment and project. At the end of the semester, your points will be added up and your grade determined by the following **whole letter grading scale/system**:

Grade	Percentage	Comment
A	90–100%	Absolutely no doubt of superior performance, effort, teamwork and accomplishment (clear evidence of talent, imagination and commitment).
B	80–89%	Good work with consistent effort and participation.
C	70–79%	Completion of assignment with average quality and participation.
D	60–69%	Poor work and/or effort.
F	0–59%	Late or very poor quality work or missing the critique.

Attendance/ Participation/ Behavior

I will take attendance at the beginning of every class. **It will contribute to 20% of your grade.**

There is a direct correlation between attendance and success in this class. If you are sick or have to miss class, you are responsible for finding out the assignment from a classmate and coming to the next class prepared with any missed work completed.

Students **CANNOT** miss critiques. **If you miss a critique with an unexcused absence, you will be given a zero for that project.** Please respect your classmates.

Attendance will be assessed as follows:

4 absences = final course grade is dropped one full letter grade;

5 absences = final course grade is dropped two full letter grades;

6 absences = final course grade is dropped three full letter grades;

7 absences = Fail

3 tardies = 1 absence.

Please note: If you are absent for a critique you automatically receive a 'F' for that particular project. If you are absent for the final critique you automatically receive a 'F' as your final grade for the class.

Course Policies/ Deadlines

- The School of Art advertising design digital lab is required to produce the projects for this course. Lab printers are for class work ONLY and not for personal use.
- The use of cell phones and tablets are not permitted unless needed for a particular assignment. No texting or social networking interactions in class. Failure to recognize this policy results in a grade reduction.
- Presenting quality work is the student's responsibility. This includes printing, paper, mat boards, and supplies.
- Use quality materials. Be original. Be creative. Use common sense. Avoid accidents.
- Identify and secure personal property, the classroom is shared with other classes.
- Clean up after yourself. Cut only in designated areas. Never cut on the floor or directly on any unprotected table or counter top. No food is permitted at the computer workstations.
- Avoid aerosols, spray aerosols only in designated spray booths.
- The portfolio contains all of the finished course projects and research (process books). A title, author's name and date are placed on the back of every matted project. The portfolio is submitted in both printed and digital form on portfolio night.
- All assignments will be posted on D2L and completed assignments and projects are to be submitted to the dedicated drop box in D2L as PDFs.
- Collect the portfolio after portfolio night.

Projects and assignments are due at the start of class. Any student will be allowed to revise any project for a higher grade. The original project must be turned in along with the revised project for review. Students who bring a project in late will not be allowed to revise that specific project.

Students with Disabilities

To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to <http://www.sfasu.edu/disabilityservices/>

Course Evaluations

Near the conclusion of each semester, students in the School of Art electronically evaluate courses taken within the COFA. As you evaluate this course, please be thoughtful, thorough, and accurate in completing the evaluation. Please know that the COFA faculty is committed to excellence in teaching and continued improvement. Therefore, your response is critical!

In the School of Art, the course evaluation process has been simplified and is completed electronically through MySFA. Although the instructor will be able to view the names of students who complete the survey, all ratings and comments are confidential and anonymous, and will not be available to the instructor until after final grades are posted.

Projects

Graphic Design 1 Calendar (Subject to Change)

Week 1	1/16	<p>Syllabus Review: Syllabus review and quick exploration of mac computers,</p> <p>Video: PBS Off Book - The Universal Arts of Graphic Design</p>
Week 2	1/21	<p>Lecture and Demo:</p> <p>Theories, Elements and Principles of Design</p> <p>Photoshop Review Overview on the uses of Photoshop in graphic design. Using tools, layers, filters and adjustment layers. Quick masking review.</p> <p>Project 1: Book Cover Design</p> <p>Assignment 1: Brainstorming and Sketches for project 1</p>
	1/23	<p>Work Day for Project 1</p> <p>Assignment 1 Due</p>
Week 3	1/28	<p>Work Day for Project 1</p>

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	1/30	<p>Lecture and Demo: Illustrator Review- Overview on the uses of Illustrator in graphic design. Using the general tools (with special focus on the pen and pencil), layers and pathfinder tools within Illustrator will be studied. Understanding vectors, creating a mask, paths and quick shortcuts will also be covered.</p> <p>Project 2: Font History Poster</p>
Week 4	2/4	<p>Critique: Project 1 Due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p> <p>Assignment 2 (In-class): Brainstorming and Sketches for project 2</p> <p>Work Day for Project 2</p>
	2/6	<p>Assignment 2 Due</p> <p>Work Day for Project 2</p>
Week 5	2/11	<p>Critique: Project 2 Due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p>
	2/13	<p>Project 3: Expressive Words</p> <p>Assignment 3: Brainstorming and Sketches for project 3 Assignment 3 Due Sunday 11:59 p.m.</p> <p>Critique: Project 2 Due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p>
Week 6	2/18	<p>Work Day for Project 3</p>

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	2/20	<p>Critique: Project 3 Due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p> <p>Project 4: Laser Cut Signage</p> <p>Assignment 4: Brainstorming and Sketches for project 4 Assignment 4 Due Sunday 11:59 p.m.</p>
Week 7	2/25	<p>Demo: Laser Cutter</p> <p>Work Day for Project 4</p>
	2/27	<p>Work Day for Project 4</p> <p>Mockups Due</p>
Week 8	3/3 <i>Mid-Semester Week</i>	Work Day for Project 4
	3/5 <i>Mid-Semester Week</i>	<p>Critique: Project 4 Due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p>
Week 9	3/10 <i>Spring Break</i>	No classes
	3/12 <i>Spring Break</i>	No classes
Week 10	3/17	No classes
	3/19	<p>Getting familiar with the Zoom environment</p> <p>Downloading Adobe trial</p> <p>Assignment 5: InDesign tutorials</p>

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Week 11	3/24	Quick InDesign Review Assignment 5 Due Project 5: Newsletter/ Editorial with Spread Work Day for Project 5
	3/26	Work Day for Project 5
Week 12	3/31	Work Day for Project 5
	4/2	Critique: Project 5 Due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.
Week 13	4/7	Video: PBS Off Book - The Art of Logo Design Video: How To Design A Modern Logo Start To Finish
	4/9	Logo Research Presentation Due Project 6 - Logo Design Assignment 6: Mind Map and Sketches for project 6 Assignment 6 Due Sunday @11:55 p.m.
Week 14	4/14	Work Day for Project 6
	4/16	Work Day for Project 6 Final Logo Due (Black & White) Color Palette for Colored logo Due

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Week 15	4/21	Final Logo Due (Colored) Critique: Project 6 Due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late. Final Project - Branding Final Project Workday
	4/23	Final Project Workday
Week 16	4/28	Final Project Workday
	4/30	Final Project Workday Process Book / Portfolio & Sketchbooks Due (Printed)
Finals Due	5/5 10:45 p.m - 1: 15 p.m.	Final Critique: Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late. A file containing all projects and assignments is also due.

Important Dates:

- 1/21-** Last day to change Schedules
- 1/24-** Last Day to Register (both full-time and part-time students)
- 3/20-** Last Day to Drop
- 3/20-** Last Day to Withdraw without WP or WF
- 4/20-** Last Day to Withdraw from the University

Personal Notes:



Beginning Digital Media Syllabus
ARTS 261-001 (Spring 2020)
2:00 p.m. - 4:40 p.m. on TTH
RM: ART 131

Instructor: Keisha Brathwaite
Email: brathwaik@jacks.sfasu.edu
SFASU - Fine Arts Department
Office Hour: TH 10 a.m. - 11 a.m. in ART 123K
Office Phone: 936.468.6291

Reading

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Recommended: Faulkner, Andrew, and Conrad Chavez. *Adobe Photoshop CC 2019 Release: Classroom in a Book*. Adobe Press, 2019

Illustrator CC

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Overview

This course allows students to utilize computer graphics and digital technology to create and develop fine and contemporary art content via the Macintosh platform. Students will generate and manipulate various image types including vector graphics and digital photomontages and explore bitmap and vectors in-depth using Adobe Photoshop and Illustrator where applicable.

Prerequisites

ART 100 & ART 110.

Program Learning Outcomes:

1. Undergraduate students will demonstrate proficiency in studio foundation skills as they relate to the elements and principles of design.
2. Undergraduate students will exhibit a high level of proficiency in the use of materials, techniques and media.
3. Undergraduate students will demonstrate understanding of contemporary art issues through exploration of synthesis of content, problem solving and creativity.
4. Undergraduate students will define and state knowledge of Art Historical precedents.

Course Objectives

At the conclusion of this course, students will be able to understand and describe terminology related to computer and digital graphics. Students will be able to understand the key concepts that differentiate bitmap and vectors. Students will gain a better understanding of image types and editing in the appropriate software, Adobe Photoshop, and Illustrator. And learn how to use them efficiently.



