COURSE DESCRIPTION AND RATIONALE:
This course starts from the premise that 2-dimensional design is a language—a system that embodies symbolic meaning. 2-dimensional design has been practiced as a system of human communication for at least seventy thousand years as an inherited yet ever evolving system of sign making, capable of regular adaptation and change. 2-dimensional design is not only a collection of techniques (craft) and design principles (formalism); it is a language with material, and cognitive components, all of which enable students who know the components to "speak" thoughts, perceptions, and feelings in visual materials.

The second half of 1st year studio 2D will focus on the development of basic observational, technical and conceptual skills, with an added emphasis on the development of student’s visual vocabulary, sensibilities, and systems for working including creative process, research and idea development, and extended project planning. Through direct observation, assignments, readings, critiques and discussions, or some combination there of 2-dimensional design problems will be given which will allow students to develop visual problem solving skills. We will engage in dialogue that will develop an awareness of their possible roles as artists in contemporary society. We will engage in activities that will encourage the development of their own voice in relation to critical theory and contemporary artistic practice.

THE IMPORTANCE OF COMMUNICATION:
Throughout the course I will be imparting information to you. You, in turn, will be trying to understand and apply that information to your work. In order to see whether or not you're getting it, I will be looking at your work in progress, asking you questions informally, and trying to promote as much dialogue as possible. It is important that you talk to me. Feedback about our work and the course is important to us all. Don't ever hesitate to ask a question. If there was something you didn't quite understand or think you missed, ask. If you feel like you're in trouble at any time during this course, tell me Right away. Don't wait until a small and manageable problem becomes a catastrophe. The sooner you tell me, the sooner we may be able to make accommodations.
ASSIGNMENTS:
Your assignments will correspond to lecture topics and class discussion. Upon turning in a finished piece you will include all preliminary work in idea generation (thumbnails, presented in an organized manner), and idea refinement. Of course, like any good art or design course, critiques and student presentations will be part of the process. Assignments and due dates will be described on handouts. Meet the deadlines! Late assignments WILL lower your grade.

PRESENTATION STANDARDS: You are expected to make a quality presentation regardless of the stage of development of the project, this applies to final and mid term portfolios, and any written assignments. The work should be presented in a professional manner that values and supports your intentions for the work. Work NOT meeting these standards will NOT be discussed, and there is nothing more frustrating than having no response to your work.

CRITIQUES:
Critiques are a vital part of evaluating your work. Ideally, they are a forum for the exchange of ideas, information, and opinions. They will be frequent, and serve to improve your technical and conceptual skills. Learning to focus on the work being critiqued and not on the individual who created it is the key. Everyone is required to participate this may be the most important feature of the entire class.

MID-TERM AND FINAL:
Mid-term and final requirements are due on the dates specified on the course schedule. Specific requirements for each project and portfolios will be describe on separate hand out sheets.

ATTENDANCE:
Attendance is required. Period. There is no practical way to recapture material covered in class. If you don't attend you simply are not getting the information you need to earn four credits. Two absences for the semester will be tolerated; however, you are still responsible for turning all assignments in on time and for getting missed course material from your peers! Three absences will begin to lower your final grade for the semester in increments of a two thirds of a grade, due to missing vital class material. In other words, if you have a "B" for the semester but you racked up three absences you earn a "C+". If you have four absences, a "C-", etc. You will fail the course, eventually, if you accumulate enough absences. If you are absent for a medical reason, that is one of the two allowable absences. It is not a separate absence. If you have a serious, life-threatening illness which will accrue more than two absences, a handwritten and signed letter from your doctor (with a telephone number so that it can be verified) is required. Then see me for any handouts or pertinent announcements you may have missed. I will not, however, function as a personal tutor for missed class material. You are expected to arrive on time and remain until the end of class. Mechanical failures (alarm clocks, car failure, etc.) are not valid excuses for absence. Lateness will count as a half absence. Skipping out early will also count towards a half absence.
GRADING:
Grading is based on out of class assignments, class participation, (work in class, attendance), and final review of portfolio. The specific grading criteria for assignments and the grading process are explained at the time of assignment. Out of class assignments are given to reinforce materials covered in class and are to be built upon in the immediately following classes and are therefore time sensitive. If you must readdress projects (or parts of projects) on which you have done poorly, see me first to explain your plan of action. Then you may proceed to rework. You will present the original grade sheet, along with the rework. The final grade will be an average of the original grade and the rework. Your Final Grade will be a combination of all grades given during the semester, as well as an overview of your complete portfolio for the entire semester. All assignments must be completed to pass the course.

LATE ASSIGNMENTS:
An assignment must be presented on the assigned due date or it is considered "late". It will also be considered "late" if the project is there but requires additional work to be completed. If this is the case, the project, exercise, or in-class assignment is assessed as follows under the current late policy: For each day the project, exercise, or assignment is late the penalty is 2/3 of a grade off. In other words, if it was "A" quality work, a day late will drop it to a B+. The next day that B+ becomes a B-. The following day, the B- becomes a C and the day after that the C becomes a D+. It only gets worse from there. If your project, exercise or assignment was not "A" quality to begin with, you can have serious problems very quickly.

INCOMPLETES:
If you are very ill or suffering from personal problems that prohibit you from attending class, please withdraw by the posted deadline and reschedule the class when you are in a position to attend regularly. Incomplete will be granted only in the most extenuating circumstances. If you have a valid medical excuse or unusual family emergency, and you've completed the bulk of course work for the semester, an incomplete is possible.

NEEDS:
The University of Utah Department of Art and Art History seeks to provide equal access to its programs, services and activities for people with disabilities. If you will need accommodations in this class, reasonable prior notice needs to be given to the instructor and to the Center for Disabilities Services http://disability.utah.edu 162 Olpin Union Bldg., 581-5020 (V/TDD) to make arrangements for accommodations. This information is available in alternative format with prior notification
Materials List

This is a base list of materials; additional materials may be required for specific projects.

Materials
Large pallet- 24x18 (Home depot ¼ inch mahogany or birch)
Compressed Charcoal sticks HB, 2B and 4B
1 Large kneaded eraser
1 can workable fixative
Brushes flats #2,6,8
3 Brush 2 inch inexpensive
Plastic containers (disposable Tuper-ware)
Pallet Knife (3 inch Trowel)
24” ruler
Rags/towels
Spray Bottle
Painter’s tape

Paint
Artist Gesso 1gallon.
Gloss acrylic medium
Hansa Yellow Light 1lb.
Cadmium Yellow Hue 1lb.
Cobalt Blue Hue 1lb
Ultra Marine Blue 1lb
Cadmium Red Hue 1lb
Alizarin Crimson 1lb
Mars Black 1lb or Paynes Gray
Titanium White 1lb.

Supports
Sketchbook
Canvas 18x 24