

Design Fundamentals 2 / Spring 2016

Integrated Studies Department		● Art Center College of Design	
Design Fundamentals 2		INT-165-03	Section 03 3 units
Cole L. Case	Name		
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	Hillside, room 103 Thursdays 2-650 PM	Office hours by arrangement	

COURSE DESCRIPTION
This course introduces Transportation, Product and Entertainment Design students to basic color terminology, mixing and application in both two and three dimensional design applications.

SECTION DESCRIPTION
<p>Design Fundamentals 2 is a continuation of the previous course in the series, Design Fundamentals 1. Designed to make students more familiar with basic perceptual two-dimensional and three-dimensional visual concepts, Design Fundamentals 2 moves into more sophisticated problem-solving environments in which structure, organization, composition, perception and color will be emphasized. Josef Albers' and Johannes Itten's color relationships and contrasts are some of the specific concepts that will be covered. Beginning with a 24 step CMY color wheel, students will learn basic color harmonies and mixing techniques. The course will conclude with a three dimensional assignment. Students will be expected to become familiar with and recognize in their work all of the concepts taught.</p> <p>Process Book I recommend that you all take Michelle Constantine's bookbinding class. It is a one-day workshop that costs barely more than what you will have to pay for all the bookbinding materials anyway. The first is on (insert dates) Saturdays should be from 10am to 6pm. There may be a third date added, if so I will let you all know.</p> <p>There are also resources and materials that I will make available online (DotEd, my website ColeLCase.com). These include instructional videos and files that can help you with printing and binding processes.</p> <p>Laser Cutting Workshops These will be offered at Hillside in the laser cutting lab. You should all attend one of these workshops, the laser cutting skillset will be critical for you to have a successful experience with the final 3D project. As the dates and times become available for attendance, I will keep you posted.</p>

SECTION ASSIGNMENTS & ANTICIPATED SCHEDULE				
1. Color Wheel		Weeks 1-2	10% of final grade	
2. Complementary Mixing		Weeks 2-3	10% of final grade	
3. Warm/Cool Analogous		Weeks 3-4	10% of final grade	
4. Simultaneous Contrast		Week 5-6	10% of final grade	
7. Final 3D Project Lecture and Origami Demo		Weeks 7-8		
8. Final 3D Project and Process Book Presentation		Week 14	60% of final grade	
GRADING				
<p>You must turn in your final 3D assignment and process book on the last day of class or you will FAIL THE CLASS.</p> <p>I will not discuss grades in the classroom. Email me please.</p>				
CLASS ACTIVITIES: (all that apply during the term) RECOMMENDED READING:	Y	Critique	WEEKLY HOMEWORK:	2-3 hours, will vary depending on week and assignment
	Y	Studio time		
	Y	Lab- Laser cutting, origami demo		
		Johannes Itten, <i>Elements of Color</i> Josef Albers, <i>Interaction of Color</i> David Hornung, <i>Color: A workshop for artists and designers</i> Cole Case, <i>Colors Properties Handout</i>		
COST INFORMATION				
REQUIRED MATERIALS:	CMY Color Wheel kit available at Hillside store Paper for 2D color assignments and final process book: Staples Photosupreme Doublesided Matte 13x19 inch paper Also various materials to fabricate Final 3D Project		ESTIMATED COST OF MATERIALS:	\$60 for CMY wheel kit \$60-100 for paper
HIGHLY RECOMMENDED EQUIPMENT:	Epson 1430 or Canon Pixma Pro 100 printer or equivalent Use of laser cutting machines and other model shop tools and facilities		ESTIMATED COST OF MATERIALS:	\$300-400.00 approximately for printer Final 3D project cost depends on materials and process
INSTRUCTION/HOMEWORK				
CLASS ACTIVITIES: (all that apply during the term)	Y	Lecture/Discussion	WEEKLY HOMEWORK:	2-3 hours, will vary depending on week and assignment
	Y	Instruction/Demonstration		
	Y	Critique		
	Y	Studio time		
	Y	Lab- Laser cutting, origami demo		

ALIGNMENT CHART										
	ALIGNMENT TO COURSE LEARNING OUTCOMES									
BENCHMARK ASSIGNMENTS (ie, midterm and final, only main projects, etc... Make sure to indicate which CLOs the Project directly addresses)	CLO 1 FABRICATION	CLO 2 RESEARCH	CLO 3 DESIGN	CLO 4 CRAFTSMANSHIP	CLO 5 ANALYSIS	CLO 6 PRESENTATION	—	—	—	—
2D Color Assignments	D	D	D	D	D	D				
Final 3D Project	I	D	D	D)	D					
	(x)	(x)	(x)	(x)						

