ARTS 2311 Advanced 2D Design

ABST Learning Center

Room: T135
Phone: 972-273-3450
Hours: 8:00 a.m.-8:30 p.m. Mon-Thurs, 8:00-4:30 Fri

This course syllabus is intended as a set of guidelines for this class. Both North Lake College and your instructor reserve the right to make modifications in content, schedule, and requirements as necessary to promote the best education possible within prevailing conditions affecting this course.

Instructor Information:
Professor: Byron Black
Email Address: bblack@dccc.edu
Office Phone Number: 972-273-3563
Office Location: G338
Office Hours: MW 12:45PM-2:15PM.
TR 8:30AM-9:30AM.
If I am not in G338, look for me in G301-G306
Other hours by appointment

Course Information
Course title: Advanced 2D Design
Course number: ARTS 2311
Section number: 73005
Credit hours: 3
Class meeting time: Tue/Thur, 12:45pm - 3:30pm.
Course description: Studio course with a focus on two dimensional projects in a special topics area. Emphasis is on individual expression. Students will work with the instructor to plan and execute advanced projects developing 2D design skills.

Course Prerequisites:
Recommended prerequisites for Art Majors, Arts 1311, Arts 1312, Arts 1316, and Arts 1317.

Required or Recommended Textbooks and Materials:
None

Required Course Materials:
For most assignments students will have personal choice with the materials used to execute the visual solutions. Students will be encouraged to explore new and unexpected materials, as well as develop a better facility with the standard artists’ materials.

You will need:
• a variety of art materials such as paint, pencils, paper, canvas, scissors/knife, glues, brushes, palettes, etc.
• mat board (2 or 3 sheets) (in white or off-white)
  (available at the Bookstore, Hobby Lobby, Michaels, etc)
• backing board (foamcore or corrugated cardboard

• medical paper or cloth tape (found with the bandages)
• USB flash drive (at least one gig) or “cloud” storage
• Photo/artist quality ink-jet paper for printing digital work

Suggested Course Materials:
• illustration board, colored paper, b&w and gray paper
• acrylic paint (mars black, titanium white, cadmium red light, alizarin crimson, cadmium yellow, lemon yellow, ultramarine blue, cerulean blue), matte medium
• white eraser, ruler, circle templates
• knife+blades, scissors
• glue stick, white glue, rubber cement
• Range of graphite pencils (F, HB, 2B, 4B, 6B, etc.), black sharpie
• range of brushes (flats, rounds, filberts - large and small)
• cup for painting (paper cup is fine)
• palette for painting (Styrofoam plates are fine)
• watercolor paper, kneaded eraser, hand cleaner
• camera (digital helps)
• variety of black, white and colored media like markers, pastels, ink, conte crayons, charcoal, oil pastels, stamp pads, shoe polish, latex house paint, liquid paper pen, tempera paint, etc.

Recommended Hardware/Software:
Students should have access to a computer (Mac or PC) fast enough to run graphics software, and Adobe Illustrator/Photoshop to complete some of the class assignments. Students may use the computers and software in the G306 lab, or may acquire their own. It is recommended that students have the ability to work on their digital assignments and projects at home. Though there will be open lab times available throughout the semester, there may not be enough time in the lab to complete all assignments/projects, especially for students with transportation and other hardships. Adobe usually offers a download of Illustrator and Photoshop for a trial period of about thirty days. Remember, students can receive a discount on software through educational software vendors.

Course Objectives
The purpose of Advanced Design is to extend each student’s basis of visual knowledge, critical thinking skills, and working disciplines through the exploration of 2D media studio projects, and class critique evaluation process.

At the end of the coursework the student will be able to:
• develop advanced understanding of the principles and elements of design, and to develop verbal and visual understanding.
• expand the use of two-dimensional materials and techniques as they relate to design.
• help the student to think creatively and make use of the elements and principles of design in creative problem solving.
• further the student’s ability to critically analyze his/her own work as well as the work of others.
## Specific Course Learning Outcomes and Means of Assessment

