

ARTG 3316 Graphic Design 3

Course Info

Course title: Graphic Design 3

Course meeting location: Fox Fine Arts
Rm 353 (studio) & 349A (computer lab)

Course meeting times: TR 4:30 pm - 7:20 pm

Course Semester & Dates:

Fall–Sept. 27 – Dec. 6, 2018

Instructor Contact Info:

Instructor name: Jacob Muñoz

Office #: Fox Fine Arts A348

Office hours: 11:30 am - 12:30 pm MW

Instructor email: jmunoz8@utep.edu

Academic Calendar/Fall 2017

Aug 27th–Fall Classes Begin

Aug 27th -31st–Late Registration Period (Fees are incurred)

Sept 3rd–Labor Day Holiday – University Closed

Sept 24th–20th Class Day

Oct 24th–Freshmen mid-term grades due to
Registration and Records Office

Oct 26th–Freshmen mid-term grades available to
students.

Nov 2nd–Fall Drop/Withdrawal Deadline

Note: Student-initiated drops are permitted after this
date, but the student is not guaranteed a grade of
W. The faculty member of record will issue a grade
of either W or F.

Nov 22-23rd–Thanksgiving Holiday – University
Closed

Dec 6th–Fall – Last day of classes

Dec 7th–Dead day

Dec 10-14th–Fall Final Exams

Dec 15th–Fall Commencement

Instructor Introduction

Your instructor for this course, Jacob Muñoz, has been designing for the over a decade. He holds two degrees including a BFA from the University of Texas at El Paso with a major in Graphic Design and a minor in Drawing and his MFA from New Mexico State University majoring in Graphic Design. Prior to becoming an Instructor, Jacob Muñoz has designed for a number of Design Studios and Ad Agencies in the El Paso area. Apart from teaching, Muñoz has been an acting freelance designer for Substance, El Paso Chili Company, Ysleta del Sur Pueblo, and Tigua Inc. respectively.

Course Description

ARTG 3316 Graphic Design 3 This course is an exploration of effective visual communication with emphasis on problem solving and conceptual development, such as typography/letter form, symbol design, setting bodycopies, and headline types; combining type with symbol and layout of the page. Course style can be described as a “hands on” studio/lab with demonstrations, lectures and in-class work-time. In-class work-time is structured in order to provide individualized instruction and assistance with the design process. This course will require significant additional work-time outside of class. Students should anticipate spending 5 hours 40 minutes in class per week and an additional 6 hours outside of class per week to satisfactorily complete this class. This course will utilize and reiterate concepts and terminology previously covered in ARTG 2306 Graphic Design 1 and Foundation Design course work.

Course Prerequisite Information

Students taking ARTG 3316 Graphic Design 3 are required to have a foundation understanding of the Elements of Design, the Principals of Composition, Style, and Content. Additionally, students must have developed fundamental drawing skills and a survey base knowledge of Art History. These skills and knowledge sets are provided through the Department of Art’s foundation course sequence including: required prerequisites ARTG 2306, ARTG 2326, ART 1301, ART 1302, ART 1303, and suggested completion of ART 1304, ARTH 1305 and ARTH 1306. Student’s seeking prerequisite waiver must contact the instructor.

Course Objectives

Goals and objectives targeted in ARTG 3316 Graphic Design 3 include:

- A practical and real world introductory experience in the development (research) and execution of a graphic design problems like logo design, poster design, and stationery systems etc.
- Development of improved self expression, creative thinking and planning skills.

Course Outcomes

Goals and objectives targeted in ARTG 3316 Graphic Design 3 include:

- A practical and real world introductory experience in the development (research) and execution of a graphic design problems like logo design, poster design, and stationery systems etc.
- Development of improved self expression, creative thinking and planning skills.
- Students who complete this course will have:
- Experience and fundamental competency in planning and designing for a diverse group of clients.

***Note: Competency** is defined, for this course, as a developed understanding and mastery of skills and knowledge needed to complete a task to a successful beginning level. Competency can be demonstrated while designing a project, researching, etc. Competency is a measure of how well you understand and use a process or skill.

Confidence is defined as a student’s willingness and self-trust in their own abilities to use the skills and processes learned during this course. Confidence is the element of each student’s progress that allows the student to know when help is needed and when it is not. Confidence is built throughout the semester and is demonstrated by the way that a student develops skills or competencies and their willingness to utilize these new skills. Once the student has worked with the process and starts to understand its abilities and procedures the timid feelings are replaced with a sense of control and excitement for the potential of the process as a path for creation.



