

ART 5304.003: ART HISTORY FOR THE DESIGNER

2–3.15pm, Tuesday and Thursday | August 24–December 10, 2015 | Room FAB 207

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Office Hours: MTWR, 12.20-1.55pm, and by appointment

Course Introduction

This class will give you a brief, historical overview of a number of disciplines such as fashion, architecture, and so on. You will then use your historical research skills to create elements of production design for video games, theater, film, and television.

Learning Objectives

In this course, you will:

- Become familiar with art, design, and architecture styles over the course of human history
- Use that knowledge to solve a number of visual problems, creating your own interpretation of an object or style from a particular era.

Grading and Evaluation

You will be graded on the following:

- 1) **Nine Projects (50%)** : You are presented with a visual problem and will solve it by taking inspiration from a particular area of art history. These are individual projects and are graded from 0-100%.
- 2) **One Group Project (20%)** : Working with a partner, you will create a range of visual elements for an existing or imagery game, novel, play, film or television production. You may use your own idea but this must be discussed beforehand with the professor. Each team will create the following:
 - a. Costumes for six characters
 - b. Six sets/environments (interiors and/or exteriors)
 - c. Six props
 - d. One vehicle design
- 3) **Presentation (15%)** : A 20-slide PowerPoint presentation where you explore a historical period of art, explaining the major stylistic features of the art of that historical period. Your presentation must source every image used. Please spellcheck and proof your presentation before submitting it and include sources. Any presentation submitted without sources will suffer a 50% penalty.
- 4) **Attendance and Participation (15%)** : Being present in class, arriving on time, paying attention, respecting your fellow students and the professor, all count towards this part of your grade.

Materials and Text

- Flash Drive (at least 4GB – available online, or from SRSU library)
- A pencil, sharpener, eraser, and ruler
- Online space to backup your work (Google Drive, Dropbox, etc.)

Graduate Component

Students taking *ART 5304: Art History for the Designer* must meet with the professor to design a related schedule and contract to work on during the semester this class meets.

Rules and expectations

Attendance is compulsory. If you must miss a class for a school-related activity, the absence must be discussed (and arrangements made regarding coursework) prior to the absence. If you must miss a class for an emergency or illness, please contact me by email or phone as soon as possible. Nine absences result in you being dropped from the course with a grade of “F” as per Sul Ross State University policy. Three unexcused

absences will result in a zero for your attendance and participation grade. Arriving to class on time is also essential – arriving more than 10-minutes late three times will equal one absence. Being late is arriving 10-minutes after the beginning of class.

No cell phone usage. No social-networking websites. No instant-messaging. No checking personal emails. Headphones and earbuds are allowable ONLY when you are working, but not when the professor or a fellow student is speaking. Doing any of these, or anything I consider disruptive to the class, will drastically drop your attendance and participation grade. You may be also asked to leave the class and will be marked absent for that day.

Late work will not be accepted.

Plagiarizing, cheating, or any other dishonest behavior in the classroom will not be tolerated. If discovered cheating, you will automatically receive an F for that project, as well as a zero for your attendance and participation grade. Rules and regulations regarding plagiarism, dishonesty, and other issues concerning classroom participation can be found in University Rules and Regulations and Student Handbook. This course will abide by these established policies. A student found to be engaging in these activities will be penalized to the full extent of Sul Ross State University policy.

ADA Needs

It is Sul Ross State University policy to provide reasonable accommodations to students with disabilities. If a student would like to request such accommodations because of a physical, mental, or learning disability, please contact the ADA Coordinator in Ferguson Hall, room 112 or call (432) 837-8691. Please relate all requests for special accommodations to the instructor by the third class period.

Please note that this syllabus is subject to change.

COURSE SCHEDULE

WEEK ONE - *Introduction*

- Aug 25 (T) *In Class*
Class overview, and syllabus review.
- Assignment*
Bring a ruler, pencil, pencil sharpener, eraser, and an unlined sketchbook to next class.
- Aug 27 (R) *In Class*
Student presentation overview.
Presentation: Overview of production art.
Perspective exercises.

WEEK TWO – *Perspective and Color*

- Sept 1 (T) *In Class*
Continue working on your perspective exercises.
- Sept 3 (R) *In Class*
Digital Color exercises.