<table>
<thead>
<tr>
<th>Learning Activity</th>
<th>Learning Outcomes</th>
<th>Means of Assessment</th>
<th>EEOs, CCICs*</th>
</tr>
</thead>
</table>
| Projects: Execution of studio assignments in which elements of art, principles of design, application of materials, and rules for organization are the focus. | • develop advanced understanding of the principles and elements of design, and to develop verbal and visual understanding.  
• expand the use of two-dimensional materials and techniques as they relate to design.  
• help the student to think creatively and make use of the elements and principles of design in creative problem solving. | The projects will be critiqued by your peers and instructor and will be graded on a letter scale from on these criteria:  
• formal design qualities (25%)  
• technique/skill/use of media (25%)  
• craftsmanship / presentation (25%)  
• content / creativity (25%) | EEO 1.2.3.4  
CCIC 3  
GenEd 1.3, 3.2, 6.2 |
| Critiques: Participation in group and individual critiques of student projects. The students will make notes on a 'critique sheet' that will be turned in at the completion of the activity to verify participation. Part of the participation grade may also include a field trip to a museum or gallery experience that will include an analysis of a work of art. | • further the student's ability to critically analyze his/her own work as well as the work of others. | Observation of students as they interact in peer/group critiques; Completion of Critique Sheet. The critique activities of the class will be factored into the 'Participation' grade. | EEO 1.3.4  
CCIC 1.2.3  
Gen Ed 1.2, 1.3, 2.1, 4.1, 6.1 |
| Scrapbook: The students will submit a scrapbook of at least 80 artworks or graphics gathered from various sources (internet, magazines, photocopies from books, etc.) and organized in a Pinterset “board” (www.pinterest.com). Each work must be labeled with the name of the artist and title of the work. This is an exercise in seeing. Look at the work of other artists/designers and document it in your scrapbook. Photographs, drawings, artwork from books, magazines, internet, etc. will help inspire you. You can't expect yourself to make great art if you simply start with a blank page in front of you! | • To demonstrate an awareness of contemporary and historical issues, styles, and techniques. | Scrapbooks will be assessed according to: Variety of sources and imagery (20%); and quantity (80%). | EEO 1.2.3.4  
CCIC 3  
GenEd 1.3, 3.1, 3.2, 6.2 |
| Presentation/Analysis Worksheet: Research presentations give the student the opportunity to share their knowledge of their particular area of study in 2D Design with the rest of the class. Presentations can be on a particular design theory, an artist or designer, or an art technique. As an alternative to the presentation, students may participate in the worksheet activity that involves an analysis of their final project. | • demonstrate an awareness of contemporary and historical issues, styles, and techniques.  
• demonstrate interest in design by seeking information from a variety of sources such as books, periodicals, exhibitions, museums, etc. | • Relevance of Information  
• Clarity of Presentation  
• Documentation of Sources  
• Quality of Visual Aids (e.g. powerpoint slides)  
• and/or completion of the Final Prkoject Analysis Worksheet | EEO 1  
CCIC 3  
GenEd 1.1, 2.1, 2.2, 3.1, 3.2, 2.2, 4.1, 5.1, 6.2 |
| Portfolio Review: At the end of the semester students will submit a collection of the semester’s projects in a portfolio. Taking note of the instructor’s suggestions during critique will give the student ideas for making improvements to their work before final submission. The final portfolio should be submitted in a visually attractive manner and annotated to reference the refinements and corrections you have made to the work. If work was not turned in on time originally, resulting in a zero, it may now be turned in as part of the portfolio grade. Select the five best piece. **One piece must be properly matted and readied for presentation.** Students may frame a project for extra credit. | • Arrange and refine projects for inclusion in a portfolio  
• Create a presentation portfolio. | Formal Design Quality (20%)  
Technical Skills/Use of Media (20%)  
Craftsmanship (20%)  
Creativity/Content (20%)  
Following Directions/Effort (20%) | EEO 2.3.4  
CCIC 1.2.3  
GenEd 1.2, 1.3, 2.1, 4.1, 6.2 |
| Participation: Student will be expected to attend class regularly, be attentive, and interact with the instructor during class. | • Demonstrate ability to make personal contribution to a healthy, creative studio atmosphere  
• Show a willingness to explore, try new ideas, and to listen to the ideas of others.  
• Constructive use of time | Observation of students as they interact in peer critiques, in discussions, in lectures, and how they participate in the studio involvement in general | EEO 1.2.3.4  
CCIC 1.2.3  
Gen Ed 1.2, 1.3, 2.1, 4.1, 5.2, 6.1 |

