

DEPARTMENT Fine Arts

COURSE OUTLINE – Fall 2022

DD1380 (A2): Design Fundamentals - 3 (2-0-4) 90 Hours for 15 Weeks

Northwestern Polytechnic acknowledges that our campuses are located on Treaty 8 territory, the ancestral and present-day home to many diverse First Nations, Metis, and Inuit people. We are grateful to work, live and learn on the traditional territory of Duncan's First Nation, Horse Lake First Nation and Sturgeon Lake Cree Nation, who are the original caretakers of this land.

We acknowledge the history of this land and we are thankful for the opportunity to walk together in friendship, where we will encourage and promote positive change for present and future generations.

| INSTRUCTOR: Mohsen Ahi Andy | PHONE: 780-539-2813 |
|---|--------------------------------|
| OFFICE: L207B | E-MAIL: MAhiandy@NWPolytech.ca |
| OFFICE HOURS: Please email for appointment | |

CALENDAR DESCRIPTION: A studio based introduction to the conceptual and practical concerns of design. Two dimensional design related studies.

PREREQUISITE(S)/COREQUISITE: None.

REQUIRED TEXT/RESOURCE MATERIALS: There is no textbook for this course. This class will take place in the ARTS MEDIA LAB (Room: L207B). Project mediums are mainly digital. Software for digital projects, Adobe Illustrator and Photoshop, will be available in the Arts Media Lab.

DELIVERY MODE(S): Lecture/Lab

COURSE OBJECTIVES:

This course explores the potentials of digitally designed creative contents, Two-dimensional design, as contemporary art mediums. It is an introduction to the conceptual and practical aspects of design. Through the development of various lectures, assignments, projects, and exercises, this course will explore the use of the digital programs as a mean for art students to create and develop ideas.

1. Introduction to the fundamentals of the visual language i.e. line, shape, color, texture.

2. Introduction to the computer as a creative tool.

3. Introduction to the basics of software using Raster (Adobe Photoshop) and Vector Drawing (Adobe Illustrator) programs.

LEARNING OUTCOMES:

By the completion of this course, students will be expected to:

- 1. Exhibit a discovery of an on-going skill set in Raster (Adobe Photoshop) and Vector Drawing (Adobe Illustrator) programs.
- 2. Develop proficiency in:
- Explaining the principles of two-dimensional design
- Introductory Vector drawing /Image editing
- Personal expression through brainstorming, and/or formal aesthetic potentials
- Visual poetics and abstract thinking
- 3. Import photographs, scan various materials, translate a drawing or photograph to create a vector image, and print assignments.

TRANSFERABILITY:

Please consult the Alberta Transfer Guide for more information. You may check to ensure the transferability of this course at the Alberta Transfer Guide main page <u>http://www.transferalberta.ca</u>.

** Grade of D or D+ may not be acceptable for transfer to other post-secondary institutions. **Students** are cautioned that it is their responsibility to contact the receiving institutions to ensure transferability

EVALUATIONS:

Assignments will be graded on:

- 1. How well the student is able to communicate ideas digitally
- 2. The level of creativity and technical understanding of the programs, clarity in the final design, and the conceptual integrity of the final work
- 3. Creative presentation of the projects/assignments
- 4. Participation and contribution to the creation of a dynamic learning environment

| PROJECT ONE : Line art drawing/ logo | 10% | | |
|--------------------------------------|-----|--|--|
| PROJECT TWO : Abstract illustration | 10% | | |
| PROJECT THREE : Poster design | 15% | | |
| PROJECT FOUR : Repetition/ pattern | 10% | | |
| PROJECT FIVE : Portrait manipulation | | | |
| PROJECT SIX : Image montage/ collage | 15% | | |
| QUIZ ONE | 10% | | |
| QUIZ TWO | 10% | | |
| PARTICIPATION | 10% | | |

Late Assignments:

Deadlines must be met to avoid late penalties – please allow ample time to finish, export and submit your projects. If students are unable to submit an assignment on time due to extenuating circumstances, appropriate documentation must be provided. Late assignments are subject to a **5%** penalty for the first 24 hours late and a **10%** deduction following the initial deadline (including weekends). **20%** will be deducted if

the project is more than one week and up to two weeks late. After two weeks, late projects will be penalized **30%** if submitted on/before the last day of class.

GRADING CRITERIA:

Please note that most universities will not accept your course for transfer credit **IF** your grade is **less than C-**.

| Alpha Grade | 4-point Equivalent | Percentage Guidelines | Alpha Grade | 4-point Equivalent | Percentage Guidelines |
|-------------|-----------------------|--------------------------|----------------|-----------------------|--------------------------|
| A+ | 4.0 | 90-100 | C+ | 2.3 | 67-69 |
| А | 4.0 | 85-89 | С | 2.0 | 63-66 |
| A- | 3.7 | 80-84 | C- | 1.7 | 60-62 |
| B+ | 3.3 | 77-79 | D+ | 1.3 | 55-59 |
| В | 3.0 | 73-76 | D | 1.0 | 50-54 |
| B- | 2.7 | 70-72 | F | 0.0 | 00-49 |

