ART-133 BASIC ILLUSTRATION

An Introduction | Grading Information | The Fine Print | Course Calendar

Pre-requisites

ART.-132, ART.-145 and RDNG-016 (ACSR-016)

Instructor Info

Mara Jevera Fulmer, Ed.D., MFA, MA
Professor, Graphic Design,
Faculty Director, Center for Teaching & Learning

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Tel (CTL): 810-762-0394*
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Division Office: 810-762-0459
Email: mara.fulmer@mcc.edu*

*These are the best ways to reach me. When not in the art building, I am at my office in the CTL, 3rd floor of the Library.

Office Hours:
2-3 hours/week are set aside to meet with students. The best way to meet me is to contact me by email to set up a time to get together outside of class.

Instructor’s personal websites:
www.lookinglassdesign.com
www.seacrossings.org
www.marasblog.com
twitter: @marafulmer

Introducing...The Syllabus!

This is a syllabus. It’s meant to provide you with guidance on what to expect in this course. But what does that really mean? Well, let me start by stating that my goal is to help you learn ways to make your time in this course a valuable, challenging and fulfilling learning experience. But... first things first.

We can’t forget the official course description!

This course explores basic editorial and advertising illustration techniques from line art to painting to collage. Students will examine how the various techniques are applied to art as a storytelling medium. Traditional and non-traditional methods will be explored and students will be invited to explore digital means of manipulating illustrations for some projects using the Art Area computer lab. The course will include a review of the historical and current trends, leaders, and uses of illustration in publishing and other fields of visual communication.
Establishing Relationships, Building Trust

It may seem odd to address relationships in a syllabus. But when you think about it, we are about to embark on a challenging journey together, where your learning is our primary mission. Together, we are partners committed to working on your success. When you reach the end of your educational journey in this course, you will have learned new things—about illustration, and visual communications, about yourself and the world around you. Like any successful relationship, our partnership requires trust. Our goal is to make this classroom a “no fear” zone!

For my part, as your instructor and guiding partner on this educational journey, I offer my respect to you and your classmates for your ideas, creativity and effort that you put forth for each assignment. I ask you to trust me to have your best interests at heart at all times. I also ask you to trust that I will be fully engaged as your partner in this learning process, guiding you by providing honest and thoughtful feedback, knowledgable instruction, and thought-provoking assignments. I ask you to trust me to do my best to answer your questions and provide further clarification when requested. And when I am unable to answer your question, I ask you to trust me when I say that I believe the answer - especially in regards to art and design - is already in you, yet to be discovered. I ask that you trust me to create and offer as many options for learning as possible. And I ask you to trust in me to apply prompt, fair and appropriate methods of assessment that are based on my long experience in education and as a professional in the field of art and design. But most of all, I ask you to trust that I believe in you and your ability to be successful in this illustration course!

For your part, as the student and learning partner on this educational journey, I ask that you be respectful and considerate to me and your classmates in our interactions. In addition, I will trust in you to be present for each class, prepared to explore new ideas, new ways of thinking, and new artistic techniques. I will trust you to seek me out to ask questions you may have, especially when a new concept has been introduced, or for clarification on topics discussed in class, or on an assignment when confusion arises. I will trust you to always try your best to meet interim and final deadlines for assignments. But I also trust you to let me know when circumstances may impede you in completing that goal. I will trust you in your willingness to collaborate with me and your classmates in thoughtful ways as we engage together in the learning process through discussions and critiques. I also will trust you to make the most responsible choices both on and off campus, ones that are meant to positively impact your own success and not impede the success of others.

I know we can start out with a bond of trust. But trust can also be easy to lose. Let’s work together to build a relationship based on trust, not fear, so that your learning journey will be a successful one this semester!
What kind of assignments can you expect?

Each of the illustration projects will begin with a brief - one or more paragraphs that describe what the “editor” or “art director” is looking for in the illustration. You’ll play with a variety of different materials, and work on both direct observation and highly conceptual content. You will finalize details and retouching using photoshop with special attention to details such as size and image resolution that is appropriate for different media, especially print which requires high resolution per the image size. This last area is sometimes confusing for new illustrators and designers, so we’ll spend time going over it and then reviewing the relationship of resolution and image size throughout the semester.

(1) Project 1 - Sketchbook & Idea Journal
A designer and illustrator are two forms of artist that share some important training. And one practice that should be common to them all is the sketchbook! It’s a place to write down the germ of ideas, explore them further and write down notes and concepts for future exploration. It’s also an important place to assemble thumbnail sketches, compositional explorations, and research techniques. Your first assignment is one that will carry through the entire semester - keeping and maintaining your sketchbook and idea journal. It is worth 200 points and 13% of your final grade for the semester.