*See Appendix B for EEO’s and CCIC’s and Appendix C for Gen Ed Outcomes*
**Evaluation Procedures / Exams and Assignments**

**Expectations:** Much of class time will be dedicated to lectures and the execution of the assigned projects. It is essential that you attend class on time and fully. It is during studio time that you will be able to receive assistance from the instructor, that the instructor is able to see your growth, and that you can interact with other artists. However, you will find it is necessary to work outside of class to finish work on time. It is imperative that you come to class prepared to work. This means keeping up with the required assignments and having supplies ready for class. After each project or group of projects, we will have a group critique (discussion) about the work. This is your opportunity to express opinions and views. Your participation in these critiques is mandatory. You are expected to take notes from class lectures and be in attendance. A good grade starts with interest and engagement. It is your responsibility to get inspired and stay inspired. You will get out of this class what you put into it.

<table>
<thead>
<tr>
<th>Grade Calculation</th>
<th>Projects</th>
<th>Scrapbook</th>
<th>Presentation/Museum Experience</th>
<th>Portfolio Review</th>
<th>Matting and/or Framing</th>
<th>Participation</th>
<th>Absences and Tardies</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Roughly 5 projects-the number of works will be agreed upon in a signed contract at the beginning of the semester.</td>
<td>Variety of sources and imagery (20%); and quantity (80%).</td>
<td>Deliver a 10 minute Audio-Visual Presentation to the class (such as Powerpoint) with images and notes on your area of focus in 2D Design for the semester. OR- Participation in the filed trip to a gallery/museum that includes a written analysis of a work of art.</td>
<td>Technique / Skills / Use of Media (20%)</td>
<td>Technique / Skills / Use of Media (20%)</td>
<td>Grade Scale A = outstanding; far exceeds expectations</td>
<td>Grade will drop 3% for every absence after the second unexcused absence.</td>
</tr>
<tr>
<td></td>
<td>Technique / Skills / Use of Media (25%)</td>
<td>Relevance of Information</td>
<td>Craftsmanship (20%)</td>
<td>Craftsmanship (20%)</td>
<td>Formal Design (20%)</td>
<td>B = good; meets expectations</td>
<td>Three tardies equals one absence. Leaving early w/o permission = an absence.</td>
</tr>
<tr>
<td></td>
<td>Craftsmanship (25%)</td>
<td>Clarity of Presentation</td>
<td>Formal Design (20%)</td>
<td>Creativity/Content (20%)</td>
<td>Documentation of Sources</td>
<td>C = minimally acceptable</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>Formal Design (25%)</td>
<td>Quality of Visual Aids</td>
<td>Creativity/Content (20%)</td>
<td>Following Directions/Advice (20%)</td>
<td></td>
<td>D= poor; lacking somewhat in behaviors that contribute to success</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Content / Expression / Original Application of Idea (25%)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>F= failure to perform within studio setting</td>
<td></td>
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<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Grade Calculation</td>
<td>Possible % Points</td>
<td>Scrapbook</td>
<td>Presentation/Museum Experience:</td>
<td>Portfolio Review</td>
<td>Matting and/or Framing</td>
<td>Participation</td>
<td>Absences and Tardies</td>
</tr>
<tr>
<td></td>
<td>60%</td>
<td>5%</td>
<td>5%</td>
<td>10%</td>
<td>10%</td>
<td>10%</td>
<td>10%</td>
</tr>
</tbody>
</table>

**Grading Scale**

Final grades are reported for each student according to the following grading system:

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>F</th>
<th>I</th>
</tr>
</thead>
<tbody>
<tr>
<td>100-90</td>
<td>89-80</td>
<td>79-70</td>
<td>69-60</td>
<td>X &lt; 60</td>
<td>incomplete</td>
</tr>
</tbody>
</table>

**Course Outline:** See Appendix A
ARTS 2311-7005 2D Design

· Get your camera out and start shooting!

- get the image your-
-
- the Mona Lisa to use as part of your image (someone else took
-
- from the internet (and most are), or even scan a photograph of
-
- with proper attribution
-

For every unexcused absence after the second, the student's grade will drop 3%.

