



# 1010

# 2D DESIGN

**ROOM: STUDIO 407**

**INSTRUCTOR: ASSISTANT PROF. SUE LEO**

**OFFICE: BISHOP FINK HALL, RM #404**

**SLEO@BENEDICTINE.EDU**

**OFFICE HRS: BY APPOINTMENT**

### RESOURCES

Support files, tutorials and project examples for this class are posted under the course link for this class on my teaching website: <https://www.virtuartcity.com>

### SUPPLIES

Art supplies are furnished through the lab fee. Students are responsible for keeping their art materials in good condition and will have to replace anything damaged out of their own financial resources.

### COMPUTER EQUIPMENT

This class requires online assignments, due on Monday throughout the semester (see page 2 and the calendar on the last page) Specific classes will require students to bring their laptop for tutorials on how to complete the assignments.

### GOOGLE CLASSROOM

Online assignments will be done and submitted through Google Classroom.

### TEACHING METHOD

This is a studio class format. Studios work best in 2-3 hour blocks. Attendance, demos and lectures are conducted at the beginning of class. **Be on time to class as lectures and demos won't be repeated if you miss them.** Activities are hands-on and emphasize experiential learning. It is the student's responsibility for learning the subject matter.

### STUDIO TIME vs HOMEWORK

Expect to invest additional hours outside of this class to complete projects. The major projects cannot be completed only during class time. You WILL need to spend time outside of class. Projects can't be completed over night at the last minute.

## COURSE DESCRIPTION

*This course explores the fundamentals of visual communication using 2-dimensional forms of design. Students will become familiar with the elements of design and organizational principles. Studio assignments will encourage creative thinking, synthesis and analysis, and problem solving.*

## LEARNING GOALS & OBJECTIVES

- Understand fundamental elements and principles of 2D-Design
- Demonstrate learning through successful execution of experiential practice exercises, projects, essays, assignments and quizzes
- Learn design terminology and practice its use in writing, and critiques
- Begin to acquire visual literacy to derive inspiration and ideation
- Learn and practice the creative design process to create effective visual solutions to assigned strategies

## WHAT YOU WILL LEARN + ACHIEVE IN THIS COURSE

Class activities build in a logical progression and provide intellectual growth, visual and verbal acuity, skill building in materials use, management and craftsmanship.

- **Elements of 2D Design including:**  
Point, Line, Shape, Form, Value, Texture, Space + Color
- **Principles of 2D Design including:**  
Harmony, Unity, Rhythm, Proportion, Scale, Composition, Scale Emphasis, Hierarchy, Variety, Perspective + Movement
- **Interaction of Color**  
Color Relationships, Theory, Methods, Schemes
- **Color Modes / Systems**  
Digital (Web) Space verses Physical (Ink/Paint/Toner) Printing
- **Develop a Formal Visual Design Vocabulary**  
by Defending Concepts in Class, in Reflections, and Vocabulary Exercises
- **Develop Visual Problem Solving Process + Skills**
- **Make Art Focusing on Demonstrating Elements + Principles of Design**
- **Acquire Visual Literacy + Build Visual Library for Inspirational Reference**
- **Document Your Creative Process & Incorporate into Book Compendium**
- **Hands-on Projects to Explore and Demonstrate Elements + Principles**
- **Exposure to Historical Examples to Analyze Design Principles**
- **Book Making**, including working with Layout, Formatting and Assembly  
Throughout the course of the semester, your work will be incorporated into a designed, customized book of your work that will be bound at the end of the semester. Students will learn about consistent formatting in layout in documenting work integrating the principles of composition and unity.

## GENERAL EDUCATION CREDITS

2D Design qualifies as a General Education Course and satisfies the following goals:

### Visual Communication (VC)

Courses that count toward this requirement devote a significant component to an understanding of visual communication and a significant proportion of the semester grade is devoted to the production of an effective example of visual communication.

This course: devotes in-class instructional time to instruction in visual communication. And, at least 10% of the semester grade for the course is based on students' production of examples of visual communication.

