CSAT 3310: ART HISTORY FOR THE DESIGNER

2-3.15pm, Tuesday and Thursday | January – May, 2017 | Room FAB 207, SRSU
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Office Hours: **MW: 8.30-10am   TR: 8.30-9.25pm**   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
- Learn how to research for historic visual materials
- 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) **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:

   - Four costumes for four characters, including hairstyles
   - Two detailed sets/environments (interiors and/or exteriors)
   - Six props
   - Two vehicle designs

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.) You must set this up the first week of the semester.

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.

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%
- Two (2) unexcused absences: -40%
- Three (3) unexcused absences: -60%
- Four (4) unexcused absences: -80%
- Five (5) unexcused absences: - 100%
- 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
1.   Expressively communicate an original idea or concept visually.
      a.   Proper techniques applied to the medium,
      b.   Use of principles and elements of good composition,
      c.   Development of technique and personal style.
      d.   Use of original concepts and non-clichéd ideas.

4d.   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 meets current industry standards.

Please note that this syllabus is subject to change.

COURSE SCHEDULE

WEEK ONE - *Introduction*

Jan 17 (T)   *In Class*
Class overview, and syllabus review.

Assignment
Bring a ruler, pencil, pencil sharpener, eraser, and an unlined sketchbook to next class.

Jan 19 (R)   *In Class*
Student presentation overview.
Presentation: Overview of production art.
Perspective exercises.

WEEK TWO – *Perspective and Color*

Jan 24 (T)   *In Class*
Continue working on your perspective exercises.

Jan 26 (R)   *In Class*
Digital Color exercises.
Scanning images and combining multiple scans into one image.

WEEK THREE - *Costumes*

Jan 31 & Feb 2 :   *In Class*
Project 1 : Costumes
Clothing and decoration survey, from Egyptian to Medieval era.

DUE TODAY – Group project description

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*

Feb 7 & 9 :   *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*

Feb 14 & 16 :   *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)*

Feb 21 & 23 :   *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)*

Feb 28 & Mar 2 :   *In Class*
DUE TODAY : Architecture project
Group Project

WEEK EIGHT – *Environmental Design*

Mar 7 & 9 :   *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

——– SPRING BREAK ——

WEEK NINE – *Idol and Treasure*

Mar 21 & 23 :   *In Class*
         DUE TODAY : Interior project
         Project 6 : Gardens
         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*

Mar 28 & 30 :   *In Class*
         DUE TODAY : Garden 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*

Apr 4 & 6 :   *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.

NOTE: April 7 is the last day to withdraw from the 16 week course/term with grade of "W." Drops must be processed and in the Registrar's Office by 4 p.m.

WEEK TWELVE

Apr 11 & 13 :   *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.

<div align="center">WEEK THIRTEEN</div>

Apr 18 & 20 :   *In Class*
                 Group Project

<div align="center">WEEK FOURTEEN</div>

Apr 25 & 27 :   *In Class*
                     Group Project

<div align="center">WEEK FIFTEEN</div>

May 2 :   *In Class*
                 Presentations due today
                 Continue working on your Group Project.

<div align="center">WEEK SIXTEEN</div>

May 8 :   *EXAM WEEK*
                 From 12.30-2.30pm, you and your partner will present your group project to the class.

--- PROJECTS---

---PRESENTATION PROJECT---

Choose a period in history that you can explore and present to the class using 20-slide PowerPoint presentation. Your time period must range from 10 to 50 years (e.g. 1750-1800, or 1980-1990)

Your work should explain the major stylistic features of the art of that historical period. Show the fashions, architecture, transportation, etc. of that time.

Your presentation must source every image used. Please spellcheck and proof your presentation before submitting it.

Grading Breakdown
- Source every image. Note that each source and image MUST appear on the same slide – 10%
- Give a strong verbal presentation that is not read robotically. You may use notes – 45%
- Ensure your twenty slides cover the major visual aspects of the time period you have selected – 40%

Due Date
Your presentation must be emailed to adumitrescu@sulross.edu as a PowerPoint presentation file no later than the date listed on the syllabus. Projects received after this time will receive a zero.