Three tardies will be counted as one absence.

Leaving early w/o permission is an absence.

Students are still responsible for all in-class and out-of-
class assignments regardless of the reason for the ab-
sence. It is possible to make-up 1-3 absences by creating
extra projects or by attending open lab times (with lab
attendants signature). Discuss these options with your in-
structor first.

DUE DATES AND LATE WORK

Due Dates are stated in the class calendar. Any variations
must be discussed with your instructor.

All late work is penalized ten points for every day past
the due date, including weekends and holidays

Late work will not be accepted after one week past its due
date. Exceptions may be granted by the instructor for ex-
traordinary circumstances on an individual basis.

Not having a book and/or software and/or a computer is
not an acceptable excuse for late work!

TURNING IN ASSIGNMENTS

Studio assignments will be turned in to instructor in class.
Digital projects will be turned in to the assigned folder on
the MacLab (nlceduart) server. Your instructor will provide
you with a username and password to access the server.

About Images for This Class: You will only work with images
that you have the legal right to use--no exceptions! You will use
photographs or files that you have taken or created. On rare
occasions, royalty-free images from CD-ROM's, the net, or books
may be used with proper attribution. It is illegal to scan an ad
from a magazine, download and use copyright protected works
from the internet (and most are), or even scan a photograph of
the Mona Lisa to use as part of your image (someone else took
that picture!). This stuff is complicated so get the image your-
self! Get your camera out and start shooting!

INSTITUTIONAL POLICIES

ACADEMIC DISHONESTY

The Student Code of Conduct prohibits academic dishonesty and
prescribes penalties for violations. According to this code, which
is printed in the college catalog, "academic dishonesty", includes
(but is not limited to) cheating, fabrication, facilitating academic
dishonesty, plagiarism, and collusion”.

The Vice-President of Academic & Student Affairs may initiate
disciplinary proceedings against a student accused of academic
dishonesty.

Academic dishonesty includes, but is not limited to, cheating on a
test, plagiarism and collusion.

Cheating on a test includes:

- copying from another student’s test paper;
- using, during a test, materials not authorized by the person
giving the test;
- collaborating with another student during a test without permi-
sion to do so;
- knowingly using, buying, selling, stealing, transporting, or so-
liciting in whole or part the contents of an un-administered test.
- substituting for another student, or permitting another student
to substitute for you to take a test; and
- bribing another person to obtain an unadministered test or in-
formation about an unadministered test.

"Plagiarism" means the appropriation of another’s work (ideas
and/or words) and the unacknowledged incorporation of that work
in one’s written work offered for credit. Quotes not identified as
quotes constitute a form of plagiarism even if the borrowed ideas
are documented.

"Collusion" means an unauthorized collaboration with another
person in preparing written work offered for credit.

Academic dishonesty may result in the following sanctions, in-
cluding, but not limited to:

1. A grade of zero or a lowered grade on the assignment or
course.
2. A reprimand.
3. Suspension from the college.

NOTIFICATION OF ABSENCE DUE TO RELIGIOUS
HOLY DAY(S)

Students who will be absent from class for the observance
of a religious holiday must notify the instructor in advance.
Please refer to the Student Obligations section of the
college catalog for more explanation. You are required
to complete any assignments or take any examinations
missed as a result of the absence within the time frame
specified by your instructor.

REQUIREMENTS OF THE AMERICANS WITH
DISABILITIES ACT

North Lake College provides academic accommodations to
students with disabilities, as defined under ADA law. It is the
student’s choice and responsibility to initiate any request for
accommodations. If you are a student with a disability who
requires such ADA accommodations, please contact North Lake
College’s Disability Services Office in person (A430) or by phone
disability.html

DROP POLICY

If you are unable to complete this course, you must officially
withdraw by Thursday, April 18, 2013.