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You will be able to:

- Utilize and be familiar in Adobe Photoshop and Illustrator CC.
- Understand and use Mac operating systems on Macintosh (Apple) computers.
- Distinguish and understand the difference between bitmaps and vector formats.
- Develop the ability to approach artistic ideas and articulate decisions made in your work in a critique session, while identifying the key art elements utilized.
- Understand and develop the ability to capture visual data using digital scanners and cameras provided through the digital lab.
- Make use of various methods and considerations for outputting digital into physical formats such as printing.
- Solve both technical and conceptual problems.
- Organize and practice proper file management.
- Present work in a professional manner.

Methods / Materials

This course will consist of lectures, readings, discussions, demos, videos, hands-on projects, and critiques.

Personal Materials:

Required: Removable USB Storage Device (Recommend at least 32 GBs), Sketchpad and pencils.

Optional: Digital camera

Grading

Evaluation will be based on your participation, ability to understand key concepts, demonstration of skills through the successful completion of all exercises and projects and overall effort and quality of work. You are expected to participate in class discussion and critique. Failure to do so will result in a deduction of points from your final grade.

Final grade is the sum of the following 4 averages:

Average of Projects	50%
Assignments and Quizzes	20%
Average of Attendance, Guidance/Participation	15%
Final Project	15%

Evaluation of Projects

All projects are due at the start of class and will be evaluated based upon the following criteria:

- **Completion of Projects:** All projects will be given to you in writing and will include instructions for completion, dimension requirements, mounting (if requested) and presentation requirements.
- **Delivery of Works:** All projects will contain mini assignments. All assignments and project milestones are expected to be completed and ready for presentation.

These milestones and assignments are created so that you can complete and meet project objectives in a timely manner.

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Evaluation Rubric

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Attendance/ Participation/ Behavior

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Attendance will be assessed as follows:

4 absences = final course grade is dropped one full letter grade;

5 absences = final course grade is dropped two full letter grades;

6 absences = final course grade is dropped three full letter grades;

7 absences = Fail

3 tardies = 1 absence.

Please note: If you are absent for a critique you automatically receive a 'F' for that particular project. If you are absent for the final critique you automatically receive a 'F' as your final grade for the class.

The use of cell phones and tablets are not permitted unless needed for a particular assignment. No texting or social networking interactions in class. Failure to recognize this policy results in a grade reduction.

Deadlines

Projects and assignments are due at the start of class. Any student will be allowed to revise any project for a higher grade. The original project must be turned in along with the revised project for review. Students who bring a particular project in late will not be allowed to revise that specific project.



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Projects

Beginning Digital Media Calendar (Subject to Change)		
Week 1	1/16	Syllabus Review: Syllabus review, explore mac computer and introduction to assignment #1. Assignment 1: Collect 10 objects that interest you to scan in as textures. (Please carry your portable USB devices for next class)
Week 2	1/21	Lecture and Demo: Getting familiar with Photoshop Overview on the uses of Photoshop for design. Using tools, layers, filters and adjustment layers within Photoshop will be studied. Understanding Bitmaps, Resolutions, DPI, Web and Print Output and quick shortcuts will also be covered. Assignment 1: Scan objects at scanner stations and take portraits in class. Project 1: What becomes you?- Creating a photo mosaic portrait.
	1/23	Work Day for Project 1

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Week 3	1/28	<p>Critique: Project 1 due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p> <p>Learning Editing Techniques: Masking, Selections and Image editing, Blending Modes and using Brushes</p>
	1/30	<p>Learning Editing Techniques: Masking, Selections and Image editing, Blending Modes and using Brushes</p> <p>Assignment 2: Complete a Layer and Vector Mask.</p>
Week 4	2/4	<p>Project 2: Seeing Through the Oxymoron - Create visually an oxymoron.</p> <p>Work Day for Project 2</p>
	2/6	Work Day for Project 2
Week 5	2/11	<p>Mini Lecture on Critiques and the Process</p> <p>Critique: Project 2 Due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p> <p>Lecture and Demo: Getting familiar with Illustrator - Overview on the uses of Illustrator in design. Using the general tools (with special focus on the pen, pencil and mesh tools), layers and pathfinder tools within Illustrator will be studied. Understanding vectors, creating a mask, paths and quick shortcuts will also be covered.</p>
	2/13	Lecture and Demo: Getting familiar with Illustrator (Cont'd)
Week 6	2/18	<p>Lecture and Demo: Getting familiar with Illustrator (Cont'd)</p> <p>Project 3: Stylizing Words - Creating vectors using the pen and pencil tools in Illustrator.</p>

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	2/20	<p>Quiz 1: Photoshop</p> <p>In-class Assignment 3: Sketch three ideas for each of the three designs that you will create using the pen tool.</p>
Week 7	2/25	Work Day for Project 3
	2/27	Work Day for Project 3
Week 8	3/3 Mid-Semester Week	Work Day for Project 3
	3/5 Mid-Semester Week	<p>Critique: Project 3 Due</p> <p>Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p>
Week 9	3/10 Spring Break	No classes
	3/12 Spring Break	No classes
Week 10	3/17	No classes
	3/19	<p>Getting familiar with the Zoom environment</p> <p>Downloading Adobe trial</p> <p>Project 4: Creating a Low Poly Portrait - Create a low poly using vectors.</p> <p>Work Day for Project 4</p>
Week 11	3/24	Work Day for Project 4
	3/26	Work Day for Project 4

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Week 12	3/31	<p>Critique: Project 4 Due Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p> <p>Demo: Using the Mesh tool in Illustrator</p> <p>In-class Assignment 4</p> <p>Assignment 6: Find five semi-matte to shiny objects to next class.</p>
	4/2	<p>In-class Assignment 5: Take three images of different arrangements of your five objects.</p> <p>Project 5: Close Up and Personal with Vectors - Create a 3D image using gradient meshes.</p>
Week 13	4/7	Work Day for Project 5
	4/9	<p>Quiz 2: Illustrator</p> <p>Work Day for Project 5</p>
Week 14	4/14	Work Day for Project 5
	4/16	<p>Critique: Project 5 Due (Printed) Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late.</p>
Week 15	4/21	<p>Final Project: Cinemagraphs - Create three cinemagraphs.</p> <p>FP Milestone 1: Capture multiple footage to create three cinemagraphs that tell a story.</p> <p>Final Project Workday</p>
	4/23	<p>Mid-Point Critique (FPM2): Present your ideas and footage to use for your final pieces.</p> <p>Final Project Workday</p>

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Week 16	4/28	FP Milestone 2: Cinemagraph 1 completed. Quiz 3: Comprehensive (Photoshop and Illustrator)
	4/30	FP Milestone 3: Cinemagraph 2 completed. Final Project Workday
Finals Due	5/5 1:30 p.m - 4 p.m.	Final Critique: Note: All projects should be in the assigned dropbox on D2L before the start of class. Any projects placed after the start of class will be considered late. A file containing all 6 projects and assignments is also due.

Important Dates:

1/21- Last day to change Schedules

1/24- Last Day to Register (both full-time and part-time students)

3/20- Last Day to Drop

3/20- Last Day to Withdraw without WP or WF

4/20- Last Day to Withdraw from the University

Personal Notes:

FINE ARTS

2D Design Syllabus
ARTS 110-001 (Fall 2019)
11:00 a.m. - 1:40 p.m. on MW
RM: ART 112

Instructor: Keisha Brathwaite
Email: brathwaik@jacks.sfasu.edu
SFASU - Fine Arts Department
Office Hours: M 2 p.m. - 3 p.m. in ART 123K

Reading

Required: Barrett, Terry. Making Art: Form & Meaning. McGraw-Hill, 2011.

Overview

Three semester hours, six hours studio, six hours assigned independent study per week. Exploratory studies in color and design. 2D Design is an introductory course in two-dimensional design. Students will learn the fundamental design principles. Students will demonstrate their understanding through projects.

Prerequisites

None

Program Learning Outcomes:

1. Undergraduate students will demonstrate proficiency in studio foundation skills as they relate to the elements and principles of design.
2. Undergraduate students will exhibit a high level of proficiency in the use of materials, techniques and media.
3. Undergraduate students will demonstrate understanding of contemporary art issues through exploration of synthesis of content, problem solving and creativity.
4. Undergraduate students will define and state knowledge of Art Historical precedents.

Course Objectives

At the conclusion of this course, students will be able to:

- Demonstrate the ability to successfully manipulate the elements and principles of design.
- Develop the ability to bring ideas into visual manifestation.
- Develop the ability to recognize and critique the elements and principles of design.
- Develop the ability to write and speak about artwork.

Methods / Materials

This course will consist of daily exercises, quizzes, sketchbook assignments, projects, and a final presentation.