### Aesthetic Experience (AE)

Courses that fulfill this foundation have as their focus the study of creative expression.

Students will demonstrate their understanding of the ways in which literature and the fine arts represent differing perceptions of beauty and convey values and beliefs of the members of particular societies. (rev. 11/13)

In this course: Students demonstrate the way that an artistic creation reflects specific cultural values. In class students demonstrate an understanding of the processes of creating an aesthetic work and they learn to analyze and interpret an artistic creation.

## CLASSROOM ETIQUETTE

1. **NO CELL PHONE USE IN CLASS**
2. TURN OFF PHONE NOTIFICATIONS
3. DO NOT WORK ON OTHER PROJECTS DURING LECTURES AND DEMOS
4. BE QUIET WHEN TEACHER IS TALKING
5. TAKE NOTES IN LECTURES & DEMOS
6. EAR BUDS ALLOWED ONLY DURING NON-LECTURE / STUDIO WORK TIME
7. ATTEND EVERY CLASS – DON'T SKIP
8. BE ON TIME FOR CLASS
9. COME PREPARED FOR CLASS
10. TURN IN ASSIGNMENTS ON TIME
11. USE LAPTOP IN CLASS FOR ONLY RELEVANT WORK RELATED TO CLASS
12. CLEAN UP YOUR WORK AREA & SINK BEFORE LEAVING THE STUDIO
13. RESPECT YOUR CLASSMATES AND THE INSTRUCTOR
14. USE STUDIO TIME WISELY FOR WORK

## 1. THE BOOK: STUDENT COMPENDIUM OF 2D DESIGN FOUNDATIONS

This course is structured as an interactive, hands-on experiential class where students will learn the interconnectivity and relationships between design elements and principles of art through the process of creating works that become the content for a custom book documenting their work in this class that will include: weekly vocabulary building worksheets; reflection sheets; exercise work sheets; digital visual literacy assignments; and documentation of hands-on projects specifically designed to explore aspects of design elements and principles. Together these tactics will directly immerse students into the fundamental components that inform all artwork, design and architecture.

The elements and principles are introduced in step-by-step progressive method through a variety of assignments culminating into a book that becomes the student's personal documentation and level of mastery achieved in this course. Mastery includes completion of work on time, neatness, craftsmanship, materials handling, and the student's creative problem solving ability of each design challenge presented.

## 2. VISUAL LITERACY & LANGUAGE OF ART, HOW TO LOOK AND TALK ABOUT IT

### A. Elements of Art\*

[Online assignment in Google Classroom]

#### ONE ELEMENT DUE EACH WEEK

(See Calendar)

- Point in Art
- Line in Art
- Shape in Art
- Form in Art
- Texture in Art
- Space in Art
- Value in Art
- Primary Color in Art
- Secondary Color in Art
- Pattern in Art
- Emphasis in Art

### B. Hand Done Worksheets\*\* [Handouts]

- Point: Stippling Rendering
- Lines: Types
- Fibonacci Sequence
- 1-Point Perspective
- 2-Point Perspective
- Color Diagram

### C. Art Vocabulary\*

[Online Google Classroom]

See Calendar for Weekly Deadline.

### D. Art Principles, Analysis & Reflection\*

[Online Google Document]

See Calendar for Weekly Deadline.

## 3. HANDS-ON ART PROJECTS

### 1. Cube Study\*\*

Point and line design applied to contiguous transformations and patterns on adjacent 2D-planes.

### 2. Figure-Ground\*\*

This project explores the spacial relationship between positive and negative space working with non-representational shapes.

### 3. Value Study: Self-Portrait Mosaic\*\*\*

This project challenges students to decipher values from a black and white selfie, transfer the image to a board and create a mosaic using one shape in various sizes to render the mosaic.

### 4. Albers Color Exercises\*\*

These exercise series allows the student to explore the amazing dynamics of color relationships.

