## **ART 3301: STUDIO CONCENTRATION**

**2-5pm, Tuesday and Thursday** | August – December, 2016 | Room BAB 302, SRSU Avram Dumitrescu <u>adumitrescu@sulross.edu</u> 432-837-8380 Office: FAB 07

Office Hours: MW 8.25-9.55am TR 8.25-9.25am, and by appointment

## **Course Introduction**

This class will allow you to focus on a discipline of your choice and over the semester work with the professor to create a series of projects that you can use in a portfolio, or to simply explore further your chosen specialty.

## Learning Objectives

In this course, you will:

- Explore your discipline
- Become more comfortable with various software programs that your discipline requires
- Learn by copying existing artworks so that you grow as an artist
- Research contemporary art practices and vocabularies

## **Grading and Evaluation**

You will be graded on projects you do, as well as attendance and participation in discussions and critiques. description. No extra-credit projects will be offered, so it is in your interest to submit work by the deadline.

Work submitted **no later** than the beginning of class, the day of the deadline, will be graded. **Any work** submitted *one minute* past the beginning of class will be awarded a zero. There are no exceptions to this rule.

Each student will be given an Excel sheet with project grades.

## Materials and Text

- 4GB (at least) jump/flash drive
- Online account to back up your data (e.g. Google Drive)

No textbook is required for this course but a jump-drive is essential for saving your work. You are expected to back up your projects to another location, such as at a free service like <a href="www.dropbox.com">www.dropbox.com</a> or <a href="www.dropbox.com">www.dropbox.com</a> o

## **Tobacco Products**

Tobacco products of any kind and e-cigarettes are not permitted in the classroom.

#### Email

You are expected to check your email account EVERY day. This is the account that is registered at Blackboard, and is usually your Sul Ross email account.

## Software Availability

Besides access to the software in BAB 302-303, you can find Photoshop and Illustrator in FAB 207 and the computer lab in the ACR building. The second floor of the SRSU library has copies of Photoshop too.

Provided you have your own computer, a fully-working 30-day trial version of Photoshop and Illustrator can be downloaded from Adobe. Files created on the Mac version of Photoshop will work on a PC.

## 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**. Six (6) absences result in you being dropped from the course with a grade of "F" as per Sul Ross State University policy. Five (5) unexcused absences will result in a zero for your attendance and participation grade. Arriving to class **on time** is also essential **– arriving late more than two times will be counted as one absence. Lateness is defined as 15-minutes after the start of class. Leaving before class ends will result in you being marked absent for that day.** 

Below is a guide to how much each absence impacts your attendance and participation grade.

•	One (1) unexcused absence:	-20%	•	Four (4) unexcused absences:	-80%
•	Two (2) unexcused absences:	-40%	•	Five (5) unexcused absences:	- 100%
•	Three (3) unexcused absences:	-60%	•	Six (6) unexcused absences:	FAIL

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. Rules and regulations regarding plagiarism, dishonesty, and other issues concerning classroom participation can be found in University Rules and Regulations and Student Handbook.

#### **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 the Ferguson Hall, room 112 or call (432) 837-8691. Please relate all requests for special accommodations to the instructor by the third class period.

#### **SLOs**

3d. Students with a concentration in Digital Art will be able to demonstrate knowledge and familiarity of digital image creation and knowledge of professional practices in digital art.

- a. Demonstrate the ability to produce a cohesive professional thematic capstone project which is well crafted and has a defined technique or personal style.
- b. Demonstrate technical mastery of digital skills as they apply to the selected media.
- c. Ability to produce a professional portfolio that meet current industry standards.
- d. Ability to work in a timely manner.

# **IMPORTANT DATES**

Please note that this syllabus is subject to change

Second day of class: Tell the class about your self-generated idea

Dec 5 (M): Exam is from 12.30-2.30pm. Present your project to the class.

# DISCIPLINE BREAKDOWN

Review the projects for your chosen discipline and discuss your self-generated project with the professor. Projects may be modified, depending on approval of the professor. Note too that you are welcome to suggest other disciplines not mentioned here (Layout and Design, for instance).