Personal Materials:

Required (to be purchased by student):

*Removable USB Storage Device (Recommend at least 32 GBs),
1 X-acto knife #1 or #2 blade),
Sketchpad and pencils.*

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Grading

Evaluation will be based on your participation, ability to understand key concepts, demonstration of skills through the successful completion of all exercises and projects and overall effort and quality of work. You are expected to participate in class discussion and critique. Failure to do so will result in a deduction of points from your final grade.

Final grade is the sum of the following averages:

Average of 7 Projects	60%
Sketchbook, Assignments and Quizzes	25%
Average of Attendance, Guidance/Participation	15%

Evaluation of Projects

All projects are due at the start of class and will be evaluated based upon the following criteria:

- **Understanding of concepts**
- **Creativity and Composition**
- **Craftsmanship /Proficiency in the use of materials**
- **Completion of Projects/Delivery of Work**
- **Participation in Critique**

Plagiarism is strictly forbidden. Any student caught plagiarizing any work, including written papers, is subject to receive a failing grade. Please refer and read the SFASU's student academic integrity policy below for more information on plagiarism.

Academic Integrity

Academic integrity is a responsibility of all university faculty and students. Faculty members promote academic integrity in multiple ways including instruction on the components of academic honesty, as well as abiding by university policy on penalties for cheating and plagiarism.

Definition of Academic Dishonesty

Academic dishonesty includes both cheating and plagiarism. Cheating includes, but is not limited to:

- (1) using or attempting to use unauthorized materials to aid in achieving a better grade on a component of a class;
- (2) falsification or invention of any information, including citations, on an assignment; and/or
- (3) helping or attempting to help another in an act of cheating or plagiarism.

Plagiarism is presenting the words or ideas of another person as if they were your own. Examples of plagiarism include, but are not limited to:

- (1) submitting an assignment as if it were one's own work when, in fact, it is at least partly the work of another;

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- (2) submitting a work that has been purchased or otherwise obtained from the Internet or another source; and
- (3) incorporating the words or ideas of an author into one's paper or presentation without giving the author due credit.

Please read the complete policy and the appeals process at:

<http://www.sfasu.edu/policies/4.1-student-academic-dishonesty.pdf>

<http://www.sfasu.edu/policies/final-course-grade-appeals-by-students-6.3.pdf>

Withheld Grades Semester Grades Policy (A-54)

At the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future semesters, the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.

Evaluation Rubric

I will assign a point total for each assignment and project. At the end of the semester, your points will be added up and your grade determined by the following **whole letter grading scale/system**:

Grade	Percentage	Comment
A	90–100%	Absolutely no doubt of superior performance, effort, teamwork and accomplishment (clear evidence of talent, imagination and commitment).
B	80–89%	Good work with consistent effort and participation.
C	70–79%	Completion of assignment with average quality and participation.
D	60–69%	Poor work and/or effort.
F	0–59%	Late or very poor quality work or missing the critique.

Attendance/ Participation/ Behavior

I will take attendance at the beginning of every class. **It will contribute to 15% of your grade.** There is a direct correlation between attendance and success in this class. If you are sick or have to miss class, you are responsible for finding out the assignment from a classmate and coming to the next class prepared with any missed work completed. At the end of each class you will be given enough time to clean the area in which you have worked to leave the area ready for the next class.

Students **CANNOT** miss critiques. **If you miss a critique with an unexcused absence, you will be given a zero for that project.** Please respect your classmates.

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Attendance will be assessed as follows:

4 absences = final course grade is dropped one full letter grade;

5 absences = final course grade is dropped two full letter grades;

6 absences = final course grade is dropped three full letter grades;

7 absences = Fail

3 tardies = 1 absence.

Please note: If you are absent for a critique you automatically receive a 'F' for that particular project. If you are absent for the final critique you automatically receive a 'F' as your final grade for the class.

The use of cell phones and tablets are not permitted unless needed for a particular assignment. No texting or social networking interactions in class. Failure to recognize this policy results in a grade reduction.

Students with Disabilities

To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to <http://www.sfasu.edu/disabilityservices/>

Deadlines

Projects and assignments are due at the start of class. Any student will be allowed to revise any project for a higher grade before midterm. The original project must be turned in along with the revised project for review. Students who bring a particular project in late will not be allowed to revise that specific project.

Course Evaluations

Near the conclusion of each semester, students in the School of Art electronically evaluate courses taken within the COFA. As you evaluate this course, please be thoughtful, thorough, and accurate in completing the evaluation. Please know that the COFA faculty is committed to excellence in teaching and continued improvement. Therefore, your response is critical!

In the School of Art, the course evaluation process has been simplified and is completed electronically through MySFA. Although the instructor will be able to view the names of students who complete the survey, all ratings and comments are confidential and anonymous, and will not be available to the instructor until after final grades are posted.

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2D Design Calendar (Subject to Change)

Week 1	8/26	Syllabus Review: Syllabus review Lecture: Chapter 1, Read Chapter 1
	8/28	Film: Abstract: The Art of Design, Episode 1 (available on Netflix) Project 1: Intro
Week 2	9/2	Quiz 1: Chapter 1 Critique: Project 1 due Discussion: Chapter 2, Read Chapter 2
	9/4	Discussion: Chapter 2 **Lecture: Line
Week 3	9/9	Lecture: Line Project 2: Intro Work Day for Project 2
	9/11	Thumbnails due Quiz 2: Chapter 2, Read Chapter 3 Work Day for Project 2
Week 4	9/16	Critique: Project 2 due Discussion: Chapter 3 Terms
	9/18	Discussion: Color Trivia, Read Chapter 4 Project 3: Intro Work Day for Project 3
Week 5	9/23	Discussion: Color Trivia (<i>cont'd</i>) Demo Work Day for Project 3
	9/25	Quiz 3: Chapter 3 & 4 Work Day for Project 3
Week 6	9/30	Work Day for Project 3, Read Chapter 6

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	10/2	Work Day for Project 3
Week 7	10/7	Critique: Project 3 due Project 4: Intro Quiz 4: Chapter 6
	10/9	Work Day for Project 4 Read Chapter 10
Week 8	10/14 Mid-Semester Week	Work Day for Project 4 Quiz 5: Chapter 10
	10/16 Mid-Semester Week	Critique: Project 4 Due Project 5: Intro Read Chapter 8&9
Week 9	10/21	Discussion: Positive and Negative Space Trade sketchbooks: Must be reviewed by at least two classmates Office Meet: Midterm Grades
	10/23	Discussion: Balance Work Day for Project 5
Week 10	10/28	Discussion: Balance (<i>cont'd</i>) Quiz 6: Chapter 8&9 Work Day for Project 5
	10/30	Library Field Trip, Choose artist for final presentation (refer to Chapter 12) Work Day for Project 5, Read Chapter 7
Week 11	11/4	Discussion: Words and Sound Project 6: Intro Work Day for Project 5
	11/6	(Updated) Critique: Project 5 Due Demo Read Chapter 11 Work Day for Project 6

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Week 12	11/11	Work Day for Project 6 Sign up for Presentation date
	11/13	Discussion: Appropriation/Postmodern Strategies (Updated) Quiz 7: Chapter 7 & 11 Final: Intro Critique: Project 6 Due
Week 13	11/18	Field Trip to Printmaking Appropriation Thumbnails Due
	11/20	Presentations
Week 14	11/25 <i>Thanksgiving Break</i>	No classes
	11/27 <i>Thanksgiving Break</i>	No classes
Week 15	12/2	Appropriation Draft Due Sketchbooks Due Presentations
	12/4	Remaining Presentations Vote for winning Appropriation Design Introduction to Screen Printing, Printing with paper stencils Work Day for Final
Finals	12/9 10:30 a.m - 12:30 p.m.	Final Critique: Final Due Winning T-shirt design printed. Please bring your own T-shirt (or apron, or bag, etc.)

Important Dates:

8/29- Last Day to Register (both full-time and part-time students)

8/29- Last Day to change Schedules

10/23- Last Day to Drop

10/23- Last Day to Withdraw without WP or WF

12/2- Last Day to Withdraw from the University

Personal Notes:

FINE ARTS

Fundamentals of Design Syllabus
ART 121 (Fall Semester)
12:30 - 1:45 p.m. on MW
BH15 & BH133

Fundamentals of Design

Instructor: Keisha Brathwaite

Email: kcbrathwaite@nmhu.edu

NMHU - Fine Arts Department

Office Hours: Tues 11 a.m. -12 p.m. in MAW 109

To access the syllabus, course outline, full assignment descriptions and reading assignments please log on to www.kcbrathwaite.com/fundesign2015.

Reading

Recommended: David A. Lauer and Stephen Pentak. *Design Basics*, 9th Edition. Cengage Learning, 2015.

Overview

An introductory course in visual literacy for both two-dimensional and three-dimensional visual arts including the concepts of unity, emphasis, balance, scale, rhythm, line texture, space, motion, and color. Students will become acquainted with these fundamental visual concepts through the use of manual tools.

