COURSE INFORMATION
Course Title – Basic Design II
CRN#, Course Section – ARTF 1303, CRN 13704, 005
Tuesdays and Thursdays, 9:00am – 11:50am
Course Location – Fox Fine Arts, Room A256

INSTRUCTOR CONTACT INFORMATION
Instructor’s Name – Professor Steven Randall
Email – TBD
Office Hours – Tuesday and Thursday by appointment

INSTRUCTOR INTRODUCTION
Originally from Buffalo, NY, Steven Randall has been active as an artist and educator for the past 7 years. He has recently returned to El Paso, Texas to teach in the Art Departments at both UTEP and NMSU. He holds two degrees in Art: a BFA from Alfred University with a concentration in painting and an MFA from VCU concentrating in Sculpture and Extended Media. Steve has worked as a high school art teacher in the NYS public school system for 4 years, he’s worked in the publishing department at the Metropolitan Museum of Art, and has worked as an arts educator at various galleries including the Albright-Knox Art Gallery, the Fosdick-Nelson Gallery, the Lohin Geduld Gallery, and the Anderson Gallery. Steve has exhibited his work regionally, nationally and internationally.

COURSE DESCRIPTION
Catalog / ARTF 1303. Basic Design II:
Basic Design II (0-6) An exploration of the elements of three-dimensional design involving both the aesthetic and structural principles. Students will develop projects with a variety of materials and concepts to be determined by the instructor.

Expanded:
This course will expand upon the principles studied in Basic Design I and apply them to creating three-dimensional visual statements. The intent of Basic Design II is to explore the thought processes and sensibilities of working three-dimensionally through a series of assigned problems during the semester. Students are encouraged to explore their individual self-expression to its fullest within the context of each assignment and to develop competency in the execution of basic construction and conceptual compositions. A technical working vocabulary will be developed during the semester. Techniques covered include, but are not limited to, constructing solid and hollow forms from materials such as cardboard, foam-board and woods. Use of other materials and approaches will be utilized and encouraged. All techniques that are required in assigned creative and technical problems will be demonstrated and discussed in class. *This course will require significant additional work-time outside of class. Students should anticipate spending 6 hours in class per week and an additional 6-10 hours outside of class per week to satisfactorily complete this class.*
COURSE PREREQUISITE INFORMATION
The prerequisites required for Basic Design II are Basic Design I and Drawing I. It is suggested that Art majors take ARTF1304 Drawing II concurrently with Basic Design II.

COURSE GOALS AND OBJECTIVES
- To create successful 3D compositional forms using the elements of Art such as: line, plane, mass, volume, space, texture, light, and color.
- Develop an understanding of these elements aesthetically through the use of the principles of design such as: unity/variety, balance, scale, proportion, emphasis and rhythm/repetition.
- Develop the design skills, material manipulation, tool skills and craftsmanship, to render a highly “finished” project.
- To learn and practice the visual vocabulary for 3D as it pertains to the projects and artwork such as: fine art (sculpture), decorative arts / crafts or industrial / utilitarian arts.
- Develop the ability to translate 2D information into 3D form through the use of working sketches, diagrams, and models for the construction of the final 3D project.
- To learn and practice critique methods, which will encourage the articulation of questions and answers in reference to the solutions presented. (Develop the capacity to explain and defend your views effectively and rationally.)
- Keep a sketchbook of ideas and drawings to work out art projects and to document coursework and discussions.
- Learn the basic concepts generated by the contemporary art world while exploring the way contemporary art frames broader social realities.
- Work towards finding your aesthetic style, conceptual interests, and overall artistic voice.

COURSE OUTCOMES
Students who complete the course will be able to:

- Understand and execute properly composed and well-balanced 3-dimensional designs using basic art fabrication materials and techniques.
- Correctly identity the elements and principles of Art used, not only within their own compositional studies, but also within the compositions of their peers and referenced professional sculptural work.
- Understand time management skills necessary to plan and complete projects.
- Understand problem solving, critical thinking and verbal communication skills.
COURSE EVALUATION/GRADING
Grading will be based on the completion of all projects, special assignments, quizzes, mid-term and final exam and class participation.