Assignments*

ARTG 3316 Graphic Design 3 is designed around 4 central projects that include:

- Assignment 1: Visual semantics exercise. The meaning and manipulation of words (letters) to illustrate an idea.
- Assignment 2: 20 icon design for specific concepts.
- Assignment 3: Design of a logotype
- Assignment 4: Application of designed logotype to a stationery system

*Professor/instructor has the right to change the assignments at any time with prior notice

Late assignments, Make-up Work and Exams:

Late assignments, make-up work and make-up exams are only afforded in the case of excused absences by arrangement and approval of the instructor.

Course Calendar: A detailed assignment and class calendar will be distributed the first day of class.

Grading Standards and Criteria

Definition of grades:

A represents outstanding work and is reflective of works and performance of exceptional ability and absolute quality.

B stands for above average performance, going beyond expectation.

C is for average and adequate work that fulfills requirements and expectations (the majority of students start at this level). This is the minimum grade required to continue on to the next graphic design level. A "C" will not be given for simply turning in projects on time or for just showing up to class!

D represents less than average performance and is considered underachieved. Credit given.

F is for unacceptable performance. The student will receive no credit.

I will be considered for students completing satisfactory or better work and having serious legitimate situations beyond their control requiring additional time to complete the course requirements. All "I" grades are at the discretion of the instructor, with the approval of the department chair and the dean.

W the withdrawal option must be completed on or before the final drop date (Nov. 2, 2018). Students hold the full responsibility for withdrawing from this course if that procedure is elected. The instructor may recommend a student to withdraw but is not responsible to withdraw a student from the class.

ARTG 3316 Graphic Design 3 is a grade-based course and is not available for audit or pass/fail options.

Standard of Evaluation:

1 Quality of work, defined as

- the aesthetic merits of the artwork
- the way the particular problem is solved
- impeccable craftsmanship
- the depth of research
- student's willingness to experiment
- quantity of preparatory works, sketches and thumbnails

2 Participation and involvement in class critiques and discussions (positive attitude)

3 Quality and quantity of visual journals kept in sketchbook



Other Criteria

Students are expected to meet all deadlines. Failure to have work ready for critique will be considered late and will be graded accordingly—grade dropped full letter grade! A major part of a studio class is participation with energy, intellectual curiosity and enthusiasm. Non-participation in critique and discussion is considered poor classroom performance and will affect your final grade.

Materials and Personal Equipment

Students Taking ARTG 3316 Graphic Design 3 will need to purchase materials and some basic equipment in order to successfully complete this course. You should have most everything used from previous classes, some additional materials may be needed.

Required items: (items listed are the general materials used)

- A pad of Canson Tracing Paper 14" X 17"; Buy a larger roll/sheet to cover your work Pad 14"x17", 24"x36" or roll 18" by 8yrd, 24" by 10 yrd
- X-Acto knife with extra #11 blades
- 3M 924 - 3M Scotch ATG Adhesive Transfer Tape, 1 or 2 rolls
- Black Premium Neutral Masking tape
- A self-healing cutting mat (for cushioned cutting) 12" x 18" or larger.
- Drawing pad: Bienfang 360 layout pad 50-sheet 14" x 17"
- Sketchbook: Hardbound, sturdy, good quality bond paper (size: 9" x 12" spiral suggested)
- Stainless steel ruler with cork backing, 18" and 24" recommended
- Spray adhesive 3M Super 77 Classic
- Black markers, assortment of fine, ultra-fine tips, (Uniball, Pentell, Sharpie)
- USB flash memory or other digital storage devices
- Epson Matte photo quality ink-jet paper (3 Star), 13" x 19" (no glossy paper)

Recommended Books:

- History of Graphic Design, by Philip Meggs 6th Edition
- Thinking with Type, Ellen Lupton 2nd Edition
- Typographic Design: Form and Communication, Carter, Day, Meggs 5th Edition
- Making and Breaking the Grid, Timothy Samara

NOTE: Additional readings posted or as handouts, may be included pending availability.

Attendance and Participation

Attendance, punctuality, participation and appropriate class conduct are considered performance criteria for this class. Failure to perform to required standards will result in strong grade penalties and can cause failure of this course.

Attendance Policy:

- Each student is permitted 3 absences during the semester without penalty. Students with more than 3 class absences should consider dropping this course and retaking it at a time when the student can commit the proper attention to the course.
- Each absence after 3 will result in the final course grade being lowered 1 full letter grade (i.e. with 4 absences an A becomes B, D becomes F, etc.). After 5 absences you will be dropped from the course.
- Excused absences are defined as **DOCUMENTED** illness or serious illness or death in the immediate family.
- After 5 absences you will be dropped from the course.
- Late to class (**ARRIVING AFTER THE ROLL IS TAKEN**) constitutes one half of an absence.