## **ILLUSTRATION**

(source for some of these projects: http://www.udel.edu/art/academic-programs/downloads/ART412.pdf)

## RESEARCH

- DESCRIPTION You need to be aware of contemporary illustrators and the language used in your field.
   Create a 30-slide presentation showcasing the work of 30 contemporary illustrators that you are drawn to and present it to the class.
- METHOD Sign up for a free newsburst from the following websites <a href="http://hyperallergic.com/">http://hyperallergic.com/</a> and the blog at <a href="https://www.creativereview.co.uk">https://www.creativereview.co.uk</a>. Search for relevant stories and build a presentation using IMAGERY. The only text should be the artist's name, the title of the piece, and if possible, the year it was made and the media used.
- FORMAT Save your PowerPoint using the following format: LASTNAME-FIRSTNAME-PP.PPTX

#### Sketchbook

- DESCRIPTION Create 100 direct-observation line drawings in a traditional sketchbook. Spend a minimum of 15-minutes per illustration. No color or texture. Do use varying thicknesses of line.
- FORMAT Traditional sketchbook. Can be any size. Loose pages will not be accepted unless they are all bound together.

## **Materials Exploration**

- DESCRIPTION Draw 20 scenes from life using at least four different media (i.e. draw one scene in crayon, another in ink, NOT four different media on one illustration). Examples include crayon, pencil, pen and ink, marker, watercolor, charcoal, ballpoint pens, etc. You may include color and texture.
- FORMAT Traditional sketchbook. Can be any size. Loose pages will not be accepted unless they are all bound together.

#### **Self Portrait**

- DESCRIPTION Use TWO mirrors to draw a self-portrait. Media choice is up to you.
- INSPIRATION Rembrandt, Lucien Freud, David Hockney, etc.
- FORMAT Ideally traditional and can be mixed with digital. Final illustration MUST be submitted as a JPEG.

#### **Book Cover**

- DESCRIPTION Create an illustrated cover (front, back, and spine) for a book that isn't typically visual (not a graphic novel, for example) a biography, novel, manual, young reader, academic title, etc. Media choice is up to you.
- THUMBNAILS Create **five** quick thumbnails. Spend no more than FIVE minutes drawing out each thumbnail.
- FORMAT Ideally traditional and can be mixed with digital. Final illustration MUST be submitted as a JPEG.

## **Graphic Novel**

- DESCRIPTION –Choose an interesting event that has happened to you or to friend/family member and turn
  it into part of a graphic novel.
  - o Illustrated cover with typography
  - o Minimum of one spread, 20" wide by 10" tall.
  - O Number of panels is up to you BUT you must have a large number of panels.
- SKETCHES Roughly sketch out your two-page comic strip before working on the final illustrations so that you can play with frame sizes, transitions, etc. Provide THREE five-minute sketches for the cover.
- INSPIRATION Understanding Comics by Scott McCloud is really worth reading, Daniel Clowes, <u>www.beecomix.com</u>, Chris Ware, Robert Crumb, or here: <a href="http://www.peopleofprint.com/general/20-comic-book-artists/">http://www.peopleofprint.com/general/20-comic-book-artists/</a>
- FORMAT Ideally traditional and can be mixed with digital. Final illustrations MUST be submitted as a multipage PDF.

#### Newspaper Editorial Illustration

- DESCRIPTION Choose three recent op-eds from the New York Times and illustrate them.
- THUMBNAILS Create six quick thumbnails to explore your ideas, two for each editorial article.
- FORMAT You must stick with black and white no shades of grey or color (though you may suggest tone and texture using hatching, dots, etc.). Ideally traditional and can be mixed with digital. Final illustration MUST be submitted as a JPEG.

#### **Editorial Illustration**

- DESCRIPTION Find an article in a magazine that does not have any kind of illustration or photography and illustrate the following:
  - o A full page illustration
  - o A half-page illustration
- THUMBNAILS Create **two** quick thumbnails to explore your full-page illustrations, and two more for your half-page illustrations.
- FORMAT Ideally traditional and can be mixed with digital. Final illustration MUST be submitted as a JPEG.