Prerequisites

None but special fee of \$25.00 to cover materials

Course Objectives

At the conclusion of this course students will be able to understand and describe visual messages. Students will be able to understand the key concepts that govern successful visual thinking and communication of ideas. Students will also be able to give and receive criticism, an important aspect in the development of visual literacy.

By the end of this class you should be able to:

- Identify and utilize the following fundamentals of design:
 - Symmetrical and Asymmetrical Balance, Rhythm & Repetition, Visual and Tactile Texture, Unity, Abstraction, Emphasis, and Gestalt Principles of Design.
- Develop the ability to articulate the decisions made in your work in a critique session, while identifying the key design elements utilized.
- Present work in a professional manner (impeccable craft is expected)

Methods / Materials

This course will consist of lectures, hands-on projects and critiques.

Personal Materials: Scissors, Ruler, Extra X-acto Blades and Rubber Cement

Grading

Evaluation will be based on your participation, ability to understand key concepts, demonstration of skills through the successful completion of all exercises and projects and

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overall effort and quality of work. You are expected to participate in class discussion and critique. Failure to do so will result in a deduction of points from your final grade.

Final grade is the sum of the following 4 averages:

Assignments and projects	50%
Attendance, participation, quizzes	20%
Midterm project	15%
Final project	15%

Evaluation of Projects

All projects are due at the start of class and will be evaluated based upon the following criteria:

All projects will be evaluated based upon the following criteria:

- **Completion of projects:** All projects will be given to you in writing and will include instructions for completion, dimension requirements, mounting and presentation requirements.
- **Craft:** Craft is essential to the completion of your assignments. Good craft consists of correct mounting on matboard, no glue or other marks on your work, clean-cut edges on work and matboard and care in execution of project. Craft is an integral part of your grade so be neat!
- **Participation in critique:** In each assignment you will be expected to give and receive critique. We will have an exercise during the first class that will acquaint you to the critique process and you will be expected to follow this model during in-class critiques of projects.

Plagiarism is strictly forbidden. Any student caught plagiarizing any work, including written papers, is subject to receive a failing grade. Please refer and read the NMHU's student academic integrity policy below for more information on plagiarism.

Student Academic Integrity Policy

New Mexico Highlands University students are expected to maintain integrity through honesty and responsibility in all their academic work.

The following describes the University's policies and procedures for faculty who discover students who use academically dishonest practices.

Definitions:

1. Academic Dishonesty: Any behavior by a student that misrepresents or falsifies the student's knowledge, skills, or ability including:
 - a) **Plagiarism:** The process of using the ideas, data, written work or language of another person and claiming it as original or without specific or proper acknowledgement, including, but not limited to, copying another person's paper, article, computer or other work and submitting it for an assignment; or copying someone else's ideas without attribution; or failing to use quotation marks where appropriate; or copying

another person's idea or written work and claiming it as original without acknowledgment of the original author or creator.

- b) **Cheating:** A student's use of, or attempt to use, unauthorized notes, texts, visual aids, electronic devices, assistance, copies of tests, material or study aids in examinations or other academic work to misrepresent his or her knowledge, skills, or abilities.
- c) **Collusion:** Cooperation between students in order to cheat or plagiarize.
- d) **Facilitation:** One student knowingly helps or attempts to help another student to violate any provision of this policy.
- e) **Fabrication:** A student submits contrived, altered or false information in any academic work product, exercise or examination.
- f) **Multiple Submissions:** A student submits, without prior permission from the instructor, identical work submitted to fulfill another academic requirement.
- g) **Falsification of Records:** A student alters a transcript or academic record, without authorization, or misrepresents information on a resume, either before or after enrolling as a student in the University, to unfairly improve his or her grades or rank or those of another student.

Minor Cases

For a minor case of academic dishonesty, faculty have discretion regarding whether to impose a penalty as well as whether to flag the incident by reporting it to the Registrar's Office. If a penalty is imposed but not flagged, the student should be informed of the penalty and the faculty member should keep documentation of the academic dishonesty action. If at the discretion of the faculty member, the student is flagged for a minor case of academic dishonesty, the procedures laid out in the rest of this document apply.

Major Cases

For a major case of academic dishonesty, defined as a faculty imposing a penalty resulting in failing the course, or resulting in reducing the final grade by a letter grade, or resulting in failing a major assignment or test (20% or more of the final grade), the faculty must follow the procedure laid out in this document.

Documentation of Academic Dishonesty:

Faculty who impose a penalty for academic dishonesty must document the infraction. Documentation is important as evidence to support academic or disciplinary penalties, or in the event of a legal or administrative challenge to action taken as a result of a violation of this policy. Documentation needs to state the student's name, the date academic dishonesty was discovered, the type of academic dishonesty and a descriptive statement of the situation by the instructor. Supporting documents or copies of academic dishonesty need to be retained by the instructor and forwarded to the registrar by the instructor within ten (10) calendar days after imposing the penalty. Examples of situations and suitable documentation include:

1. Several students complain that other student(s) cheated on a test or assignment. Appropriate documentation is a signed letter by the students describing the incident and a copy of the assignment submitted by the student accused of academic dishonesty.
2. Several students gave identical written answers and were sitting next to each other during an examination. Copies of the exams and a note that they sat in proximity to one another constitute documentation.
3. Plagiarism can be documented with a copy of the student's work, along with a copy or citation to the source of the copied text.
Documentation should be retained as a permanent record by the registrar.

Penalties for Academic Dishonesty:

Except for minor cases of academic dishonesty, which the faculty member does not wish to have flagged, any penalty imposed for academic dishonesty shall be reported to the Registrar, who will then flag the student.

Penalties for Academic Dishonesty in Courses:

A course grade of "F" for academic dishonesty cannot be expunged from the record and GPA calculations by retaking the course.

The University strongly urges faculty not to ignore academic dishonesty. Doing nothing does not prevent students from continuing the behavior in the future and is unfair to other students in a class. Meeting with academically dishonest students is the simplest means of addressing problems of cheating and plagiarism. However, instructors who have 1) informed classes about the nature of academic dishonesty and the possible subsequent penalties and who 2) document incidents of academic dishonesty can impose penalties on students. All course syllabi should contain a statement about the academic integrity policy. Penalties must be imposed impartially; all students involved in an incident must be penalized at the same level.

The penalty for an incident of academic dishonesty is up to the individual faculty member who detects it in a class. Penalties may range from a reduced grade on an individual assignment to a failing grade in the class. The amount of the grade reduction is up to the individual faculty member. When assigning a penalty, faculty members should consider the context in which the incident occurs.

Before assessing a penalty, faculty members should interview the student to determine his or her side of the story and identify any mitigating circumstances. If more than one student is involved, they should be interviewed separately and their stories compared. Faculty members should make a reasonable effort to determine the accuracy of the students' stories. Faculty members should feel free to consult with their colleagues, department chairs, and deans before making any final decision on assessing a penalty. If the faculty member imposes a penalty for academic dishonesty, the faculty member must notify the student and the registrar in writing within ten (10) calendar days. Penalties for academic dishonesty carry substantial negative consequences for students. While academic dishonesty is a serious offense and should carry serious penalties, faculty should err on the side of caution when the evidence is circumstantial or unclear.

Appeals for Academic Dishonesty in Courses: A student who has had an academic dishonesty penalty imposed as a result of an alleged violation of this policy and who disagrees with the allegation of academic dishonesty or with such penalty may appeal following the Academic Petition Procedure of the Academic Affairs Committee, which can be found in online documents.

Penalties for Multiple Instances of Academic Dishonesty: The registrar shall maintain a record of students who have been reported as academically dishonest. When a student is flagged twice, the name of the student is forwarded by the registrar to the Vice President for Academic Affairs and the Chair of the Student Affairs Committee. The Student Affairs Committee of the Faculty Senate shall then convene a hearing to recommend a "university-level" penalty for the student. For a second case of academic dishonesty, the penalty will often include a suspension, although the Student Affairs Committee will recommend the

penalty on a case-by-case basis. Instructors are required to provide their evidence to the Committee upon request. Instructors are required to provide their evidence to the Committee upon request. The Chair of the Student Affairs Committee will make a recommendation to the Vice President for Academic Affairs of the result of the hearing, and the Vice President for Academic Affairs will issue a written decision to the student and the registrar within ten (10) calendar days.

When a student is flagged a third time for academic dishonesty, regardless of the time between flaggings, the University may expel the student after a hearing by the Student Affairs Committee. The Chair of the Student Affairs Committee will make a recommendation to the Vice President for Academic Affairs and the Vice President for Academic Affairs will issue a written decision to the student and the registrar within ten (10) calendar days. If the decision to expel the student is not appealed, the student's transcript shall show the statement: "Expelled for academic dishonesty".