COURSE SCHEDULE/TENTATIVE TIMELINE:

| Class | Day | Date | Торіс | To do: |
|-------|-----|--------|--|---------------------------|
| 1 | Thu | Sep 1 | Introduction to course and design fundamental / | - |
| | | | course expectations | |
| 2 | Tue | Sep 6 | Illustrator exploration series 1: Introduction, layout, | - |
| | | | navigate, artboards | |
| | | | Lecture 1: Point and Line | |
| 3 | Thu | Sep 8 | Illustrator exploration series 2: Line, pen, pencil, | - |
| | | | strokes | |
| | | | PROJECT ONE : Line art drawing/ logo | |
| 4 | Tue | Sep 13 | Illustrator exploration series 3: Curvature tools | - |
| | | | Working on assignment 1 | |
| 5 | Thu | Sep 15 | Working on assignment 1 | - |
| 6 | Tue | Sep 20 | Illustrator exploration series 4: Color and gradient | - |
| | | | Lecture 2: Color (1) | |
| | | | Working on assignment 1 | |
| 7 | Thu | Sep 22 | Illustrator exploration series 5: Shape builder tools | |
| | | | PROJECT TWO : Abstract illustration | DUE TODAY: Project ONE |
| 8 | Tue | Sep 27 | Illustrator exploration series 6: Using images | - |
| | | | Working on assignment 2 | |
| 9 | Thu | Sep 29 | Working on assignment 2 | - |
| 10 | Tue | Oct 4 | Illustrator exploration series 7: Type, grids and guides | - |
| | | | Working on assignment 2 | |
| 11 | Thu | Oct 6 | Working on assignment 2 | |

| | | | PROJECT THREE : Poster design | DUE TODAY: |
|----|------|--------|--|-------------------|
| 12 | Tue | Oct 11 | Fall Break. No Classes | Project TWO |
| 12 | Thu | Oct 13 | Fall Break. No Classes | _ |
| 13 | Tue | Oct 18 | Working on assignment 3 | _ |
| 15 | Thu | Oct 20 | Working on assignment 3 | _ |
| 16 | Tue | Oct 25 | QUIZ ONE (in class) | _ |
| 17 | Thu | Oct 27 | Photoshop exploration series 1: Introduction, | DUE TODAY: |
| | | | navigate, layers | Project |
| | | | PROJECT FOUR : Repetition/ pattern | THREE |
| 18 | Tue | Nov 1 | Photoshop exploration series 2: Tools, transform | - |
| | | | Working on assignment 4 | |
| 19 | Thu | Nov 3 | Working on assignment 4 | - |
| 20 | Tue | Nov 8 | Lecture 3: Color (2) / Texture | |
| | | | Photoshop exploration series 3: Color balance | DUE TODAY: |
| | | | Working on assignment 4 | Project FOUR |
| | | | PROJECT FIVE : Portrait manipulation | |
| 21 | Thu | Nov 10 | Working on assignment 5 | - |
| 22 | Tue | Nov 15 | Photoshop exploration series 4: Smart objects | - |
| | | | Working on assignment 5 | |
| 23 | Thu | Nov 17 | Working on assignment 5 | - |
| 24 | Tue | Nov 22 | Lecture 4: Composition | |
| | | | Photoshop exploration series 5: Image reconstruction | DUE TODAY: |
| | | | | Project FIVE |
| 25 | /T'l | NI 24 | PROJECT SIX : Image montage/ collage | |
| 25 | Thu | Nov 24 | Working on assignment 6 | - |
| 26 | Tue | Nov 29 | Photoshop exploration series 6: Layer effects, | - |
| | | | advance selection | |
| | | | Working on assignment 6 | |
| 27 | Thu | Dec 1 | Working on assignment 6 | - |
| 28 | Tue | Dec 6 | QUIZ TWO (in class) | - |
| 29 | Thu | Dec 8 | Last day of class / Conclusion | DUE TODAY: |
| | | | | Project SIX & |
| | | | | All late Projects |

STUDENT RESPONSIBILITIES:

Students are expected to invest a minimum of 3 hours outside of class time on assignments and preparing for quizzes. Students are required to attend all classes. This course includes ongoing in-class activities, lectures, and tutorials. Absences may be excused in circumstances such as illness or in an emergency—please speak with the instructor as soon as possible in these instances.

STATEMENT ON PLAGIARISM AND CHEATING:

Cheating and plagiarism will not be tolerated and there will be penalties. For a more precise definition of plagiarism and its consequences, refer to the Student Conduct section of the College Calendar at https://www.nwpolytech.ca/programs/calendar/ or the College Policy on Student Misconduct: Plagiarism and Cheating at https://www.nwpolytech.ca/programs/calendar/ or the College Policy on Student Misconduct: Plagiarism and Cheating at https://www.nwpolytech.ca/programs/calendar/ or the College Policy on Student Misconduct: Plagiarism and Cheating at https://www.nwpolytech.ca/about/administration/policies/index.html

**Note: all Academic and Administrative policies are available on the same page.

Additional Information:

If you are not feeling unwell, have been diagnosed with a positive Covid-19 test, please stay home until you are feeling better.