#### **Travel Posters**

- DESCRIPTION Choose three destinations, anywhere in the world, and create three posters for each location that all share a common style. Typography is vital but only need consist of the location name e.g. Marfa, Paris, New York City, etc.
- RESEARCH This is vital. Look at WPA posters for ideas, and then seek out illustrated travel posters.
- THUMBNAILS Create six quick thumbnails (two for each location) to explore your ideas.
- FORMAT Ideally traditional and can be mixed with digital. Final illustration MUST be submitted as a JPEG.

## **Self-Generated Project**

• DESCRIPTION – Discuss with the professor.

# ART FOR GAMES - Character Design

#### RESEARCH

- DESCRIPTION You need to be aware of contemporary character design artists and the language used in your field. Create a 30-slide presentation showcasing the work of 30 contemporary artists that you are drawn to and present it to the class.
- METHOD Find showcases for contemporary character design artists, such as <a href="http://characterdesign.blogspot.com/">http://www.characterdesign.blogspot.com/</a>, <a href="http://www.characterdesign.blogspot.com/">http://www.characterdesign.blogspot.com/</a>, <a href="http://www.creativereview.co.uk">http://www.creativereview.co.uk</a>. Look at art books for animated movies (traditional and CGI) and art books about modern game design. Search for relevant stories and build a presentation using IMAGERY. The only text should be the artist's name, the title of the piece, and if possible, the year it was made and the media used.
- FORMAT Save your PowerPoint using the following format: LASTNAME-FIRSTNAME-PP.PPTX

#### **SKETCHBOOK**

- DESCRIPTION Fill a sketchbook with drawings of people, animals, and creatures. The majority should be from life, but you may include imaginary creatures and people too. By the end of the semester you should have at least 100 drawings. Color may be used.
- FORMAT Submit a physical sketchbook sometime during the semester. Loose pages will not be accepted
  unless bound.

#### INTERIORS AND EXTERIORS

- DESCRIPTION Over the semester you are to design TEN bipeds, TEN quadrupeds, and TEN creatures (some may be imaginary and some real). Each of your 30 designs must consist of a front, back, and side view. Each of your 30 designs MUST begin with at least 10 quick sketches as you explore ideas. Please do your best work by the end of the semester you should aim to have work you can include in an art portfolio.
- FORMAT Put all the views of each character onto one page. Each page should resemble a character design page. Save your illustrations using the following format: LASTNAME-FIRSTNAME-NUMBER.PDF. For example, Dumitrescu-Avram-24.PDF

# ART FOR GAMES - Environment Art

## RESEARCH

- DESCRIPTION You need to be aware of contemporary environment art designers and the language used in your field. Create a 30-slide presentation showcasing the work of 30 contemporary artists that you are drawn to and present it to the class.
- METHOD Find showcases for contemporary character design artists at sites such as
   <a href="http://hyperallergic.com/">http://hyperallergic.com/</a> and the blog at <a href="https://www.creativereview.co.uk">https://www.creativereview.co.uk</a>. Look at art books for animated movies (traditional and CGI) and art books about modern game design. Build a presentation using IMAGERY. The only text should be the artist's name, the title of the piece, and if possible, the year it was made and the media used.
- FORMAT Save your PowerPoint using the following format: LASTNAME-FIRSTNAME-PP.PPTX

## **SKETCHBOOK**

• DESCRIPTION – Fill a sketchbook with drawings from life of exteriors and interiors. By the end of the semester you should have at least 50 drawings. Color may be used.

## INTERIORS AND EXTERIORS

- DESCRIPTION Over the semester you are to design FIVE interiors and FIVE exteriors. They must be a mix of the imaginative and the historic. Each interior and each exterior must be extremely detailed, with multiple views, so that a 3d modeler could then build your designs in a 3d modeler such as Maya, Blender, or 3ds Max. Each scene may need extra drawings detailing various props that populate each room.
- FORMAT Save your illustrations as a multi-page PDF using the following format: LASTNAME-FIRSTNAME-INTERIOR or EXTERIOR-xx. For example, Dumitrescu-Avram-exterior-01.PDF