That is, 2 tardys = 1 absence.

- All students are required to attend class on-time and to remain in class the entire time. Entering class late (tardy) and leaving early is disruptive to the learning environment and will count as a half-absence.
- 2 half-absences = 1 full absences
- Coming to class unprepared or attending class and not working is regarded as absent.
- Information missed during an absence is the sole responsibility of the student.

Class Conduct

A successful career in graphic design requires more than talent, skill, and knowledge. By definition, a professional designer observes professional standards. Among other things, these standards demand a commitment to the work and respectful, courteous behavior towards one's colleagues, clients, competitors, service providers, and audience—in other words, everyone. Professional standards should always prevail in the workplace, the studio, and the classroom. Without them, no matter how skilled, a designer is unlikely to achieve success.

Course Participation:

- Participation in all discussions, critiques and class days is required for this course.
- Development and execution of class projects must be done utilizing all class meetings. **PROJECTS EXECUTED SOLELY OUT OF CLASS WILL NOT BE ACCEPTED.**
- Participation in the collaborative group environment of the studio is essential to the successful completion of this course.
- Everyone enrolled in this course is expected to behave in a professional manner. Your classmates are your colleagues; treat them with the respect they, and you, deserve. Disruptive and/or inattentive behavior is inappropriate; as a rule, such behavior will be treated as an absence.
- Class time is devoted to the development and execution of class projects, to lecture, class discussion, demonstrations, and critiques.
- Class time, including both studio and lab time, is provided for work on projects assigned in this course. Work on projects assigned in other courses, without permission, will be treated as an absence.
- When using the lab, always observe the posted lab rules. Never enter a studio or a lab when another class is in session without the instructor's permission, (as a rule, it is best to get that permission ahead of time.)
- Students must act in a safe and reasonable way at all times in the studio and computer lab.
- Talking on a cell phone, texting, instant messaging, tweeting, etc. are disruptive and disrespectful.
- Surfing, unless it is related to research for a class project, is inappropriate.
- I-pods, MP3 players, and other personal entertainment devices are allowed during work periods, so long as the volume is adjusted so that it doesn't disturb your colleagues. In other words, if your neighbor can hear your music, it's too loud. Turn it down.
- **I-pods, MP3 players, and other personal entertainment devices are NOT ALLOWED during lecture, demonstrations, class discussion, or critique. Remove the ear buds and pay attention. Remember that inattentive behavior will be treated as an absence.**
- The class meets for 2 hours and 50 minutes. Breaks will be provided. Leaving early, without permission, will be treated as an absence. Failure to return promptly from a break will be treated as an absence.
- Cell phones should be silenced, turned off, or put on the vibrate mode. If you absolutely need a cell phone for an emergency, please alert the instructor.
- Plagiarism in any form will not be tolerated. Work completed in another class may not be substituted for work assigned in this class, and will be treated as plagiarism. See the note concerning University policy below.



- Any questions regarding safe and reasonable behavior and practices should be directed to the instructor and only the instructor.

Cheating/Plagiarism

Cheating is unethical and not acceptable. Plagiarism is using information or original wording in a paper without giving credit to the source of that information or wording; it is also not acceptable. Do not submit work under your name that you did not do yourself. You may not submit work for this class that you did for another class. If you are found to be cheating or plagiarizing, you will be subject to disciplinary action, per UTEP catalog policy. Refer to <http://www.utep.edu/dos/acadintg.htm> for further information.

Disabilities

I will make any reasonable accommodations for students with limitations due to disabilities, including learning disabilities. Please see me personally before or after class in the first two weeks or make an appointment, to discuss any special needs you might have. If you have a documented disability and require specific accommodations, you will need to contact the Disabled Student Services Office in the East Union Bldg., Room 106 within the first two weeks of classes. The Disabled Student Services Office can also be reached in the following ways:

Web: <http://www.utep.edu/dsso>

Phone: 915-747-5148

Fax: 915-747-8712

E-Mail: "mailto:dss@utep.edu?subject=Disabled%20Student%20Services"

Professor has the right to change and amend the syllabus at any time.

ARTG 3316 syllabus acknowledgement and course contract acceptance.

I have received and reviewed the attached syllabus. I have had the opportunity to ask questions for clarification and I understand and agree to the conditions of this syllabus.

ARTG 3316 CRN 12256 Fall 2018

Name (print) _____

Signature _____

UTEP Student ID # 800_____