- Three Colors as Four
- Four Colors as Three
- Transparency
- Simultaneous Contrast

### 5. Color Study Project\*\*\*

This study begins with a patterned module designed by the student that is repeated in various positions in a grid layout. Students learn how to mix colors derived from only primary color to make secondary, tertiary, tints, tones, and shades in a specific pattern that guides them to demonstrate common color schemes in art.

### 6. Book Compendium

GRADE WEIGHTING

\*Group A = 25%

\*\* Group B = 25%

\*\*\* Group C = 50%

# 2D DESIGN

GROUP A	WT 25% Points
Attendance	43
ART LITERACY [Google Doc]	
Point-in-Art	20
Line-in-Art	20
Shape-in-Art	20
Form-in-Art	20
Texture-in-Art	20
Space-in-Art	20
Value-in-Art	20
Primary Color-in-Art	20
Secondary Color-in-Art	20
Pattern in Art	20
Emphasis in Art	20
ART VOCABULARY [Google Doc]	
Composition	20
Viewpoint	20
Rhythm	20
Mood	20
Subject Matter	20
ANALYSIS + REFLECT [Google Doc]	
Unity	20
Balance	20
Proportion	20
Value	20
Texture	20
Color	20
Emphasis	20
Harmony	20
SUBTOTAL	480

GROUP B	WT 25% Points
HAND DONE WORKSHEETS	
Stipple Renders	20
Line Types	20
Fibonacci	20
1-Pt Perspective	20
2-Pt Perspective	20
Color Palatte	10
INTERACTION OF COLOR	
3 COLORS AS 4	
Craftsmanship	8
Success	12
4 COLORS AS 3	
Craftsmanship	8
Success	12
SIMULTANEOUS CONTRAST	
Craftsmanship	8
Success	12
TRANSPARENCY	
Craftsmanship	8
Success	12
SUBTOTAL	190

GROUP C	WT 50% Points
PROJECTS	
CUBE STUDY	
Creativity / Theme	10
Quality	10
Craftsmanship	10
MARK MAKING	
Creativity	10
Composition	10
Craftsmanship	10
NOTAN	
Creativity	10
Composition	10
Craftsmanship	10
VALUE STUDY	
Composition	30
Continuity of Shape	30
Craftsmanship	40
Project Reflection	20
COLOR STUDY	
Module Design	20
Accuracy	30
Composition	20
Paint Opacity	30
SUBTOTAL	310

GRADING SCALE	
<b>A</b>	(92-100%) Superior work demonstrating high competency
<b>A-</b>	(90-91%)
<b>B+</b>	(88-89%)
<b>B</b>	(82-87%) Good work evidencing a better than average competency with the subject
<b>B-</b>	(80-81%)
<b>C+</b>	(78-79%)
<b>C</b>	(72-77%) Satisfactory work
<b>C-</b>	(70-71%)
<b>D+</b>	(68-69%)
<b>D</b>	(62-67%) Less than satisfactory work
<b>D-</b>	(60-61%)
<b>F</b>	(<60%) Unacceptable work

## WEIGHTING

### GROUP A: 25%

Visual Literacy Sheets  
Art Vocabulary Sheets  
Art Reflections  
Attendance

### GROUP B: 25%

Point Worksheet  
Line Worksheets  
Fibonacci  
1-Pt Perspective  
2-Pt Perspective  
Interaction of Color

### GROUP C: 50%

Cube Study  
Mark Making  
Notan  
Value Mosaic  
Color Study

**ALWAYS CONTACT THE PROFESSOR VIA EMAIL IF YOU HAVE TO MISS CLASS.**

**YOU ARE REQUIRED TO WORK OUTSIDE OF CLASS TO COMPLETE PROJECTS & ASSIGNMENTS. MOST ART PROJECTS WILL TAKE FROM 10 HRS FOR SMALLER PROJECTS UP TO +/- 20 HRS FOR THE LARGER MORE COMPLEX PROJECTS.**

**ABSENCES Impact Your Grade.**  
Student must notify the instructor by email PRIOR to class if they plan to be absent for class.