## 3D MODELING

#### RESEARCH

- DESCRIPTION You need to be aware of contemporary trends in 3d modelling and the language used in your field. Create a 30-slide presentation showcasing the work of 30 contemporary artists that you are drawn to and present it to the class.
- METHOD Find showcases for contemporary character design artists. Search online for professional portfolios of relevant artists. Look at art books for animated movies (traditional and CGI) and art books about modern game design. Build a presentation using IMAGERY. The only text should be the artist's name, the title of the piece, and if possible, the year it was made and the media used.
- FORMAT Save your PowerPoint using the following format: LASTNAME-FIRSTNAME-PP.PPTX

## 42 Simple Objects

- DESCRIPTION Over the semester you must model and texture 42 simple objects (approximately 3 per week). Suggestions are below:
  - O Clothespin, box of matches (open with matches showing), toothbrush, tube of toothpaste, cup and saucer, box grater, scissors, chair, can of shaving cream, deodorant, box of cereal, pen, pencil, cellphone, light switch with cover and screws, lamp, rock, book, shoe, child's block, potted plant, musical instrument, flashlight, etc.
- FORMAT Save the following way: LASTNAME-FIRSTNAME-OBJECT\_NUMBER.mb. For example, Dumitrescu-Avram-09.mb

#### **Biped**

- DESCRIPTION Build, texture, rig, light, and animate a walking two-legged creature.
- FORMAT Save the following way: LASTNAME-FIRSTNAME-biped.mb.

## Quadruped

- DESCRIPTION Build, texture, rig, light, and animate a walking four-legged creature.
- FORMAT Save the following way: LASTNAME-FIRSTNAME-quadruped.mb.

#### Vehicle

- DESCRIPTION Build, texture, and light a vehicle of some kind. It may be something that currently exists, or your own design.
- FORMAT Save the following way: LASTNAME-FIRSTNAME-vehicle.mb.

## Self-generated project

 DESCRIPTION – Discuss your ideas with the professor. You may make an animation or build, texture, rig, and light more models.

# **ANIMATION**

#### RESEARCH

- DESCRIPTION You need to be aware of contemporary animators and the language used in your field. Create a 30-slide presentation showcasing the work of 30 contemporary animators that you are drawn to and present it to the class.
- METHOD Find information about your field at <a href="http://www.cartoonbrew.com/">http://www.awn.com/</a>, and other relevant sites. Search for relevant stories and build a presentation using IMAGERY (this may consist of short video clips). The only text should be the artist's name, the title of the piece, and if possible, the year it was made and the media used.
- FORMAT Save your PowerPoint using the following format: LASTNAME-FIRSTNAME-PP.PPTX

#### BRAINSTORMING

- DESCRIPTION Brainstorm 20 stories that can be told in 30-seconds. One of these will become your final project
- FORMAT Microsoft Word format (either .doc or .docx) LASTNAME-FIRSTNAME-IDEAS.doc

#### MORNING STORYBOARD

- DESCRIPTION Storyboard your morning routine without dialog. Use movement in your images. Design interesting shots. Consider close-ups, unusual angles, cropped images, etc.
- QUANTITY You should have a minimum of 20 images for this project.
- FORMAT Series of JPEGS: LASTNAME-FIRSTNAME-MORNING-01.jpg

#### **IDEAS STORYBOARD**

- DESCRIPTION Storyboard your best TWO ideas from the brainstorming session. Again, make your shots interesting.
- QUANTITY You should have a minimum of 30 images for each idea.
- FORMAT Series of JPEGS: LASTNAME-FIRSTNAME-IDEA-01.jpg

## RECIPE STORYBOARD

- DESCRIPTION Storyboard a relatively complex recipe or something else sequential that you can tell.
- QUANTITY You should have a minimum of 20 images for this project.
- FORMAT Series of JPEGS: LASTNAME-FIRSTNAME-STEPS.jpg

#### MAIN PROJECT

- DESCRIPTION Take your best storyboarded idea from the brainstorming session and fully animate it. Your animation should last a minimum of 30-seconds or 720 frames (24 \* 30).
- FORMAT LASTNAME-FIRSTNAME-FINAL.MOV

