

# CSAT 3310: ART HISTORY FOR THE DESIGNER

11am-12.15pm, Tuesdays and Thursdays | August – December, 2020 | Room TBA, SRSU

Avram Dumitrescu [adumitrescu@sulross.edu](mailto:adumitrescu@sulross.edu) (432) 294-2182 Office: FAB 07

Office Hours phone number: (432) 294-2182

Office Hours schedule (*phone calls, only*): **MW: 8.30-8.55am** **TR: 10-10.55am**, and by appointment

**\*\*\* Please note that, due to the threat of COVID-19, class and office hours will be held online \*\*\***

## Course Introduction

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

## Learning Objectives

In this course, you will:

- Become more 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 will be 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. Every image in your presentation must have a source listed somewhere on the slide. Please spellcheck and proof your presentation before submitting it. 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.

Please note that the designs you create in this class should be based on *historic* imagery. Refer to images from art history to create your artwork. Work created from purely contemporary material will be penalized (for example, for the Interiors project please do not draw your bedroom).

## Final Examinations

You must turn up to the final examination. If you do not, your overall class grade will drop an entire letter.

## Materials and Text

- Flash Drive (at least 8GB – available online, or from SRSU library)
- A pencil, sharpener, eraser, sketchbook, 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.

### **SRSU Disability Services**

Sul Ross State University (SRSU) is committed to equal access in compliance with Americans with Disabilities Act of 1973. It is SRSU policy to provide reasonable accommodations to students with documented disabilities. It is the student's responsibility to initiate a request each semester for each class. Students seeking accessibility/accommodations services must contact Rebecca Greathouse Wren, LPC-S, SRSU's Accessibility Services Coordinator at 432-837-8203 (please leave a message and we'll get back to you as soon as we can during working hours), or email [rebecca.wren@sulross.edu](mailto:rebecca.wren@sulross.edu). Our office is located on the first floor of Ferguson Hall (Suite 112), and our mailing address is P.O. Box C-122, Sul Ross State University, Alpine, Texas, 79832.

### **SRSU Library Services**

The Sul Ross Library offers FREE resources and services to the entire SRSU community. Access and borrow books, articles, and more by visiting the library's website, [library.sulross.edu](http://library.sulross.edu). Off-campus access requires your LoboID and password. Check out materials using your photo ID. Librarians are a tremendous resource for your coursework and can be reached in person, by email ([srsulibrary@sulross.edu](mailto:srsulibrary@sulross.edu)), or phone (432-837-8123).

### **SLOs**

1. Students will expressively communicate an original idea or concept visually through an original artwork.
- 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.

### **Marketable Skills**

1. Solving problems through critical thinking.
2. Creating ideas with independence of thought.
3. Communicating professionally through written and spoken presentation.

### **Recommended Reading**

- "Fashion: The Definitive History of Costume and Style" by DK. ISBN: 0756698359
- "Warrior: A Visual History of the Fighting Man" by R. G. Grant. ISBN: 0756665418
- "*Architecture is Elementary: Visual Thinking Through Architectural Concepts*" by Nathan B Winters. ISBN: 1586858297
- "A History of Interior Design" by John Pile. ISBN: 0470228881

