ART 4301: STUDIO CONCENTRATION

2-4.50pm, Tuesday and Thursday | Aug - Dec, 2021 | VIRTUAL MEETING, Sul Ross State University
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Office Hours phone number: 1 (604) 316-8283
Office Hours schedule *(phone calls, only)*: **MW: 1.30-1.55pm   TR: 9-9.25am,** and by appointment

TEAMS Meeting Link
A shortened TEAMS meeting that meets 2-4.50pm, Tuesdays and Thursdays, can be found here:
https://tinyurl.com/mz4xxjx8

Course Introduction
This class will allow you to focus on a discipline of your choice. Over the semester you will 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
- Learn how to determine realistic goals by planning your own calendar of projects
- Research contemporary art practices and vocabularies

Grading and Evaluation
Each student will work with the professor to create an Excel sheet onto which grades will be kept. This is due to every student doing very different work from each other. Each student must complete the following written projects. More details can be found under the *Important Dates* section.

- *Essay – 5%*
- *Artist Statement – 5%*
- *Resume – 5%*
- *Participation and attendance of both critiques – 10%*
- *Artwork – 75%*

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. Back up your projects to another location, such as at a free service like www.dropbox.com or www.google.com/drive. Not submitting a project because you lost your jump-drive or some other technical difficulty will not be accepted as an excuse and will earn you a zero for that project.

Gallery Exposure
To give you more gallery exposure, each semester you are to create and frame two pieces of art for either the Annual Juried Art Exhibition at Sul Ross or Alpine's Artwalk.

Reference Material
It is NOT acceptable to use only the internet for reference material (you may use a small portion, however). You MUST find your own via books of illustration, paintings, and photography at the library or take your own photographs.

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

Email
Check your email account EVERY day. This is the account 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. Note that one absence is 50-minutes. 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.**

Please note that an absence is 50-minutes, not one class period. 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.

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. 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. 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), or phone (432-837-8123).

SLOs
1. Students will expressively communicate an original idea or concept visually through an original artwork.
2. Students will demonstrate proficiency in writing within the arts discipline.

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

Exam
Missing the exam at the end of the semester will result in your final score dropping an entire letter grade for the class.

IMPORTANT DATES
Please note that this syllabus is subject to change

First class day:	**Class introduction. Begin working on your 15-week schedule, due the second-class day as a Word document. Below are discipline suggestions, but you are responsible for designing your projects and methods of research, pending professor approval. Submit your schedule as a one-page calendar to adumitrescu@sulross.edu**

Second class day:	**Tell the class about your self-generated idea and begin work!**
	Your 15-week schedule is also due in Word format (see template on next page).

Tuesday, Aug 31:	**Statement is due (10% of your overall grade)** ==**Research presentation to the class (not required for ART 4303 students)**== **DUE TODAY - Select an artist you admire in your discipline, or a technique you wish to explore during the semester and write a 750-word essay about your topic. If you chose an artist, talk about their major artworks, and what makes their work important. If you want to write about a particular method of working, break it down in detail and then discuss artworks where the techniques have been used. All essays should list sources and include images. (10% of your overall grade)**
Tuesday, Aug 31:	**Email a resume to the professor no later than the start of class (5% of your overall grade)**
Monday, Dec 6	**Exam is from 12.30-2.30pm. Present your project to the class.**

WRITING A STATEMENT

1) Honestly answer the questions below
2) Combine these into a statement
3) Do not use the beginnings below. Rewrite and reorder the beginnings.
4) Make sure your text flows.
5) Be clear. Do not alienate your audience with technical terms (if you do need to use technical terms, explain what they are)
6) Craft a personal text – this is an introduction of your artwork to the world when you're not present

I make _____

It is made from _____

I started making this because _____

With this work, I would like to say _____

I am influenced by _____

I chose this particular technique because _____

The direction I see this work going _____

Name: _____

WEEK 01	
WEEK 02	
WEEK 03	
WEEK 04	
WEEK 05	
WEEK 06	
WEEK 07	
WEEK 08	
WEEK 09	
WEEK 10	
WEEK 11	
WEEK 12	
WEEK 13	
WEEK 14	
WEEK 15	

DISCIPLINES
ILLUSTRATION

RESEARCH

- DESCRIPTION – You need to be aware of contemporary illustrators and the language used in your field. Create a 12-slide presentation showcasing the work of 12 contemporary illustrators that you are drawn to and present it to the class.
- METHOD – Sign up for a free newsburst from the following websites - http://hyperallergic.com/ and the blog at https://www.creativereview.co.uk. 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.

SUGGESTION 01: WINE LABELS

- DESCRIPTION – Design a series of labels for a range of wines. Remember that each label should have something in common, be it an illustration style, typeface, or related imagery.
- FORMAT – Explore existing wine labels (the grocery store is a good place to visit for this exercise) and base them off these.