Appeals for Multiple Instances of Academic Dishonesty:

A student has the right to appeal a decision of the Vice President for Academic Affairs to the President in writing within fifteen (15) calendar days of the receipt of the decision. The President will conduct an administrative review of the decision by the Vice President for Academic Affairs and will affirm the decision, modify the decision, or reverse the decision. The President will issue a written decision to the student, the faculty member, the Chair of the Student Affairs Committee, the Vice President for Academic Affairs, and the registrar within thirty (30) calendar days. The decision made as a result of the administrative review is final. If the decision to expel the student is upheld, the student's transcript shall show the statement: "Expelled for academic dishonesty".

A student's failure to timely follow the filing deadlines established herein shall result in the dismissal of the appeal.

Evaluation Rubric

I will assign a point total for each assignment and project. At the end of the semester, your points will be added up and your grade determined by the following **whole letter grading scale/system**:

Grade	Percentage	Comment
A	90–100%	Absolutely no doubt of superior performance, effort, teamwork and Accomplishment (clear evidence of talent, imagination and commitment).
B	80–89%	Good work with consistent effort and participation.
C	70–79%	Completion of assignment with average quality and participation.
D	60–69%	Poor work and/or effort.
F	0–59%	Late or very poor quality work or missing the critique.

Attendance/ Participation/ Behavior

I will take attendance at the beginning of every class. **It will be 20% of your grade.** There is a direct correlation between attendance and success in this class. If you are sick or have to

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miss class, you are responsible for finding out the assignment from a classmate and coming to the next class prepared with any missed work completed. Students **CANNOT** miss critiques. **If you miss a critique with an unexcused absence, you will be given a zero for that project.** Please respect your classmates.

Attendance will be assessed as follows:

4 absences = final course grade is dropped one full letter grade;

5 absences = final course grade is dropped two full letter grades;

6 absences = final course grade is dropped three full letter grades;

7 absences = Fail

3 tardies = 1 absence.

Please note: If you are absent for a critique you automatically receive a 'F' for that particular project. If you are absent for the final critique you automatically receive a 'F' as your final grade for the class.

Cell phones and tablets are not permitted. No texting or social networking interactions in class. Failure to recognize this policy results in a grade reduction.

Students with Disabilities: IMPORTANT In accordance with federal law, it is university policy to comply with the Americans With Disabilities Act (ADA). If you believe that you have a physical, learning, or psychological disability that requires an academic accommodation, contact the Coordinator of Accessibility Services by phone at (505) 454-3188 or 454-3252, via e-mail at desquibel@nmhu.edu, or visit the Felix Martinez Building, Room 110 on the Las Vegas campus. If you need the document upon which this notice appears in an alternative format, you may also contact the Coordinator of Accessibility Service, **David Esquibel**.

HU-Cares Title IX: Title IX makes it clear that violence and harassment based on sex and gender are Civil Rights offenses subject to the same kinds of accountability and the same kinds of support applied to offenses against other protected categories such as race, national origin, etc. If you or someone you know has been harassed or assaulted, you are encouraged to contact the Center for Advocacy, Resources, Education, & Support (HU-CARES) located in the Student Union Building at 800 National Ave in Suite 306. If you have questions or need to speak to someone regarding a concern, please call HU-CARES at 505-454-3529 or email preventviolence@nmhu.edu. HU-CARES can support you in various ways, regardless if you want to report to police or not. **All services are confidential, student-centered, and free for all NMHU students, including center campuses.**

Additional resources available to you include:

- Student Health Center Main Campus-(Counseling) 505-454-3218
- Campus Police 505-454-3278
- NMHU Dean of Students 505-454-3020
- Human Resources, Title IX Officer 505-426-2240
- NM Crisis & Access Line (Professional Counselors available 24/7) 1-855-662-7474

Center students are encouraged to contact HU-CARES for resources near the center campuses.

Deadlines

Projects and assignments are due at the start of class. Any student will be allowed to revise any project for a higher grade. The original project must be turned in along with the revised

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project for review. Students who bring a particular project in late will not be allowed to revise that specific project.

Projects

Fundamentals of Design		
Week 1	8/24	<p>Syllabus Review: Syllabus review and introduce assignment #1 mock critique.</p> <p>Assignment: Bring in an object for mock critique. Read Chapter 1 Design Process for next class.</p>
	8/26	<p>Critique: In-class Critiquing of objects + Discussion of Reading.</p> <p>Lecture: What is Design?</p> <p>Assignment: Read Chapter 2 on Unity.</p>
Week 2	8/31	<p>Lecture: Unity</p> <p>Project: Project 1 Unity</p>
	9/2	Work Day for Project 1
Week 3	9/7 Labor Day	No classes
	9/9	<p>Mounting Demo: Preparing matboard for presentation</p> <p>Work Day for Project 1</p>
Week 4	9/14	<p>Critique: Project 1 due</p> <p>Assignment: Log on to the class webpage and read Chapter 5 Balance</p>
	9/16	Lecture: Balance and Introduction to Project 2
Week 5	9/21	<p>Quiz 1: Chapters 1 & 2</p> <p>Work Day for Project 2</p> <p>Assignment: Log on to the class webpage and read Chapter 3 Emphasis and Focal Point</p>

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	9/23	<p>Critique: Project 2 due (Written in class)</p> <p>Lecture: Emphasis and Focal Point and Introduction to Project 3</p>
Week 6	9/28	Work Day for Project 3
	9/30	<p>Critique: Project 3 due</p> <p>Assignment: Log on to the class webpage and read Chapter 6 Rhythm and Repetition</p>
Week 7	10/5	<p>Lecture: Rhythm and Repetition</p> <p>Midterm Assignment: Introduced with examples of artist statements</p>
	10/7	<p>Proposal: Draft 1 due</p> <p>Work Day for review of proposal</p>
Week 8	10/12	<p>Quiz 2: Chapters 3 & 5</p> <p>Work Day for midterm Bring materials to class</p>
	10/14	<p>Midterm Critique: Midterm Due</p> <p>Assignment: Log on to the class webpage and read Chapter 4 Scale and Proportion</p>
Week 9	10/19 <i>Fall Break</i>	No classes
	10/21	Lecture: Scale & Proportion and Introduction to Project 5
Week 10	10/26	Work Day for Project 5
	10/28	<p>Work Day for Project 5</p> <p>Assignment: Log on to the class webpage and read Chapter 10 Illusion of Space</p>
Week 11	11/2	<p>Critique: Project 5 due</p> <p>Lecture: Illusion of Space and Introduction to Project 6</p>
	11/4	Con't Lecture: Illusion of Space and Introduction to Project 6

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		Work Day for Project 6
Week 12	11/9	Quiz 3: Chapters 4 & 10 Critique: Project 6 due Assignment: Log on to the class webpage and read Chapter 12 and 13 Value and Color
	11/11	Lecture: Value and Color and Introduction to Project 7- Propaganda Poster Project
Week 13	11/16	Rough Draft of essay due. Work Day for Project 7
	11/18	Critique: Project 7 due
Week 14	11/23	Lecture: Intro to Final Project- Mapping Self Assignment: Bring in 3 examples of your mapping project (ideas, sketches, mock ups)
	11/25 Fall Recess	No classes
Week 15	11/30	Work Day for Final Project
	12/02	Quiz 4: Comprehensive (All the Chapters) Mid-Point Critique: bring in piece to get feedback in order to implement change. Work Day for Final Project
Finals Week		
	12/11	Fundamentals of Design Finals: 7:30- 10:30 a.m. Critique: Mounted and Assembled

Important Dates:

9/31- Last Day to Register

9/4- Last Day to Drop

10/16- Last Day to Audit

10/30- Last Day to Withdraw

12/4- Last Day to change from Credit to Audit

Personal Notes:

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Imaging History & Production
MART 233/ Sect 3597 (Fall 2015)
8:00 - 9:50 a.m. on MW
MAW 106

Imaging History and Production Learning Community Section

Instructor: Keisha Brathwaite
Email: kcbathwaite@nmhu.edu
NMHU - Media Arts Department
Office Hours: Tue 11 a.m. -12 p.m. in MAW 109

To access the syllabus, course outline, full assignment descriptions and reading assignments please log on to www.kcbathwaite.com/imaginghp2015.

Reading

Recommended: Martin Evening. *Adobe Photoshop CC for Photographers: A professional image editor's guide to the creative use of Photoshop for the Macintosh and PC*. Focal Press, 3rd edition, 2015.

Recommended: Jennifer Smith, AGI Creative Team. *Adobe Creative Cloud Design Tools Digital Classroom*. Wiley, 2013.

Recommended: Lynda Tutorials (DVDs can be checked out at the Donnelly Library or check out www.lynda.com)

Overview

This course is an introduction to computer graphics technology in art and design. Students will generate and manipulate various image types including vector graphics and digital photomontages. The appropriate software will be used depending on the task at hand.