## MIDTERM GRADES

Midterm grades are for preliminary assessment should not be interpreted as a formal grade, but rather as an indication of the student's progress. At midterm, student should be meeting the basic requirements at minimum in the class which is a C. Midterm grades are advisory and do not appear on the student's permanent record.

Attendance is part of your grade.

**ATTENDANCE IS TAKEN THE BEGINNING OF EACH CLASS.**

*The instructor will not discuss grades during class time or over email. If you need to discuss your grade status, the student is required to initiate an office appointment.*

Benedictine College complies with federal law requiring reasonable accommodations for individuals with documented disabilities that may affect their performance in a class or otherwise affect the individual's ability to enjoy the programs and services offered by the College. If a student requests an accommodation from a faculty member, the faculty member should direct the student to contact the Director of Disability Services at 913-360-7517.



# ART1010 2D DESIGN

ROOM 407

# 2023 SPRING

SECTION C = MWF 10:00 AM - 11:50 AM

ASSISTANT PROFESSOR SUE LEO

1			2			3		
1.1 NO CLASS M J09	1.2 Syllabus Intro Lecture POINT WORKSHEET W J11	1.3 BRING LAPTOPS TO CLASS FOR A DEMO: Google Classroom F J13	2.1 GOOGLE CLASSROOM DUE: Point-in-Art DUE: Composition LINE WORKSHEET M J16	2.2 FIBONACCI ART W J18	2.3 F J20	3.1 GOOGLE CLASSROOM DUE: Line-in-Art DUE: Unity CUBE STUDY M J23	3.2 W J25	3.3 1-Pt Perspective F J27
4			5			6		
4.1 2-Pt Perspective GOOGLE CLASSROOM DUE: Shape-in-Art DUE: Viewpoint M J30	4.2 W F01	4.3 SELFIE DUE F F03	5.1 ART: NOTAN GOOGLE CLASSROOM DUE: Form-in-Art DUE: Balance M F06	5.2 W F08	5.3 NO CLASS All School Mass St. Scholastica 10 AM F F10	6.1 GOOGLE CLASSROOM DUE: Space-in-Art DUE: Proportion VALUE STUDY M F13	6.2 W F15	6.3 F F17
7			8			9		
7.1 GOOGLE CLASSROOM DUE: Value-in-Art DUE: Value Analysis VALUE STUDY M F20	7.2 W F22	7.3 F F24	8.1 GOOGLE CLASSROOM DUE: Texture-in-Art DUE: Texture Analysis M F27	8.2 W M01	8.3 F M03	9.1-9.3 SPRING BREAK M M06, W M08, F M10		
10			11			12		
10.1 GOOGLE CLASSROOM DUE: Pattern-in-Art DUE: Harmony Analysis VALUE STUDY M M13	10.2 W M15	10.3 F M17	11.1 GOOGLE CLASSROOM DUE: Emphasis-in-Art DUE: Emphasis Analysis DUE: Value Reflection Interaction of Color M M20	11.2 W M22	11.3 F M24	12.1 GOOGLE CLASSROOM DUE: Primary Clr-in-Art DUE: Color Analysis ART: COLOR STUDY M M27	12.2 W M29	12.3 F M31
13			14			15		
13.1 GOOGLE CLASSROOM DUE: Rhythm Analysis DUE: Mood Analysis ART: COLOR STUDY M A03	13.2 W A05	13.3 EASTER BREAK F A07	14.1 EASTER BREAK M A10	14.2 W A12	14.3 F A14	15.1 GOOGLE CLASSROOM DUE: Secndry Clr-in-Art DUE: Subject Matter M A17	15.2 W A19	15.3 F A21
16			17			<div style="border: 2px solid blue; padding: 10px; display: inline-block;"> <p><b>SECTION C</b></p> <p>FINAL: TUESDAY MAY 9TH 8:00-9:50AM</p> </div>		
16.1 M A24	16.2 DISCOVERY DAY NO CLASS W A26	16.3 F A28	17.1 LAST CLASS ASSEMBLE BOOKS F M01					

Note: This is a tentative and working schedule and is subject to changes, additions and modifications.