Withdrawal is a formal procedure which you must initiate; your
instructor cannot do it for you. All Dallas County Community Col-
leges charge a higher tuition rate to students registering the third
time for a course. This rule applies to the majority of credit and
Continuing Education / Workforce Training courses. Develop-
mental Studies and some other courses are not charged a higher
tuition rate. Third attempts include courses taken at any DCCCD
college since the fall 2002 semester. For further information, go
online to: http://www.DCCCD.edu/thirdcourseattem
STOP BEFORE YOU DROP
For students who enrolled in college level courses for the first time in the fall of 2007, Texas Education Code 51.907 limits the number of courses a student may drop. You may drop no more than 6 courses during your entire undergraduate career unless the drop qualifies as an exception. Your campus counseling/advising center will give you more information on the allowable exceptions. Remember that once you have accumulated 6 non-exempt drops, you cannot drop any other courses with a "W". Therefore, please exercise caution when dropping courses in any Texas public institution of higher learning, including all seven of the Dallas County Community Colleges. For more information, you may access: https://www1.dcccd.edu/coursedrops

FINANCIAL AID STATEMENT
Students who are receiving any form of financial aid should check with the Financial Aid Office prior to withdrawing from classes. Withdrawals may affect your eligibility to receive further aid and could cause you to be in a position of repayment for the current semester. Students who fail to attend or participate are also subject to this policy.

To apply for financial aid in the DCCCD, students must complete FAFSA (Free Application for Federal Student Aid) on the web at http://www.fafsa.ed.gov

COUNSELING SERVICES
Counseling services for personal issues are provided to all students currently enrolled at North Lake College. These services are provided by licensed professionals who are bound by confidentiality (within ethical parameters) at no charge. With the assistance of a counselor, students are able to identify, understand, resolve issues and develop appropriate skills. To make an appointment call 972-273-3333 or visit A 430.

THE ACADEMIC SKILLS CENTER (A332)
The Academic Skills Center (ASC) is designed to provide assistance to students in the following areas:
- Labs for students enrolled in foreign language, Developmental Reading, and ESOL courses. One-on-one tutoring is available.
- The Writing Center can help students clarify writing tasks, understand instructors’ requirements, develop and organize papers, explore revision options, detect grammar and punctuation errors, and properly use and document sources. Rather than merely editing or “fixing” papers, tutors focus on helping students develop and improve their writing skills.
- The Online Writing Lab (OWL) allows students to submit papers to our writing tutors electronically and get feedback within 24-72 hours. The OWL can be accessed through eCampus. After logging on to eCampus, click on the Community Tab at the top. Type “Owl” in the search field and click “Go.” Next, click on the double drop-down arrows next to “NLC-OWL2,” and then click on “Enroll.” Once enrolled, students can receive services from the OWL.
- For more information or to schedule a tutoring appointment, come by A-332 or call 972-273-3089.

TESTING CENTER (A 425)
Monday-Thursday: 8:30 a.m. – 8:00 p.m.
No tests will be issued after 7:00 p.m. Other cut-off times may be in effect for specific exams by the instructor’s direction. All exams collected at 8:00 p.m.
Friday-Saturday: 8:30 a.m.-3:30 p.m.
Other cut-off times may be in effect for specific exams by the instructor’s direction. No tests will be issued after 2:30 p.m. All exams collected at 3:30 p.m.
Sunday – CLOSED

If you instructor requires you to complete an exam in the Testing Center, be sure to have the following information when you request you test:
1. Instructor’s name
2. Subject, course and section number (Speech 1311-7011)
3. Exam number (1st, 2nd, 3rd, etc.)
4. Exam deadline (Get this information from your instructor. The testing staff cannot look up this information on computers).

You should also bring the following supplies:
1. Pencil
2. Scantron answer sheet
3. A Test Request Form must be completed before entering the Testing Center.
5. Government or school issued photo identification is required.

You may not bring personal items into the Testing Center. This includes bags, cell phones, and pagers.

Please show courteous and cooperative behavior while using the services provided by the Testing Center.

DO NOT bring children to the Testing Center. You must make arrangements for the care of your children prior to your exam date. The police will be notified of any unattended children.

DO NOT take any testing materials with you when you leave the Testing Center. This includes the test, answers, charts, scratch paper. These items will be attached to your test.

Questions? Visit the Testing Center (A 425) or call 972-273-3160.