---PROJECT #1: COSTUMES ---

Choose a period from the dawn of human history up to 1500AD and create a costume for a historic character. You have thousands of years of fashion to look at so this project may initially seem overwhelming. The *Costumes - up to Middle Ages* PowerPoint presentation is a good place to begin.

Once you have settled on a time period, decide what kind of character you want to create a costume for. A priest? A royal? A peasant? A monk? A scholar? Once you decide, start building up a folder of images. You do not need to email this to me but do show me your research during class.

Create a character model sheet (see the *character model sheet* document example) of your chosen character in their costume in a T-pose. Include front, back, and side views. The clothing must be clear and easy to understand. Ensure you also design an appropriate hairstyle for your character.

Grading Breakdown
- Provide a front, back and side view of your character, PLUS hairstyle (30%).
- Effort and creativity (60%).
- Add your own interpretation to the design but ensure your illustrations look as if they came from the period you have selected (10%).

Due Date
Save your designs on a letter-sized document using the following format: LASTNAME-FIRSTNAME-**costume**.jpg.

Your character model sheet must be emailed to adumitrescu@sulross.edu as a .JPG file no later than the date listed on the syllabus. Projects received after this time will receive a zero.

---GROUP PROJECT---
PART ONE

Working with a class partner, you will create some of the visual elements for an existing or imagery game, novel, play, film or television production.

You and your partner must email me a short text description of your group project. Include the following:
- Name of the play/book/movie/game, etc.
- Style(s) you want to apply
- Era(s) it is to be based in
- Areas of human history you want to research

Due Date
Your information must be emailed to adumitrescu@sulross.edu as either a docx. or .doc file no later than the date listed on the syllabus.

PART TWO
Each team will create the following:
- **Costumes for four (4) characters** – For each of your four characters submit three views – front, back, and side, plus appropriate hairstyles – TWELVE illustrations in total.
- **Four (4) props** – These may be pieces of furniture, treasures, mechanical tools, etc. FOUR illustrations in total.
- **Two (2) detailed sets/environments**. You may produce either two exteriors, two exteriors, or one of each. Provide TWO images for each environment, resulting in a total of FOUR drawings. You must provide detailed drawings for each interior/exterior. Consider windows, doors, carpets, lights, desks for interiors, and sufficiently detailed parts of the building for the exteriors.
- **Two (2) vehicles**. If your story takes place before the combustion engine then you may consider a decorated horse, wagons, boats, hot air balloons, chariots, carriages, etc. Provide a front, back, and side view for each of your vehicles, resulting in SIX illustrations for this section.

Grading Breakdown
- Include all the work listed above, 26 separate illustrations, as a multi-page PDF file (50%)
- Provide high-quality work that can be easily read by the viewer and used to create physical objects from (50%)

Due Date
As you work, save your designs as Photoshop or Illustrator files. When ready to assemble the portfolio of work, use the following format: LASTNAME-FIRSTNAME-**final**.pdf.

Your PDF of final illustrations must be emailed to adumitrescu@sulross.edu no later than the deadline listed on the syllabus. Projects received after this time will receive a zero.

---PROJECT #2: ARMOR AND WEAPONS ---
Choose a period of time and geographic area that you want to design a costume and weapon for. If you choose to make it functional, make sure it could theoretically work in a battle. If ceremonial, then you are not so constrained.

Grading Breakdown
- Provide three views of your armor – front, back, and side (50%).
- Create one view of your weapon (20%).
- Effort and creativity (30%).

Due Date
Save your designs using the following format: LASTNAME-FIRSTNAME-**armor**.jpg

Your files must be emailed to adumitrescu@sulross.edu by the date specified in the syllabus. Projects received after this time will receive a zero.

---PROJECT #3: STATUS ---

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. Show how clothing signifies a character's social status, as well that their economic level in life. This is similar to *Project #1: Costumes.*

Grading Breakdown
- Provide a front, back and side view of your character, PLUS hairstyle. (30%).
- Effort and creativity (60%).
- Add your own interpretation to the design but ensure your illustrations look as if they came from the period you have selected. (10%).