## COURSE SCHEDULE

*Note: This document is subject to change*

DATE	IN CLASS	FOR NEXT CLASS
Aug 25 (T)	Class overview and syllabus review	Ruler, pencil, pencil sharpener, eraser
Aug 27 (R)	Student presentations overview  Final Project discussion  Presentation: Overview of production art  Perspective exercise	Perspective exercises  Group project description
Sept 1 (T)	<b>DUE TODAY</b> – Perspective exercises  <b>DUE TODAY</b> – Group project description  Presentation #1: Costumes  Project #1: Create a character model sheet for a character from the ancient era (dawn of human history – start of the middle ages)	
Sept 3 (R)	Continue working on project #1: Costume	Project #1: Costumes
Sept 8 (T)	<b>DUE TODAY</b> – Costumes  Presentation #2: Armor and Weaponry  Project #2: Design a suit of armor and a weapon for a character. This may be purely ceremonial or designed for combat	
Sept 10 (R)	Continue working on Project #2: Armor and Weapon	Project #2: Armor and Weapon
Sept 15 (T)	<b>DUE TODAY</b> – Armor and Weaponry  Presentation #3: Status  Project #3: 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	
Sept 17 (R)	Continue working on project #3: Status	Project #3: Status
Sept 22 (T)	<b>DUE TODAY</b> – Status  Presentation #4: Architecture  Project #4: Design a fortress, temple, or palace from an era we have reviewed	
Sept 24 (R)	Continue working on project #4: Architecture	
Sept 29 (T)	Continue working on project #4: Architecture	Project #4: Architecture
Oct 1 (R)	<b>DUE TODAY</b> – Architecture  Presentation #5: Interiors  Project #5: Design two interiors of a house or small business from an era we have reviewed	
Oct 6 (T)	Continue working on project #5: Interiors	
Oct 8 (R)	Continue working on project #5: Interiors	Project #5: Interiors

Oct 13 (T)	<b>DUE TODAY</b> – Interiors  Presentation #6: Gardens  Project #6: Design a piece of architecture that has been reclaimed by the environment and worn down by time and the elements	
Oct 15 (R)	Continue working on project #6: Gardens	Project #6: Gardens
Oct 20 (T)	<b>DUE TODAY</b> – Gardens  Presentation #7: Idol / treasure  Project #7: Create an idol/statue and a treasure object from the ancient world to the medieval era	
Oct 22 (R)	Continue working on project #7: Idols	Project #7: Idols
Oct 27 (T)	Presentation #8: Vehicles Project #8: Design a vehicle influenced from any era  Continue working on project #7: Idols	
Oct 29 (R)	<b>DUE TODAY</b> – Idols Continue working on project #8: Vehicles	
Nov 3 (T)	Continue working on project #8: Vehicles	
Nov 5 (R)	Presentation #9: Furniture  Project #9: Design two pieces of furniture from sometime from any time period in history – a bed, a chair, a dresser, wardrobe, etc.  Continue working on project #8: Vehicles	Project #8: Vehicles
Nov 10 (T)	<b>DUE TODAY</b> – Vehicles Continue working on project #9: Furniture	
Nov 12 (R)	Continue working on project #9: Furniture <i>N.B. – Friday, November 13, is the last day to withdraw from the 16-week course/ term with a grade of 'W'. Drops must be processed and in the University Registrar's office by 4 p.m.</i>  <i>Friday is also the last day to apply for May graduation without a late fee.</i>	Project #9: Furniture  Student Presentations
Nov 17 (T)	<b>DUE TODAY</b> – Project #9: Furniture <b>Student presentations</b> Begin group project	
Nov 19 (R)	Group project	
Nov 24 (T)	Group project	
Nov 25-27	*** Thanksgiving Break ***	
Dec 1 (T)	Group project LAST CLASS DAY	
10.15am, Monday, Dec 7	FINAL EXAM For the exam you will show your group project to the class. Project is due by email at 9pm, Sunday, December 6.	

# --- 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 – 5%
- 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 – 50%

### Due Date

Your presentation must be emailed to [adumitrescu@sulross.edu](mailto: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](mailto: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](mailto: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 interiors, 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](mailto: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](mailto: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](mailto: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

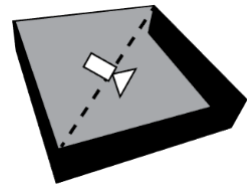
Your files must be emailed to [adumitrescu@sulross.edu](mailto:adumitrescu@sulross.edu) by the date specified in the syllabus. Projects received after this time will receive a zero.

### ---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](mailto: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](mailto: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](mailto: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](mailto: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](mailto:adumitrescu@sulross.edu) by the date specified in the syllabus. Projects received after this time will receive a zero.