# **DIGITAL PAINTING**

#### RESEARCH

- DESCRIPTION You need to be aware of contemporary digital artists and the language used in your field. Create a 30-slide presentation showcasing the work of 30 contemporary artists that you are drawn to and present it to the class.
- METHOD Visit <a href="https://www.visualnews.com/tag/digital-painting/">http://io9.gizmodo.com/tag/digital-painting/</a>, <a href="https://www.visualnews.com/tag/digital-painting/">http://io9.gizmodo.com/tag/digital-painting/</a>, and any other relevant sites. Search for relevant stories and build a presentation using IMAGERY. The only text should be the artist's name, the title of the piece, and if possible, the year it was made and the media used.
- FORMAT Save your PowerPoint using the following format: LASTNAME-FIRSTNAME-PP.PPTX

#### PAINTING EMULATION

- DESCRIPTION Find paintings by three artists made non-digitally and recreate them in Photoshop or Painter. Confirm your choice of artists and the artworks with the professor before beginning. The point of this project is to encourage you to develop stylistically.
- INSPIRATION Suggestions include David Hockney, Lucian Freud, Jenny Saville, Turner, Picasso, Bosch, El Greco, Degas, Manet, Cezanne, Francis Bacon, etc.
- BOOK SUGGESTION Techniques of the Great Masters of Art by Quantum Books
- Save the following way: LASTNAME-FIRSTNAME-ARTIST-NAME.JPG

## **30 COFFEE MUGS** (http://employees.oneonta.edu/anderss/Courses/CART\_252/CART\_252\_Sylabus\_F09.html)

- DESCRIPTION Use either Painter or Photoshop to paint 30 coffee mugs from life. For your sanity, I suggest using a number of differently colored and shaped mugs. The point of this exercise is to make you comfortable working with digital painting, to give you plenty of practice drawing lines, ovals, and curves, and to help you study light and color.
- FORMAT 4" square, 300 dpi, using Photoshop or Painter. Save the following way: LASTNAME-FIRSTNAME-MUG-NUMBER.JPG, e.g. Dumitrescu-Avram-mug-07.jpg

## **50 POSTCARDS**

- DESCRIPTION Draw 50 postcards using Photoshop or Painter. Subject matter and style is up to you but must be from direct observation.
- INSPIRATION See the A Painting a Day art movement (e.g. <a href="http://duanekeiser.blogspot.com/">http://duanekeiser.blogspot.com/</a> and <a href="http://karinjurick.blogspot.com/">http://karinjurick.blogspot.com/</a>)
- FORMAT 6" x 4", 300 dpi. Save the following way: LASTNAME-FIRSTNAME-POSTCARD-NUMBER.JPG e.g. Dumitrescu-Avram-postcard-14.jpg

## **SELF-PORTRAIT**

- DESCRIPTION Use TWO mirrors to draw a TWO self-portraits of yourself in Photoshop or Painter.
- COLOR Please make each self-portrait monochromatic (shades of one color, e.g. red).
- INSPIRATION Rembrandt, Lucien Freud, etc.
- FORMAT 11" x 14", 300 dpi. Save the following way: LASTNAME-FIRSTNAME-PORTRAIT01.JPG

## **ARCHITECTURE**

- DESCRIPTION Two interiors or exteriors. Ensure your perspective is strong.
- COLOR Use color to suggest a mood. Your color choices do not have to be realistic and can be impressionistic to convey an emotion
- FORMAT 10" x 10". Save as LASTNAME-FIRSTNAME-INTERIOR or EXTERIOR 01/02. JPG

## SELF-GENERATED PROJECT

• DESCRIPTION – Discuss a major project to work on. Suggestions include a children's illustrated book, an exhibition of digital paintings, a series of illustrations for a magazine article, etc.