Due Date
Save your designs using the following format: LASTNAME-FIRSTNAME-**status**.jpg

Your files must be emailed to adumitrescu@sulross.edu by the date specified in the syllabus. Projects received after this time will receive a zero.

---PROJECT #4: ARCHITECTURE ---

You are to design a fortress, temple, or palace from an era we have reviewed this week.

Grading Breakdown
- Include the following **four** views, on multiple pages if needs be: front, back, one side, and plan view (directly overhead). The plan view may be simple, whereas the others must be detailed (50%).
- Effort and creativity (50%).

Due Date
Save your designs using the following format: LASTNAME-FIRSTNAME-**building**.jpg
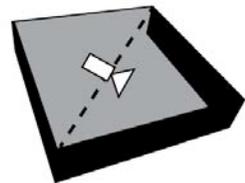
Your files must be emailed to adumitrescu@sulross.edu by the date specified in the syllabus. Projects received after this time will receive a zero.

---PROJECT #5: INTERIOR ---

You are to design two views of one interior room of a house or business from an era we have reviewed.

Grading Breakdown
- Provide two views of your room from the center (i.e. put a camera in the middle of your room, sketch what you see, turn the camera 180 degrees, and then sketch that view). (40%)
- Include furniture, furnishings, windows, etc. Illustrate or, at the very least, make note of what materials make up the room, e.g. wooden floors, wallpapered walls, etc. (30%).
- Effort and creativity (30%).

Due Date
Save your designs using the following format: LASTNAME-FIRSTNAME-**interior**.jpg

Your files must be emailed to adumitrescu@sulross.edu by the date specified in the syllabus. Projects received after this time will receive a zero.

---PROJECT #6: GARDEN ---

Design an overhead view a garden, similar to the example below.

Grading Breakdown
- Include a variety of plants and trees to provide visual variety. (50%).
- Have paths and, if you'd like, some kind of water feature(s) (10%).
- Effort and creativity (40%).

Garden Plan - **http://archive.beebiology.ucdavis.edu/HAVEN/honeybeehaven.html**

Due Date

Save your designs using the following format: LASTNAME-FIRSTNAME-**garden**.jpg

Your files must be emailed to adumitrescu@sulross.edu by the date specified in the syllabus. Projects received after this time will receive a zero.

---PROJECT #7: IDOL / TREASURE ---

Design two objects - an idol/statue and a treasure object - from a period between up to the medieval era.

Grading Breakdown
- Illustrate three views of your idol/statue and treasure object - front, back, and side (65%).
- Include notes on the materials used if you cannot render them accurately. For example, you may indicate marble for parts of your idol, and different kinds of precious stone inset into the treasure object (5%).
- Effort and creativity (30%).

Due Date

Save your designs using the following format: LASTNAME-FIRSTNAME-**object**.jpg

Your files must be emailed to adumitrescu@sulross.edu by the date specified in the syllabus. Projects received after this time will receive a zero.

---PROJECT #8: VEHICLE ---

Design a vehicle influenced by any era of your choosing. Horse drawn transports such as wagons and chariots are considered vehicles.

Grading Breakdown
- Illustrate three views of your vehicle – front, back, and one side (50%).
- Creativity and effort (50%).

Due Date
Save your designs using the following format: LASTNAME-FIRSTNAME-**vehicle**.jpg

Your files must be emailed to adumitrescu@sulross.edu by the date specified in the syllabus. Projects received after this time will receive a zero.

---PROJECT #9: FURNITURE ---

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

Grading
- Illustrate two views of each piece of furniture, resulting in a total of four illustrations (50%).
- Effort and creativity (50%)

Due Date
Save your designs using the following format: LASTNAME-FIRSTNAME-**furniture**.jpg

Your files must be emailed to adumitrescu@sulross.edu by the date specified in the syllabus. Projects received after this time will receive a zero.