1. **Projects 40%** - (5-8 projects)
2. **Special Assignments 15%** - assignments may be given to supplement current areas of study, i.e. reviews of exhibitions and or journal articles.
3. **Quizzes, Mid-term and Final Exam 15%** - quizzes and exams will consist of possible short answer, fill in the blank, list and define, true and false, etc.
4. **Class Participation 30%** - participation in all art classes is highly encouraged if true learning is going to occur. The free exchange of ideas between students and the instructor are a valuable tool and this interaction or lack thereof will be noted and recorded. Work will be done in class under the instructor’s supervision. Outside class-time will be required to complete projects.

*Due dates will be announced and work will be ready for critique on time! Late work will not be accepted. Make-up work will be granted only with a valid excused absence and should be discussed immediately upon return with the instructor. Reworked projects will not be regraded, but the effort would be noted for the final critique and grading.

Grading Scale:

**A** = (100 – 90) **Clearly Superior** - concept, execution, presentation. Goes above and beyond the stated requirements

**B** = (89 – 80) **Good** - Appropriate elements and principles of design, technical skills and materials are being used to render a satisfactory project. Deficiencies remain and have been identified in critiques.

**C** = (79 – 70) **Average** - Meets only the stated requirements.

**D** = (69 – 60) **Poor** - The completed works and the student’s attitude both show serious deficiencies with regards to the understanding and application of basic concepts as identified in the class.

**F** = (59 – 0) **Failing** - The student consistently fails to meet deadlines and produces projects that fail to utilize design, techniques or materials.

Basic Grading Criteria:

1. Concept-intellectual basis for work
2. Initial preparation-drawings, models, evidence of thoughtful research
3. Building craft-technical skills of material manipulation
4. Finished analysis-participation in critiques, self-assessment, evidence of finished research necessary to complete work, final documentation of completed work

Critiques:
Group critiques are scheduled at the completion of most assignments. Attendance with completed project and participation is mandatory. All assignments will be turned in at the completion of the critiques. Any work turned in after the critique that was not discussed is considered late and will result in a lowered grade. Critiques are used to gauge the student understanding of the core concepts covered for that project and cumulatively throughout the semester.

Late Assignments, Make-up Work and Exams:
Late assignments, make-up work, and make-up exams are only afforded in the case of an excused absence by arrangement and approval of the instructor.
COURSE POLICIES

Attendance Policy:
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.

- Students with more than 3 absences should consider dropping this course and retaking it at a time when the student can commit the proper attention to the course. After 5 unexcused absences, the student will be dropped from the course.
- Each unexcused absence after 3 will result in the final course grade being lowered by 1 full letter grade.
- Excused absences are defined as documented illness, serious illness, death in the immediate family or official UTEP related academic requirement. Court dates are unexcused absences. Discuss absence concerns immediately with the instructor.
- Coming to class late or leaving early is regarded and graded as being absent. All students are required to attend class on-time and to remain in the class the entire time. Entering class late and leaving early is disruptive to the learning environment.
- 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.

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.

Class Conduct:
- Sick Policy – If you are not feeling well, or if you are sick, then you should not come to this class under any circumstances. You should instead seek medical care, and/or recuperate at home. Email me or call me when you are able and let me know the circumstances, and I will help you to catch up in class when you are feeling better. If you are pregnant, or have other physical issues such as allergies to dust, respiratory issues, anything that I should be aware of, please inform me of this immediately, and we will work to make you safe and comfortable. If a family member is ill, and you need to care for that person, please email me or call and let me know what your situation is.

- Guests – Guests are not permitted at any time during class. Please tell your friends, family members, partners, that they may see you before or after class time. You are expected to remain in class at all times, and may not step-out to visit with guests during class. You will be held responsible for adhering to this policy, and I will give you one warning. After that, I will ask you to leave class and you will be counted absent for that class period.

- Children – Children are not permitted at any time, ever, to be in the studios. The studios can be very dangerous places and constant supervision requires unfocused course work.