Prerequisites

None

Course Objectives

The primary goals of the semester is to become familiar with a digital image-creating environment and to investigate the difference between processes of bitmap, vector, and animated art and design creation and manipulation. Using Adobe Photoshop and Illustrator, students will make entry to intermediate level art imagery and operate and troubleshoot peripherals such as cameras, scanners, and portable memory devices.

Methods / Materials

The course will consist of lectures, software demonstrations, hands-on experience, indoor and outdoor exercises, and critique.

It is your responsibility to purchase the following items by Monday, August 31:

- A flash drive at least 2GB (or Invest in a external hard drive if you are majoring in Media Arts)
- One sheet of 22 x 30" black foam core
- One bottle of rubber cement
- Small sketchpad (Clear pages with no lines)

Grading

Evaluation will be based on your participation, ability to understand key ideas and concepts, demonstration of skills through the successful completion of all exercises, and over all effort and quality of effort. You are expected to participate in class discussion and critique. Failure to do so will result in a deduction of points from your final grade.

Final grade is the sum of the following 3 averages:

Average of 6 Projects	50%
Assignments and Quizzes	25%
Average of Attendance, Guidance/Participation	25%

All projects will be evaluated based on quality and effectiveness. Excuses for missed deadlines will not be tolerated. *Only complete assignments will receive passing grades.* Late projects will be marked down a letter grade. Every project description will be clear on the criteria that make a complete assignment.

Plagiarism is strictly forbidden. Any student caught plagiarizing any work, including written papers and imagery, is subject to receive a failing grade. Please refer and read the NMHU's student academic integrity policy below for more information on plagiarism.

Student Academic Integrity Policy

New Mexico Highlands University students are expected to maintain integrity through honesty and responsibility in all their academic work.

The following describes the University's policies and procedures for faculty who discover students who use academically dishonest practices.

Definitions:

1. Academic Dishonesty: Any behavior by a student that misrepresents or falsifies the student's knowledge, skills, or ability including:
 - a) **Plagiarism:** The process of using the ideas, data, written work or language of another person and claiming it as original or without specific or proper acknowledgement, including, but not limited to, copying another person's paper, article, computer or other work and submitting it for an assignment; or copying someone else's ideas without attribution; or failing to use quotation marks where appropriate; or copying another person's idea or written work and claiming it as original without acknowledgment of the original author or creator.
 - b) **Cheating:** A student's use of, or attempt to use, unauthorized notes, texts, visual aids, electronic devices, assistance, copies of tests, material or study aids in examinations or other academic work to misrepresent his or her knowledge, skills, or abilities.
 - c) **Collusion:** Cooperation between students in order to cheat or plagiarize.
 - d) **Facilitation:** One student knowingly helps or attempts to help another student to violate any provision of this policy.
 - e) **Fabrication:** A student submits contrived, altered or false information in any academic work product, exercise or examination.
 - f) **Multiple Submissions:** A student submits, without prior permission from the instructor, identical work submitted to fulfill another academic requirement.
 - g) **Falsification of Records:** A student alters a transcript or academic record, without authorization, or misrepresents information on a resume, either before or after enrolling as a student in the University, to unfairly improve his or her grades or rank or those of another student.

Minor Cases

For a minor case of academic dishonesty, faculty have discretion regarding whether to impose a penalty as well as whether to flag the incident by reporting it to the Registrar's Office. If a penalty is imposed but not flagged, the student should be informed of the penalty and the faculty member should keep documentation of the academic dishonesty action. If

at the discretion of the faculty member, the student is flagged for a minor case of academic dishonesty, the procedures laid out in the rest of this document apply.

Major Cases

For a major case of academic dishonesty, defined as a faculty imposing a penalty resulting in failing the course, or resulting in reducing the final grade by a letter grade, or resulting in failing a major assignment or test (20% or more of the final grade), the faculty must follow the procedure laid out in this document.

Documentation of Academic Dishonesty:

Faculty who impose a penalty for academic dishonesty must document the infraction. Documentation is important as evidence to support academic or disciplinary penalties, or in the event of a legal or administrative challenge to action taken as a result of a violation of this policy. Documentation needs to state the student's name, the date academic dishonesty was discovered, the type of academic dishonesty and a descriptive statement of the situation by the instructor. Supporting documents or copies of academic dishonesty need to be retained by the instructor and forwarded to the registrar by the instructor within ten (10) calendar days after imposing the penalty. Examples of situations and suitable documentation include:

1. Several students complain that other student(s) cheated on a test or assignment. Appropriate documentation is a signed letter by the students describing the incident and a copy of the assignment submitted by the student accused of academic dishonesty.
2. Several students gave identical written answers and were sitting next to each other during an examination. Copies of the exams and a note that they sat in proximity to one another constitute documentation.
3. Plagiarism can be documented with a copy of the student's work, along with a copy or citation to the source of the copied text.
Documentation should be retained as a permanent record by the registrar.

Penalties for Academic Dishonesty:

Except for minor cases of academic dishonesty, which the faculty member does not wish to have flagged, any penalty imposed for academic dishonesty shall be reported to the Registrar, who will then flag the student.

Penalties for Academic Dishonesty in Courses:

A course grade of "F" for academic dishonesty cannot be expunged from the record and GPA calculations by retaking the course.

The University strongly urges faculty not to ignore academic dishonesty. Doing nothing does not prevent students from continuing the behavior in the future and is unfair to other students in a class. Meeting with academically dishonest students is the simplest means of addressing problems of cheating and plagiarism. However, instructors who have 1) informed classes about the nature of academic dishonesty and the possible subsequent penalties and who 2) document incidents of academic dishonesty can impose penalties on students. All course syllabi should contain a statement about the academic integrity policy. Penalties must be imposed impartially; all students involved in an incident must be penalized at the same level.

The penalty for an incident of academic dishonesty is up to the individual faculty member who detects it in a class. Penalties may range from a reduced grade on an individual assignment to a failing grade in the class. The amount of the grade reduction is up to the individual faculty member. When assigning a penalty, faculty members should consider the context in which the incident occurs.

Before assessing a penalty, faculty members should interview the student to determine his or her side of the story and identify any mitigating circumstances. If more than one student is involved, they should be interviewed separately and their stories compared. Faculty members should make a reasonable effort to determine the accuracy of the students' stories. Faculty members should feel free to consult with their colleagues, department chairs, and deans before making any final decision on assessing a penalty. If the faculty member imposes a penalty for academic dishonesty, the faculty member must notify the student and the registrar in writing within ten (10) calendar days. Penalties for academic dishonesty carry substantial negative consequences for students. While academic dishonesty is a serious offense and should carry serious penalties, faculty should err on the side of caution when the evidence is circumstantial or unclear.

Appeals for Academic Dishonesty in Courses: A student who has had an academic dishonesty penalty imposed as a result of an alleged violation of this policy and who disagrees with the allegation of academic dishonesty or with such penalty may appeal following the Academic Petition Procedure of the Academic Affairs Committee, which can be found in online documents.

Penalties for Multiple Instances of Academic Dishonesty: The registrar shall maintain a record of students who have been reported as academically dishonest. When a student is flagged twice, the name of the student is forwarded by the registrar to the Vice President for Academic Affairs and the Chair of the Student Affairs Committee. The Student Affairs Committee of the Faculty Senate shall then convene a hearing to recommend a "university-level" penalty for the student. For a second case of academic dishonesty, the penalty will often include a suspension, although the Student Affairs Committee will recommend the penalty on a case-by-case basis. Instructors are required to provide their evidence to the Committee upon request. Instructors are required to provide their evidence to the Committee upon request. The Chair of the Student Affairs Committee will make a recommendation to the Vice President for Academic Affairs of the result of the hearing, and the Vice President for Academic Affairs will issue a written decision to the student and the registrar within ten (10) calendar days.

When a student is flagged a third time for academic dishonesty, regardless of the time between flaggings, the University may expel the student after a hearing by the Student Affairs Committee. The Chair of the Student Affairs Committee will make a recommendation to the Vice President for Academic Affairs and the Vice President for Academic Affairs will issue a written decision to the student and the registrar within ten (10) calendar days. If the decision to expel the student is not appealed, the student's transcript shall show the statement: "Expelled for academic dishonesty".

Appeals for Multiple Instances of Academic Dishonesty:

A student has the right to appeal a decision of the Vice President for Academic Affairs to the President in writing within fifteen (15) calendar days of the receipt of the decision. The President will conduct an administrative review of the decision by the Vice President for Academic Affairs and will affirm the decision, modify the decision, or reverse the decision. The President will issue a written decision to the student, the faculty member, the Chair of the Student Affairs Committee, the Vice President for Academic Affairs, and the registrar within thirty (30) calendar days. The decision made as a result of the administrative review is final. If the decision to expel the student is upheld, the student's transcript shall show the statement: "Expelled for academic dishonesty".

A student's failure to timely follow the filing deadlines established herein shall result in the dismissal of the appeal.