# **GRAPHIC DESIGN**

- DESCRIPTION You need to be aware of contemporary graphic designs and the language used in your field.
   Create a 30-slide presentation showcasing the work of 30 contemporary designers that you are drawn to and present it to the class.
- METHOD Visit <a href="www.dexigner.com/news/Graphic-Design">www.dexigner.com/news/Graphic-Design</a>, <a href="https://gdusa.com/">https://gdusa.com/</a>, <a href="https://www.creativereview.co.uk/">https://www.creativereview.co.uk/</a>, and any other relevant sites. Search for relevant stories and build a presentation using IMAGERY. The only text should be the artist's name, the title of the piece, and if possible, the year it was made and the media used.
- FORMAT Save your PowerPoint using the following format: LASTNAME-FIRSTNAME-PP.PPTX

#### **BALLOT REDESIGN**

- DESCRIPTION Find a copy of the Florida Butterfly Ballot from the 2000 US election and redesign it to make it easier to read:
  - https://en.wikipedia.org/wiki/Florida\_election\_recount#/media/File:Butterfly\_large.jpg
- FORMAT Must be black and white. Patterns are fine, but no shades of grey. Save the following way: LASTNAME-FIRSTNAME-VOTE.PDF

#### TYPOGRAPHY POSTER

- DESCRIPTION Research type-only posters and design your own for an upcoming local cultural event (art exhibition, music recital, film screening, etc.)
- FORMAT Landscape or portrait, 13" x 19". Save the following way: LASTNAME-FIRSTNAME-TYPE.PDF

#### **SWISS POSTER**

- DESCRIPTION Replicate one of the posters found at this link: <a href="http://luna.library.cmu.edu/luna/servlet/CMUccm~3~3">http://luna.library.cmu.edu/luna/servlet/CMUccm~3~3</a>. Now, choose a local cultural event and create your own poster in the Swiss Style.
- FORMAT 13" x 19". Save the following way: LASTNAME-FIRSTNAME-SWISS.PDF

## POSTAGE STAMPS

- DESCRIPTION Create a postage stamp according to UPS guidelines: http://www.jnevins.com/stampguidelines.htm
- FORMAT Scalloped edges can be found here: http://mod4gd1.blogspot.com/2012/03/scallops.html. Save the following way: LASTNAME-FIRSTNAME-STAMP.JPG

## **SELF-GUIDED PROJECTS**

 DESCRIPTION – For the remainder of the semester work with the professor to design more graphic design projects. Disciplines to explore include illustration, poster design, book design, product packaging, corporate design, etc.

# **USER INTERFACE DESIGN**

## RESEARCH

- DESCRIPTION You need to be aware of contemporary UI design and the language used in your field. Create a 30-slide presentation showcasing a range of excellent mobile apps, games, interactive publications, and software applications that you are drawn to and present it to the class.
- METHOD Visit <a href="http://www.uxbooth.com/">http://alistapart.com/blog</a>, <a href="www.creativereview.co.uk">www.creativereview.co.uk</a>, and any other relevant sites. You may want to include GIFs or movies, and build a presentation using IMAGERY. The only text should be the designer's name, the title of the software, and if possible, the year it was made.

• FORMAT – Save your PowerPoint using the following format: LASTNAME-FIRSTNAME-PP.PPTX

#### APP RESDESIGN

- DESCRIPTION Choose an app found at <a href="http://nerdicusrex.com">http://nerdicusrex.com</a> and redesign every part of the UI and artwork.
- FORMAT Use the resolution of the most recent iPad air and the most recent iPhone models as your templates. Decide if you should use portrait or landscape format. Turn your designs into a multi-page PDF using the following format: LASTNAME-FIRSTNAME-REX.JPG

## WEBSITE RESDESIGN

- DESCRIPTION Find a website in need of a redesign and redesign it.
- FORMAT Research the most typical website resolutions and design to them. Be aware that websites will vary depending on the size of the user's browser, so you may choose to make your design fluid. Save your webpages as a multi-page PDF, an interactive PDF, or if you can manage it, as a website: LASTNAME-FIRSTNAME-WEBSITE.JPG

#### MOBILE WEBSITE RESDESIGN

- DESCRIPTION Having redesigned a website, take the same information and site and turn it into a mobile site that reads clearly on a mobile phone.
- FORMAT Study other mobile website so that you can understand the visual language used to make a large amount of information fit onto a much smaller screen. Save your webpages as a multi-page PDF, an interactive PDF, or if you can manage it, as a website: LASTNAME-FIRSTNAME-MOBILE.JPG

## **SELF-GUIDED PROJECTS**

• DESCRIPTION – For the remainder of the semester work with the professor to design and work on more User Interface projects.