SUGGESTION 02: 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.

SUGGESTION 03: 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.

SUGGESTION 04: 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, www.beecomix.com, Chris Ware, Robert Crumb, or here: http://www.peopleofprint.com/general/20-comic-book-artists/
- FORMAT – Ideally traditional and can be mixed with digital. Final illustrations MUST be submitted as a multi-page PDF.

SUGGESTION 05: 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.

SUGGESTION 06: 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.

SUGGESTION 07: 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.

CHARACTER DESIGN
RESEARCH
- DESCRIPTION – You need to be aware of contemporary character design artists and the language used in your field. Create a 12-slide presentation showcasing the work of 12 contemporary artists that you are drawn to and present it to the class.
- METHOD – Find showcases for contemporary character design artists, such as http://characterdesign.blogspot.com/, http://www.characterdesignpage.com/blog, http://hyperallergic.com/ and the blog at https://www.creativereview.co.uk. 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

ENVIRONMENTAL ART

RESEARCH
- DESCRIPTION – You need to be aware of contemporary environment art designers and the language used in your field. Create a 12-slide presentation showcasing the work of 12 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 http://hyperallergic.com/ and the blog at https://www.creativereview.co.uk. 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 12-slide presentation showcasing the work of 12 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

SUGGESTION 01: 42 Simple Objects

- DESCRIPTION – Over the semester you must model and texture 42 simple objects (approximately 3 per week). Suggestions are below:
  - 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

SUGGESTION 02: Biped

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

SUGGESTION 03: Quadruped

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

SUGGESTION 04: 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 12-slide presentation showcasing the work of 12 contemporary animators that you are drawn to and present it to the class.
- METHOD – Find information about your field at http://www.cartoonbrew.com/, http://www.awn.com/, 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 12-slide presentation showcasing the work of 12 contemporary artists that you are drawn to and present it to the class.
- METHOD – Visit https://www.visualnews.com/tag/digital-painting/, http://io9.gizmodo.com/tag/digital-painting, 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

SUGGESTION 01: 30 POSTCARDS
- DESCRIPTION – Draw 30 postcards using Photoshop or similar software. Subject matter and style are up to you but must be from direct observation.
- INSPIRATION – See the A Painting a Day art movement (e.g. http://duanekeiser.blogspot.com/ and http://karinjurick.blogspot.com/)
- FORMAT – 6" x 4", 300 dpi. Save the following way: LASTNAME-FIRSTNAME-POSTCARD-NUMBER.JPG e.g. Dumitrescu-Avram-postcard-14.jpg

SUGGESTION 02: SELF-PORTRAIT
- DESCRIPTION – Use TWO mirrors to draw a TWO self-portraits of yourself in Photoshop or similar software.
- 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

SUGGESTION 03: 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

RESEARCH
- DESCRIPTION – You need to be aware of contemporary graphic designs and the language used in your field. Create a 12 slide presentation showcasing the work of 12 contemporary designers that you are drawn to and present it to the class.
- METHOD – Visit www.dexigner.com/news/Graphic-Design, http://gdusa.com/, https://www.creativereview.co.uk/, etc. and any other relevant sites. 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. Be ready to show this research to the class.
- FORMAT – Save your PowerPoint using the following format: LASTNAME-FIRSTNAME-PP.PPTX

SUGGESTION 01: 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

SUGGESTION 02: 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

SUGGESTION 03: SWISS POSTER
- DESCRIPTION – Replicate one of the posters found at this link: http://luna.library.cmu.edu/luna/servlet/CMUccm~3~3 . 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

SUGGESTION 04: 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

SUGGESTION 05: WINE LABELS
- DESCRIPTION – Design a series of labels for a range of wines. Remember that each label should have something in common, be it an illustration style, typeface, or related imagery.

- FORMAT – Explore existing wine labels (the grocery store is a good place to visit for this exercise) and base them off these.

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 12-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 https://dribbble.com, www.behance.net, http://www.uxbooth.com/, http://alistapart.com/blog, www.creativereview.co.uk , 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 and be ready to share with the class

SUGGESTION 01: APP RESDESIGN
- DESCRIPTION – Choose an app 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. Build your design using https://www.sketchapp.com or Adobe XD.

SUGGESTION 02: WEBSITE RESDESIGN PLUS MOBILE VERSION
- DESCRIPTION – Find a website in need of a redesign and redesign it. Once built, then make a mobile version of the website.
- 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. Build your design using https://www.sketchapp.com or Adobe XD.

SELF-GUIDED PROJECTS
- DESCRIPTION – For the remainder of the semester work with the professor to design and work on more User Interface projects.