Evaluation Rubric

I will assign a point total for each assignment and project. At the end of the semester, your points will be added up and your grade determined by the following whole letter grading scale/system:

Grade	Percentage	Comment
A	90–100%	Absolutely no doubt of superior performance, effort, teamwork and Accomplishment (clear evidence of talent, imagination and commitment).
B	80–89%	Good work with consistent effort and participation.
C	70–79%	Completion of projects or assignments with average quality and participation.
D	60–69%	Poor work and/or effort.
F	0–59%	Late or very poor quality work or missing the critique.

Attendance/ Participation/ Behavior

I will take attendance at the beginning of every class. **It will be 20% of your grade.** There is a direct correlation between attendance and success in this class. If you are sick or have to miss class, you are responsible for finding out the assignment from a classmate and coming to the next class prepared with any missed work completed. Students **CANNOT** miss critique. **If you miss critique with an unexcused absence, you will get a zero for that project.** Please respect your classmates. Attendance will be assessed as follows:

4 absences = final course grade is dropped one full letter grade;

5 absences = final course grade is dropped two full letter grades;

6 absences = final course grade is dropped three full letter grades;

7 absences = Fail

3 tardies = 1 absence.

Please note: If you are absent for a critique you automatically receive a 'F' for that particular project. If you are absent for the final critique you automatically receive a 'F' as your final grade for the class.

Cell phones and tablets are not permitted. No texting or social networking interactions in class. Failure to recognize this policy results in a grade reduction.

Students with Disabilities: IMPORTANT In accordance with federal law, it is university policy to comply with the Americans With Disabilities Act (ADA). If you believe that you have a physical, learning, or psychological disability that requires an academic accommodation, contact the Coordinator of Accessibility Services by phone at (505) 454-3188 or 454-3252, via e-mail at desquibel@nmhu.edu, or visit the Felix Martinez Building, Room 110 on the Las Vegas campus. If you need the document upon which this notice appears in an alternative format, you may also contact the Coordinator of Accessibility Service, **David Esquibel**.

HU-Cares Title IX: Title IX makes it clear that violence and harassment based on sex and gender are Civil Rights offenses subject to the same kinds of accountability and the same kinds of support applied to offenses against other protected categories such as race, national origin, etc. If you or someone you know has been harassed or assaulted, you are encouraged to contact the Center for Advocacy, Resources, Education, & Support (HU-CARES) located in the Student Union Building at 800 National Ave in Suite 306. If you have questions or need to speak to someone

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Imaging History & Production
 MART 233/ Sect 3597 (Fall 2015)
 8:00 - 9:50 a.m. on MW
 MAW 106

regarding a concern, please call HU-CARES at 505-454-3529 or email preventviolence@nmhu.edu. HU-CARES can support you in various ways, regardless if you want to report to police or not. **All services are confidential, student-centered, and free for all NMHU students, including center campuses.**

Additional resources available to you include:

- Student Health Center Main Campus-(Counseling) 505-454-3218
- Campus Police 505-454-3278
- NMHU Dean of Students 505-454-3020
- Human Resources, Title IX Officer 505-426-2240
- NM Crisis & Access Line (Professional Counselors available 24/7) 1-855-662-7474

Center students are encouraged to contact HU-CARES for resources near the center campuses.

Deadlines

Projects and assignments are due at the start of class, unless an in-class work day is given. Projects and assignments that require craft as part of the project will be expected to have proper mounting done, etc. before handing in. **You are responsible for backing up all of your work.** Assignments are usually given before a project so that they can assist you with an upcoming project. Therefore you are not allowed to revise assignments. Any student will be allowed to revise projects for a higher grade only before midterm. The original project must be turned in along with the revised project for review. Students who bring a particular project in late will not be allowed to revise that specific project.

Projects

Introduction to Imaging History & Production		
Week 1	8/24	Syllabus Review: Go through the course description, review policies, deadlines, grading and critique.
	8/26	Adobe Suite History and Programs: Looking at the Adobe suite history from past to present. Focusing on the design programs: Adobe Photoshop, Illustrator and InDesign. Identifying differences and similarities in programs with specific attention to bitmap and vector differences and program extensions.
Photoshop CC		
Week 2	8/31	Intro to the Photoshop Interface: Overview on the uses of Photoshop for design. Using tools, layers, filters and adjustment layers within Photoshop will be studied. Resolutions, DPI, Web and Print Output and quick shortcuts will also be covered.
	9/2	Con't Intro to Photoshop Interface In-class Assignment 1: Creating a design utilizing what was learnt.

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Imaging History & Production
 MART 233/ Sect 3597 (Fall 2015)
 8:00 - 9:50 a.m. on MW
 MAW 106

Week 3	9/7 <i>Labor Day</i>	No classes
	9/9	<p>Design Composition: Focusing on Composition, Rules of Thirds, Depth of Field, Negative and Positive space, Foreground, Middleground and Background.</p> <p>Project 1 Use the composition rules to create a design.</p> <p>Learn how to carry out a Critique</p> <p>Work Day</p>
Week 4	9/14	<p>Critique: Project 1 Due (On Screen) Note: All projects should be on the teacher's desk before the start of class. Any projects placed after the start of class will be considered late.</p>
	9/16	<p>Learning Editing Techniques: Masking, Selections and Image editing</p> <p>In-class Assignment 2: Creating a design using masking techniques taught, selections and other image editing techniques.</p>
Week 5	9/21	<p>Project 2 Utilizing clipping mask in your own design.</p>
	9/23	<p>Critique: Project 2 Due (On Screen) Note: All projects should be on the teacher's desk before the start of class. Any projects placed after the start of class will be considered late.</p>
Week 6	9/28	Quiz 1: Photoshop
Illustrator CC		
	9/30	<p>Intro to the Illustrator Interface: Overview on the uses of Illustrator in design. Using the general tools (with special focus on the pen, pencil and mesh tools), layers and pathfinder tools within Illustrator will be studied. Creating a mask, paths and quick shortcuts will also be covered.</p>
Week 7	10/5	<p>Con't Intro to Illustrator Interface</p> <p>Using Pen and Pencil Tools</p> <p>In-class Assignment 3: Creating a design utilizing the pen tool.</p>

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Imaging History & Production
 MART 233/ Sect 3597 (Fall 2015)
 8:00 - 9:50 a.m. on MW
 MAW 106

	10/7	Midterm- Project 3 Creating vectors using the pen and pencil tools in Illustrator. Review Clipping Mask Work Day
Week 8	10/12	Work Day
	10/14	Midterm- Project 3 Due (On Screen) Note: All projects should be on the teacher's desk before the start of class. Any projects placed after the start of class will be considered late.
Week 9	10/19 Fall Break	No classes
	10/21	Using the Mesh Tool
Week 10	10/26	Con't Using the Mesh Tool In-class Assignment 4: Apply the mesh to one object in your image as demonstrated in class Project 4 Apply the mesh to all the objects in your images.
	10/28	Mounting Demo Work Day
Week 11	11/2	Critique: Project 4 Due (Printed and Mounted)
	11/4	Quiz 2: Illustrator
Indesign CC		
Week 12	11/9	Intro to the InDesign Interface: Overview on the uses of InDesign in design. Using general tools and layers, using basic layout techniques such as creating spreads, adding masters, creating bleeds, adding text and importing elements from other programs would be studied. Use of shortcuts will also be covered.
	11/11	In-class Assignment 5: Create a design your choice importing imagery from both illustrator and photoshop. All text should be added in InDesign.

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Imaging History & Production
 MART 233/ Sect 3597 (Fall 2015)
 8:00 - 9:50 a.m. on MW
 MAW 106

Week 13	11/16	Manipulating elements in InDesign: Learn how to import text from Microsoft documents, how to do masking in InDesign and utilize text wraps. Project 5 Create a spread using stock images.
	11/18	Project 5 Due at the end of class (No critique) Note: All projects should be on the teacher's desk before the end of class.
Week 14	11/23	Final Project 6 Create a book sleeve with inner folds in the front and back. Learning how to Package in InDesign
	11/25 <i>Fall Recess</i>	No classes
Week 15	11/30	Work Day
	12/2	Work Day
Finals Week		
	12/9	Imaging History and Production Finals: 11 a.m. - 2 p.m. Critique: Printed and Mounted on Foam Core and Prototype on Book All final projects and assignments from the beginning of the semester are also due and should be placed in one folder to be submitted.

Important Dates:

9/31- Last Day to Register

9/4- Last Day to Drop

10/16- Last Day to Audit

10/30- Last Day to Withdraw

12/4- Last Day to change from Credit to Audit

Personal Notes:

Visual Concepts

Instructor: Keisha Brathwaite
Email: kcbrathwaite@nmhu.edu
NMHU - Media Arts Department
Office Hours: Mon 1:45 -2:45 p.m. MAE 103

To access the course outline, full assignment descriptions and reading assignments please log on to www.kcbrathwaite.com/visualconcepts2015

Reading

Recommended: David A. Lauer and Stephen Pentak. *Design Basics*, 9th Edition. Cengage Learning, 2015.