ATTENDANCE POLICY

To complete a course successfully, students must attend all class sessions (unless they are engaged in research or location assignments that have been authorized in advance by the class instructor of the missed class). The instructor takes attendance at the beginning of each class. At the discretion of the instructor, three or more absences may result in a grade of F. Students who miss a class due to illness should discuss the absence with the instructor at the next class meeting. Students who are ill for a week or longer should inform their Department Chair's office of their absence.

Your presence in each class is mandatory unless you have cleared it with me beforehand. Poor attendance will affect your grade adversely.

You are tardy at 2:15, absent at 4:00.

DISABILITY STATEMENT

Art Center complies with the Americans with Disabilities Act, Section 504 of the Rehabilitation Act, and state and local requirements regarding students and applicants with disabilities. Under these laws, no otherwise qualified individual with a disability shall be denied access to, or participation in the services, programs and activities of the College. The Center for the Student Experience has more information on Disability Services, policy and Resources for students. Please see page 24-9, of the Student Handbook for more information.

STATEMENT OF ACADEMIC HONESTY

Academic and creative integrity is essential to personal and educational growth of students, which all members of the Art Center community are expected to uphold. This value maintains the standards of excellence of the College and creates a meaningful learning environment. A violation of the Academic and Creative Integrity Policy is defined as misconduct including but not limited to plagiarism, creative dishonesty, multiple submission of the same work, cheating, unauthorized collaboration, misrepresentation of ability, sabotage, falsification of records, and complicity in any of the above. The Academic Integrity Policy can be found in full on p.34 of the Student Handbook.

GRADE DESCRIPTIONS

Grades are considered FINAL when submitted by the faculty and can only be changed to correct an error in grading or to change an official Incomplete grade to a final grade. Students CANNOT submit or redo work after the end of the term unless an official Incomplete has been approved. The deadline for changing an Incomplete grade is Friday of Week 14 of the term following the term when the course was taken. The deadline for changing an incorrect grade is Friday of Week 6 following the term when the course was taken. Faculty members use the following grading system:

A 4.00 points	C+ 2.50 points	D- 0.75 points	N 0.00 points (Non-attendance Failure)
A- 3.75 points	C 2.00 points	F 0.00 points (Fail)	U 0.00 points (Unsatisfactory)
B+ 3.50 points	C- 1.75 points	S 0.00 points (Satisfactory)	P 0.00 points (Pass)
B 3.00 points	D+ 1.50 points	I 0.00 points (Incomplete)	W 0.00 points (Withdrawal)
B- 2.75 points	D 1.00 points	M 0.00 points (Missing)	

Design Fundamentals 2 Weekly Schedule

WEEKLY PLAN OF ACTIVITY				
Design Fundamentals 2			Cole Case	
Spring 2016				
Week	Date	Topic	Class Activities	Assignments
Week 1	1.21.16	Color	Intro Lecture/Demo	Color Wheel
Week 2	1.28.16	Color	Crit/Lecture	Color Wheel
Week 3	2.4.16	Color	Crit/Lecture/Demo	Complementary Mixing
Week 4	2.11.16	Topic	Crit/Lecture	Complementary Mixing
Week 5	2.18.16	Topic	Crit/Lecture	Warm/Cool Analogous
Week 6	2.25.16	Topic	Crit/Lecture	Warm/Cool Analogous
Week 7	3.3.16	Topic	Crit/Lecture	Simultaneous Contrast
Week 8	3.10.16	Topic	Final 3D Project and Process Book Lecture	Final 3D Project
Week 9	3.17.16	Topic	Origami demo, ideation, drawings and inspiration	Final 3D Project
Week 10	3.24.16	Topic	1 on 1 meetings: ideation, drawings and inspiration	Final 3D Project
Week 11	3.31.16	Topic	1 on 1 meetings: first 3D mockups	Final 3D Project
Week 12	4.7.16	Topic	1 on 1 meetings: second 3D mockups with actual materials	Final 3D Project
Week 13	4.14.16	Topic	1 on 1 meetings: Final model	Final 3D Project
Week 14	4.21.16	Topic	Final 3D Project and Process Book Presentation	Final 3D Project