CLASSROOM POLICIES
- Music: If you would like to listen to music during class, bring your own personal listening device with earphones.
- Breaks: Except when the structure of the class necessitates structured breaks, students are free to take short breaks as appropriate.
- Continuing Education Students: Requirements and expectations are the same for Continuing Education students as for Credit students.
- WEOTA is our NLC art club. All students enrolled in art classes and those others who are interested in art are considered members. Meetings are held during the fall and spring semesters.
- Annual Portfolio Review is held at the end of the fall semester for those art students who wish to have their work rated by the faculty and juried for competitions and scholarships. Work is returned at the beginning of spring semester.
- Annual Student Spring Exhibition is held at the end of the spring semester. All art students are eligible to enter their work. An outside juror makes award selections.
- Lost and Found: Ask your instructor or an instructional associate to check the classroom lost and found. If necessary, see the police, C204.
- Degrees and Certificates:
  • Computer Graphics Degree (AAS)
  • Computer Graphics Certificate
  • Computer Graphics Specialist Certificate
- Storage of Student Art Materials and Supplies:
  • Lockers (located in the J Hall) are provided for
art students on a first-come basis. Students are
required to store a locker and provide their own
locks. Each locker should be labeled with ELEC-
TRICAL tape with this information: Name, Teacher
Name, and Semester/Year. If lockers are not
labeled correctly, the locks will be cut and the con-
tents removed.
- Storage for portfolios and paintings is provided in
G301. The room is used by many classes so this
storage is unsecured.
- Studio Clean Up: Students are expected to clean up af-
- ter themselves at the end of each class. Easels should
be wiped down to remove charcoal, pastel, or paint; and
the easels should be returned to a circular configura-
tion in the room without blocking sinks or storage areas.
Painting students should wipe up any paint from the
sinks. Cleanup includes the desktop and your work area
in the computer labs. Make sure to push your chair in
and turn off your computer when you leave.

G300 Art Lab Policies
The G301 Studio Lab is restricted to use by only currently
enrolled students in Painting, Drawing, and Design
Classes who are attending art classes on a regular basis
and are in good standing in the classes.
The G301 Studio Lab is available to approved art students
to use for required classwork during posted Open Lab
hours.
The following rules and regulations must be followed at all
times:
1. The “storage room” inside G302 is not to be used by
students as a primary location for painting or drawing. It
is predominantly used for storage of student work,
and
supplies. Painting racks, slide viewing area, and supplies
must be accessible at all times.
2. Student paintings (class work for current semester only)
are to be stored in the provided painting racks.
3. Student drawings are to be stored in class assigned
shelves or cabinets.
4. Students must work within sizes that will fit into the
storage racks and shelves available in this lab. Paintings
must not exceed 62" x 72".
5. Student supplies should be stored in assigned areas.
Materials left out will be disposed of. (Students are
encouraged to store their personal materials and supplies
in the art lockers on a first-come, first-served basis.
Regulations concerning lockers are posted in the locker
area.)
6. At the end of the semester, students must remove all
personal items and artwork from the lab. NLC will not be
responsible for work after the close of the semester unless
arrangements have been made with the instructor and the
G301 lab coordinator.
7. Students using the facilities outside of class time must
leave the work areas clean and be sure all personal work
and supplies are stored away as stated above.
8. Students using the lab may not move or remove anyone
else’s paintings, supplies, etc.; nor will they rearrange the
lab or storage room in any way.
9. All students working independently in the lab must work
with the guidelines of the course of which they are enrolled
(see class syllabus) and follow all art Lab (G301) policies.
10. Students must follow instructions of the Open Lab
assistant concerning the use of the room, storage of
materials, and clean-up.
Students who violate these lab rules and regulations will
be prohibited from further use of the G301 art lab other
than while attending regularly schedules classes.

G301-303 Safe Studio Practices:
- Explanations and descriptions of possible hazardous
materials are found in a binder marked “MSDS” in the
yellow flammable closet in G302.
- Students are responsible for contributing to a safe
studio environment.
- Do not drink or eat in the studio because of possible
harm of ingestion of hazardous chemicals.
- The dirty turpentine container must be recapped
- Oily and solvent laden trash must be disposed of in the
red receptacle.
- Use spray fixatives and other spray paints outside.
- Do not leave rubber cement and glues uncapped for
extended periods of time.
- Use the correct knife for the cutting job at hand. Keep
fingers well out of the way. Always protect the table or
counter on which the cutting is done. Dispose of used
blades in the proper container.
- Student supplies should be kept in the student locker
room. Any supplies left in G301 must be labeled,
stored in the proper containers, and flammable
materials stored in the fire-safe cabinet.