WEEK THREE - *Costumes*

- Sept 8 & 10 : *In Class*
Project 1 : Costumes
Clothing and decoration survey, from Egyptian to Medieval era.
- Assignment*
Create a character model sheet for a character from the ancient era (dawn of human history – start of the middle ages). Due beginning of week four.
- Recommended reading*
“Fashion: The Definitive History of Costume and Style” by DK. ISBN: 0756698359

WEEK FOUR – *Armor and Weapons*

- Sept 15 & 17 : *In Class*
DUE TODAY : Costumes project.
Project 2 : Armor and Weapons.
Types of combat gear from the West and Asia.
- Assignment*
Design a suit of armor and a weapon for a character. This may be purely ceremonial or designed for combat. Due beginning of next week.
- Recommended reading*
“Warrior: A Visual History of the Fighting Man” by R. G. Grant. ISBN: 0756665418
“Fashion: The Definitive History of Costume and Style” by DK. ISBN: 0756698359

WEEK FIVE – *Status*

Sept 22 & 24 : *In Class*

DUE TODAY : Armor and weaponry project.

DUE NEXT WEEK: Group Project Description

Project 3 : Status

How clothing signifies a character's socioeconomic position in life.

Assignment

Select a period of time from the early modern era to the present day and create a costume character model sheet that illustrates a person's status. Due beginning of next week.

Recommended reading

"Fashion: The Definitive History of Costume and Style" by DK. ISBN: 0756698359

WEEK SIX – *Architecture (Exteriors)*

Sept 29 & Oct 1 : *In Class*

DUE TODAY : Status project

DUE TODAY : Group project description

Project 4 : Architecture

An overview of architecture from the Ancient World up to the Medieval era.

Assignment

Design a fortress, temple, or palace from an era we have reviewed. Due beginning of next week.

Recommended reading

"Architecture is Elementary: Visual Thinking Through Architectural Concepts" by Nathan B Winters. ISBN: 1586858297

WEEK SEVEN – *Architecture (Interiors)*

Oct 6 & 8 : *In Class*

DUE TODAY : Architecture project

Group Project

WEEK EIGHT – *Environmental Design*

Oct 13 & 15 : *In Class*

Project 5 : Interior

A review of interiors from the Renaissance to Contemporary Times.

Assignment

Design two interiors of a house or small business from an era we have reviewed. Due beginning of next week.

Recommended reading

"A History of Interior Design" by John Pile. ISBN: 0470228881

WEEK NINE – *Idol and Treasure*

Oct 20 & 22 :

In Class

DUE TODAY : Interior project

Project 6 : Ruin

An overview of gardens and environmental design through the ages.

Assignment

Design a piece of architecture that has been reclaimed by the environment, and worn down by time and the elements. Due beginning of next week.

WEEK TEN – *Vehicles*

Oct 27 & 29 :

In Class

DUE TODAY : Ruin project

Project 7 : Idol / treasure

Review of tools, statues, and idols from the Ancient World to the Medieval era.

Assignment

Create an idol/statue and a treasure object from the ancient world to the medieval era. Due at the beginning of next week.

WEEK ELEVEN – *Furniture*

Nov 3 & 5 :

In Class

Project 8 : Vehicle

Overview of vehicles from ancient Egypt up to the modern era.

Assignment

Design a vehicle influenced by any era of your choosing. Due beginning of next week.

WEEK TWELVE

Nov 10 & 12 :

In Class

DUE TODAY : Vehicle project

Project 9 : Furniture Design

Assignment

Design two pieces of furniture from sometime from any time period in history – a bed, a chair, a dresser, wardrobe, etc. Due beginning of next week.

WEEK THIRTEEN

Nov 17 & 19 :

In Class

Group Project

WEEK FOURTEEN

Nov 24 :

In Class

Presentations / Group Project

Nov 26 :

-- *THANKSGIVING* --

WEEK FIFTEEN

Dec 1 :

In Class

Group Project.

WEEK SIXTEEN

Dec 8 :

EXAM WEEK

From 12.30-2.30pm, Tuesday December 8, you and your partner will present your group project to the class.