- Gifts – Gifts of any kind cannot be accepted. While the thought is appreciated, professionally speaking, it is not permissible.
• *Cell phones – Please turn off your phones during class time. You will be asked to leave if your phone goes off during class, and be counted absent for that class period.

• Music – Music is not allowed during any instruction, lecture or during critiques. Students may listen to music at a low volume with headphones during any other class time as long as it does not disturb other students. It is expected that these devices will be switched off when asking questions of the instructor and or if the instructor is addressing the class as a group for comments or directions.

• Open Studio – The studio will be open outside of regular class hours for your general use at times posted within the first week of class.

• Studio Safety – All safety procedures will be explained to you throughout the semester, and every consideration has been taken to create a safe environment for you to work in.

• Cleanliness – You are required to clean up your work area in the studio every day that you work in the studio. If you leave the studio, you must clean up. Please put all of your tools, materials, etc. away in your lockers, and sweep/wipe down tables and throw trash away once you are finished using the labs. If you have difficulty cleaning up after yourself, you will receive a special tutorial on how to clean up after class. Art Lockers are available for check-out through The DoART Office, #350A.

• Personal Safety – If you must work alone, late at night, please be sure to let someone know where you are, and please keep a cell phone with you. If you feel unsafe for any reason, you should call the UTEP police immediately (747-5611). Additionally, if you would like an escort to your car at night, please call the UTEP Police department, and they should accommodate your needs. Please inform me if there is a problem, and I will address it immediately with the proper authorities.

• Work Removal – Finished works must be removed by the date set by the instructor of this course. All works left in the studio after this date will be removed and disposed. Any tools and supplies left will be considered orphaned and will become the property of the department.

Incompletes, Withdrawals, Pass/Fail:
- Incompletes or “I” grades 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 and the approval of the Department Chair.
- Students hold full responsibility for withdrawing from this course if that procedure is elected. Withdrawals must be completed on or before the final date to drop a course with a “W”. Students missing this deadline will be issued a grade for the performance in the course.
- ARTF 1303 Basic Design II is a grade-based course and is not available for audit or pass/fail options.

UNIVERSITY POLICY STATEMENTS
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://sa.utep.edu/osccr/academic-integrity/](http://sa.utep.edu/osccr/academic-integrity/) for further information.

Disabilities: All reasonable accommodations for students with limitations due to disabilities, including learning disabilities will be made and or provided. This course does require certain manual dexterity and physical abilities to complete the required projects. 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://sa.utep.edu/cass/](http://sa.utep.edu/cass/)
Phone: 915-747-5148
Email: cass@utep.edu

**Syllabus Modifications statement:**
The Instructor reserves the right to change any portion of this syllabus throughout the semester. Students will be notified of any changes through Announcements in Canvas. Remaining in the class for two weeks is tacit acceptance of the requirements as listed in the syllabus.
ARTF 1303 BASIC DESIGN II – Fall 2017

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INSTRUCTOR CONTACT INFORMATION
Instructor’s Name – Professor Steven Randall
steve.randall@gmail.com
Office Hours – Tuesday and Thursday 1:30pm - 4:30pm or by appointment

SUPPLY LIST

COURSE/LAB FEE $50.00
A $50.00 fee is attached to this course and will be charged to your student billing-account.
*This fee will not cover all the tools and supplies you will need to complete the course.

*ADDITIONAL COURSE SUPPLIES AND COSTS

-Course TOOL KIT – Purchased in Art Office ($25.00) / See Cost Sheet / GOLDCARD required for purchase
-Course Materials – Purchased in Art Office (as needed basis for projects) / See Cost Sheet / GOLDCARD required for purchases
-Sketchbook – No smaller than 8”x11”
-Masking Tape and or Painters Blue Tape
Medium and Fine Wood Sanding Paper
-Pencils and Easers

Other Basic Art Supplies as needed:
- Drafting Triangle(s)
- French Curve(s)
- Compass
- Paints
- Brushes
- Scissors
- Other Glues/Epoxies
- Outside collected found materials for some projects

LOCAL SUPPLIERS
Hobby Lobby / Michael’s / Walmart / Home Depot / Lowes