Health Center (C200) or call 972-273-3170.
Office Hours: Monday through Thursday 8:30 a.m. –
7:00 p.m.; Friday 9:00 a.m. – 4:30 p.m.
For emergencies when the Health Center is closed,
use the emergency call boxes located in each hallway
to call college police for assistance.

G306 Computer Graphics Lab Policies
- The G304 and G306 Computer Graphics Labs are
for use by currently enrolled students in Computer
Graphics, Photography, or Fine Art Classes who are
attending on a regular basis and are in good standing.
Check with your instructor or an Instructional associate
concerning Open Lab times.
- Students must follow lab rules, procedures, and the
instructions of the Lab Assistant concerning the use of
the room, use of equipment, and clean-up.
- No food or drink allowed near the computers.
- Never talk on the phone or text in the lab. Put your cell
phones on silent or “vibrate” during class or open lab
time. If you receive a call during lecture, do not answer
it. If you receive a call during lab, take the call outside
of the classroom.
## Appendix A

### Tentative Class Schedule: Advanced 2D Design

<table>
<thead>
<tr>
<th>Week</th>
<th>Activity / Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Introductions. Syllabus. Gather materials. Group Project. Discuss Semester’s Work</td>
</tr>
</tbody>
</table>
| 2    | Digital Lecture  
Review of Principles of Art  
**Start Project 1** - Bring 5 thumbnails, rough sketch/study |
| 3    | Review of Value  
Paint / Ink Demonstration  
**Project 1 Critique** |
| 4    | Review of Shape and Space  
Intro to Adobe Illustrator  
**Start Project 2** - Bring 5 thumbnails, rough sketch/study |
| 5    | Work on Project 2  
**Project 2 Critique** |
| 6    | Review Color Theory  
Color Mixing Demo  
**Start Project 3** - Bring 5 thumbnails, rough sketch/study |
| 7    | **Project 3 Critique** |
| 8    | Review of Texture  
Introduction to Photoshop  
**Start Project 4** - Bring 5 thumbnails, rough sketch/study |
| 9    | **Project 4 Critique** |
| 10   | Review of Line  
**Start Project 5** - Bring 4 thumbnails, rough sketch/study  
Matting/Presentation Lecture  
Bring work + backing board + mat board  
Work on Project 5 |
| 11   | **Project 5 Critique**  
**Start Project 6** - Bring 5 thumbnails, rough sketch/study |
| 12   | Continue Project 6  
**Scrapbooks Due** |
| 13   | **Project 6 Due**  
**Portfolios Due** - two matted projects |
| 14   | **Presentation and Final Critique Of Work**  
Take Home All Art From The Studio  
Clean Up the Studio |
Appendix B

EXEMPLARY EDUCATIONAL OBJECTIVES (EEO) in VISUAL STUDIO ART:
This course addresses the following exemplary educational objectives:

1. To develop an appreciation for the aesthetic principles that guide or govern the humanities and arts.
2. To engage in the creative process or interpretive performance and comprehend the physical and intellectual demands required of the author or visual or performing artist.
3. To articulate an informed personal reaction to works in the arts and humanities.
4. To respond critically to works in the arts and humanities.

CORE CURRICULUM INTELLECTUAL COMPETENCIES
The CCIC's identified by the DCCCD which are reinforced by this course are as follows:

1. SPEAKING: Competence in speaking is the ability to communicate orally in clear, coherent and persuasive language appropriate to purpose, occasion and audience.
2. LISTENING: Listening at the college level means the ability to analyze and interpret various forms of spoken communication.
3. CRITICAL THINKING: Critical thinking embraces methods of applying both qualitative and quantitative skills analytically and creatively to subject matter in order to evaluate arguments and to construct alternative strategies.

Appendix C

GEN ED OUTCOMES

Outcome 1: Communication Skills
1. Writing: Process and produce effective written communication adapted to audience, purpose, and time constraints.
2. Speaking: Produce effective oral communication adapted to audience, purpose, and time constraints.
3. Listening: Comprehend, and analyze oral information.