Overview

An introductory course in visual literacy for both two-dimensional and three-dimensional visual arts including the concepts of unity, emphasis, balance, scale, rhythm, line texture, space, motion, and color. Students will become acquainted with these fundamental visual concepts through the use of both manual and digital tools.

Prerequisites

None but special fee of \$25.00 to cover materials

Course Objectives

At the conclusion of this course students will be able to understand and describe visual messages. Students will be able to understand the key concepts that govern successful visual thinking and communication of ideas. Students will also be able to give and receive criticism, an important aspect in the development of visual literacy.

By the end of this class you should be able to:

- Identify and utilize the following fundamentals of design:
 - Symmetrical and Asymmetrical Balance, Rhythm & Repetition, Visual and Tactile Texture, Unity, Abstraction, Emphasis, and Gestalt Principles of Design.
- Develop the ability to articulate the decisions made in your work in a critique session, while identifying the key design elements utilized.
- Present work in a professional manner (impeccable craft is expected)

Methods / Materials

This course will consist of lectures, software demonstrations, hands-on projects and critiques. *It is your responsibility to get a jump drive and 3 pieces of 22 x 30" black foam core by Wednesday, January 21.*

Grading

Evaluation will be based on your participation, ability to understand key concepts, demonstration of skills through the successful completion of all exercises and projects and overall effort and quality of work. You are expected to participate in class discussion and critique. Failure to do so will result in a deduction of points from your final grade.

Final grade is the sum of the following 4 averages:

Assignments and projects	50%
Attendance, participation, quizzes	20%
Midterm project	15%
Final project	15%

Evaluation of Projects

All projects are due at the start of class and will be evaluated based upon the following criteria:

All projects will be evaluated based upon the following criteria:

- **Completion of projects:** All projects will be given to you in writing and will include instructions for completion, dimension requirements, mounting and presentation requirements.
- **Craft:** Craft is essential to the completion of your assignments. Good craft consists of correct mounting on foam core, no glue or other marks on your work, clean-cut edges on work and foam core and care in execution of project. Craft is an integral part of your grade so be neat!
- **Participation in critique:** In each assignment you will be expected to give and receive critique. We will have an exercise during the first class that will acquaint you to the critique process and you will be expected to follow this model during in-class critiques of projects.

Plagiarism is strictly forbidden. Any student caught plagiarizing any work, including written papers, is subject to receive a Failing grade.

Evaluation Rubric

I will assign a point total for each assignment and project. At the end of the semester, your points will be added up and your grade determined by the following grading scale:

Grade	Percentage	Comment
A	90–100%	Absolutely no doubt of superior performance, effort, teamwork and Accomplishment (clear evidence of talent, imagination and commitment).
B	80–89%	Good work with consistent effort and participation.
C	70–79%	Completion of assignment with average quality and participation.

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Visual Concepts Syllabus
MART 121 (Spring Semester)
12:30 - 1:45 p.m. on MW
MAE 104

D	60–69%	Poor work and/or effort.
F	0–59%	Late or very poor quality work or missing the critique.

Attendance/ Participation/ Behavior

I will take attendance at the beginning of every class. **It will be 20% of your grade.** There is a direct correlation between attendance and success in this class. If you are sick or have to miss class, you are responsible for finding out the assignment from a classmate and coming to the next class prepared with any missed work completed. Students **CANNOT** miss critiques. **If you miss a critique with an unexcused absence, you will be given a zero for that project.** Please respect your classmates.

Attendance will be assessed as follows:

4 absences = final course grade is dropped one full letter grade;

5 absences = final course grade is dropped two full letter grades;

6 absences = final course grade is dropped three full letter grades;

7 absences = Fail

3 tardies = 1 absence.

Please note: If you are absent for a critique you automatically receive a 'F' for that particular project. If you are absent for the final critique you automatically receive a 'F' as your final grade for the class.

Cell phones and tablets are not permitted. No texting or social networking interactions in class. Failure to recognize this policy results in a grade reduction.

Students with Disabilities: IMPORTANT In accordance with federal law, it is university policy to comply with the Americans With Disabilities Act (ADA). If you believe that you have a physical, learning, or psychological disability that requires an academic accommodation, contact the Coordinator of Disability Services by phone at (505) 454-3188 or 454-3252, via e-mail at desquibel@nmhu.edu, or visit Room 108 of the Felix Martinez building on the Las Vegas campus. If you need this document in an alternative format contact David Esquibel, Coordinator of Disability Services.

Deadlines

Projects and assignments are due at the start of class. **You are responsible for backing up all your work.** Any student will be allowed to revise any project for a higher grade. The original project must be turned in along with the revised project for review. Students who bring a particular project in late will not be allowed to revise that specific project.

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Visual Concepts Syllabus
 MART 121 (Spring Semester)
 12:30 - 1:45 p.m. on MW
 MAE 104

Projects

Visual Concepts		
Week 1	1/12	<p>Syllabus Review: Syllabus review and introduce assignment #1 mock critique.</p> <p>Assignment: Bring in an object for mock critique. Read Chapter 1 Design Process for next class.</p>
	1/14	<p>Critique: In-class Critiquing of objects + Discussion of Reading.</p> <p>Lecture: What is Design?</p> <p>Assignment: Read Chapter 2 on Unity.</p>
Week 2	1/19 <i>M. L. King Holiday</i>	No classes
	1/21	<p>Mounting Demo: cutting and preparing foam core</p> <p>Lecture: Unity</p> <p>Assignment: Project 1 Unity</p>
Week 3	1/26	Work Day for Project 1
	1/28	<p>Critique: Project 1 due</p> <p>Assignment: Log on to the class webpage and read Chapter 5 Balance</p>
Week 4	2/2	Lecture: Balance and Introduction to Project 2
	2/4	<p>Quiz 1: Chapters 1 & 2</p> <p>Work Day for Project 2</p>
Week 5	2/9	<p>Critique: Project 2 due</p> <p>Assignment: Log on to the class webpage and read Chapter 3 Emphasis and Focal Point</p>
	2/11	Lecture: Emphasis and Focal Point and Introduction to

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Visual Concepts Syllabus
 MART 121 (Spring Semester)
 12:30 - 1:45 p.m. on MW
 MAE 104

		Project 3
Week 6	2/16	Work Day for Project 3
	2/18	Critique: Project 3 due Assignment: Log on to the class webpage and read Chapter 6 Rhythm and Repetition
Week 7	2/23	Lecture: Rhythm and Repetition Midterm Assignment: Introduced with examples of artist statements
	2/25	Proposal: Draft 1 due Work Day for review of proposal
Week 8	3/2	Quiz 2: Chapters 3 & 5 Work Day for midterm Bring materials to class
	3/4	Midterm Critique: Midterm Due Assignment: Log on to the class webpage and read Chapter 4 Scale and Proportion
Week 9	3/9 <i>Spring Break</i>	No classes
	3/11 <i>Spring Break</i>	No classes
Week 10	3/16	Lecture: Scale & Proportion (Meet in MAW 106) and Introduction to Project 5. Software demo: How to search for images, sizing, saving work as jpegs, creating a work in Photoshop for projection.
	3/18	Work Day for Project 5
Week 11	3/23	Work Day for Project 5
	3/25	Critique: Project 5 due Assignment: Log on to the class webpage and read Chapter 10 Illusion of Space
Week 12	3/30	Lecture: Illusion of Space and Introduction to Project 6

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Visual Concepts Syllabus
 MART 121 (Spring Semester)
 12:30 - 1:45 p.m. on MW
 MAE 104

	4/1	Work Day for Project 6
Week 13	4/6	Quiz 3: Chapters 4 & 10 Assignment: Read Chapter 12 and 13 Value and Color
	4/8	Critique: Project 6 due Assignment: Log on to the class webpage and read Chapter 12 and 13 Value and Color
Week 14	4/13	Lecture: Value and Color and Introduction to Project 7- Propaganda Poster Project Printing Procedures Work Day for Project 7
	4/15	Rough Draft of essay due. Work Day for Project 7
Week 15	4/20	Work Day for Project 7
	4/22	No Critique but Project 7 due and Mounted on Foam Core Lecture: Intro to Final Project- Mapping Self Assignment: Bring in 3 examples of your mapping project (ideas, sketches, mock ups) Work Day for Final Project
Week 16	4/27	Mid-Point Critique: bring in piece to get feedback in order to implement change.
	4/29	Quiz 4: Comprehensive (All the Chapters) Work Day for Final Project
Finals Week		
	5/6	Visual Concepts Finals: 7:30 a.m. – 10:30 a.m. Critique: Printed, Mounted and Assembled