Outcome 2: Critical Thinking Skills
1. Accurately summarize and evaluate information for elements such as facts, opinions, inferences, assumptions, bias, viewpoints, and arguments presented orally or in writing.
2. Solve problems by constructing, testing, and defending well-reasoned conclusions by applying relevant criteria.

Outcome 3: Information Literacy and Technological Competency
1. Effectively access, evaluate, synthesize and communicate information using a variety of sources, including print and electronic.
2. Select and use appropriate technology.

Outcome 4: Ethical and Civic Values
1. Display integrity, honesty, and fairness.
2. Use ethical reasoning to analyze moral issues and articulate the consequences of various actions.

Outcome 5: Cultural Diversity and Global Awareness.
1. Demonstrate understanding of cultural diversity and such influences as history, politics, humanities, technology and science on global societies.
2. Recognize assumptions and biases that shape our perceptions.

Outcome 6: Workforce and Interpersonal Skills
1. Collaborate effectively and reliably as part of a team.
2. Apply efficient time and task management.
**Appendix D:**  
**Learning Activities, Outcomes, and Assessment**

### Activity Number 1.

**Learning Activity:** Matting of design project. The student will mat one of the assignments, using the NLC acceptable materials and process.

**Learning Outcomes:**  
Students will:  
• Demonstrate knowledge of professional methods and standards of presentation of art work

**Assessment:**

<table>
<thead>
<tr>
<th>Criteria</th>
<th>100-90</th>
<th>89-80</th>
<th>79-70</th>
<th>69-60</th>
<th>59-0</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Craftsmanship</strong></td>
<td>Exceeds Expectations</td>
<td>Meets Expectations</td>
<td>Needs Improvement</td>
<td>Below Expectations</td>
<td>Lack of Participatory Effort</td>
</tr>
</tbody>
</table>

North Lake Matting Standards
a. Neutral mats – preferably white or off-white
b. At least a 3 inch border
c. Top and sides the same width; bottom can be wider
d. T-hinged to backing
e. Art attached to backing with sticky-side-up-sticky-side-down method of taping
f. Backing board should be corrugated cardboard or foam core if it is going to be shrink-wrapped.
g. Backing board should be the same size as the mat board.
h. NO MASKING OR BLUE TAPE anywhere on or within the mats. Use packing tape or linen tape.
i. Bevel or straight cuts are equally suitable
j. For the Spring Show: Shrink wrap is preferred to acetate.  
Shrink wrap: Make sure the wrap is unfolded. ALL edges must be taped down. If the wrap does not completely surround the piece, it will curl.  
The backing must be stiff. If the piece is very large, two pieces of backing board need to be used to keep it from bending.

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### Activity Number 2.

**Learning Activity:** Students will participate in a group (small or large) critique by completing a written activity that summarizes the discussion in terms of the four components of art criticism.

**Learning Outcomes:**  
Students will:  
• Participate in the critique process of artwork (description, analysis, interpretation, judgment).

**Assessment:**

<table>
<thead>
<tr>
<th>Criteria</th>
<th>100-90</th>
<th>89-80</th>
<th>79-70</th>
<th>69-60</th>
<th>59-0</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Critique Process</strong></td>
<td>Exceeds Expectations</td>
<td>Meets Expectations</td>
<td>Needs Improvement</td>
<td>Below Expectations</td>
<td>Lack of Participatory Effort</td>
</tr>
</tbody>
</table>

EEO 1, 3, 4, CCIC 1, 2, 3, Gen Ed SLO: 1.2, 1.3, 2.1, 4.1, 6.1

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### Activity Number 3.

**Learning Activity:** Value Project: The student will demonstrate a wide range of value in art work.

**Learning Outcomes:**  
Students will:  
• Demonstrate the use of strong range of value in art work
• Recognize value pattern in a design

**Assessment:**

<table>
<thead>
<tr>
<th>Criteria</th>
<th>100-90</th>
<th>89-80</th>
<th>79-70</th>
<th>69-60</th>
<th>59-0</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Formal Design - Use of Value</strong></td>
<td>Exceeds Expectations</td>
<td>Meets Expectations</td>
<td>Needs Improvement</td>
<td>Below Expectations</td>
<td>Lack of Participatory Effort</td>
</tr>
</tbody>
</table>

EEO 1, 2, CCIC 2, Gen Ed SLO: 1.3, 3.2, 6.2