(2) Project 2 - B&W and Weird All Over
For this project, you will be using the skills you learned in prior art classes that focus on drawing from observation to create a series of object illustrations in black and white and grayscale that would eventually be used in advertising. This project is worth 200 points, or about 13% of your final grade for the semester.

(3) Project 3 - Three Parts Human & One Part Digital
For this project, you’ll receive a brief in the form of a short science fiction stories by famous authors. You’ll have the option to find one of your own to submit for approval. Or, you may enjoy choosing from the ones provided. You’ll produce a series of illustrations that will serve as the book cover and two vignettes that could be used inside the book to enhance the storytelling or for promotional purposes. The “three parts human” represents that approximately three-fourths of the illustration should be sourced from your own hand. These can be “assembled” digitally and then a fourth of the illustration could be digitally sourced. This project is worth 300 points or approximately 27% of your final grade for the semester.

(4) Project 4 - The Physical Dimension
For this project, you will receive a brief in the form of TedTalks where you will choose three from a group provided for you, or you may propose your own selections. Your three “illustrations” will be a conceptual interpretation of each of the three TedTalks created using non-traditional three-dimensional materials. You’ll take advantage of light, shadow, texture, and color to create your interpretations in sculptural form and then photograph your work playing with lighting to really enhance your work. The final retouches will occur in Photoshop at resolutions that will allow very large reproductions. This project is worth 300 points or approximately 27% of your final grade for the semester.

(5) Project 5 - The Final Dimension
For this final project, you will have lots of choices on the focus and medium you will use. From fashion design patterns to wallpaper to notecards, you can choose to create series of illustrative compositions that are in an area and medium that interests you. The only limit is the timeframe to get them done! This project is worth 200 points or approximately 13% of your final grade for the semester.
Grading Information

**Semester Grading: What does an ‘A’ mean?**

There are some practical things you’ll want to know, such as how your grades are determined. In the world of art and design, there are subjective assessments based upon many years of education and professional experience. Here is an attempt to describe how you can interpret the 100 point (or 100%) grading system for this class and what it means for your work. With the exception of the highest grade, you are always welcome to resubmit an assignment for a higher grade to address any issues that were identified through both written and verbal feedback.

**93-100 = (A) = 4.0 – Exceptional work.** This work is of the highest quality in terms of design, concept, craft and execution will be awarded a grade in this range. All aspects of the assignment will have been met at a creative and conceptual level, instructions followed, turned in on time, and presented with the highest demonstration of craftsmanship.

**88-92 = (B+) = 3.5 – Excellent Work.** Similar to above, but lacking in a minor way that detracted from its achievement of the highest level.

**83-87 = (B) = 3.0 – Very Good Work.** Like the B+ but may not be as successful in one or more aspect of the requirements (as per assignment instructions, design, concept, craft, execution, on time, etc.). It needs to be further polished, addressing one or more weaknesses.

**79-82 = (C+) = 2.5 – Good Work.** In need of much more improvement in several areas, including design, concept, craft, execution, on time completion.

**74-78 = (C) = 2.0 – Satisfactory Work.** Substantial improvement is needed to address weaknesses in several areas, including assignment instructions, design, concept, craft, execution, on time, etc. The AAS in Graphic Design requires at least a 2.0 for degree.

**69-73 = (D+) = 1.5 – Barely Acceptable Work.** The work shows some promise in either concept and design, or execution and technical skill, but the follow-through is extremely weak. Consider it possible that you may not be dedicating the time needed to work through your ideas enough to be successful. Let’s meet to talk this over.

**64-68 = (D) = 1.0 – Unacceptable Work.** Unfortunately, the work shows barely a semblance of quality and should be rethought. Some credit has been given for the effort that may have been demonstrated. Oh dear! Let’s meet to talk this over.

**0-63 = (E) = 0.0 – Failing Work.** It is painful for me to say this. But there are few good qualities to the work that can be assessed. Or perhaps you didn’t turn anything in at all. It’s really important that we meet to talk this over.

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**Major Assignments & Grading:**

Here is how your **Semester Grades** are portioned out:

<table>
<thead>
<tr>
<th>Portfolio Review</th>
<th>Attendance &amp; Participation</th>
<th>P1 - Sketchbook &amp; Idea Journal</th>
<th>P2 - B&amp;W and Weird All Over</th>
<th>P3 - Three Parts Human &amp; One Part Digital</th>
<th>P4 - The Physical Dimension</th>
<th>P5 - The Final Dimension</th>
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<td>100</td>
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<td><strong>TOTAL</strong></td>
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*Attendance & Participation is worth 5 pts for each class meeting, including actual attendance (see tardiness policy), your readiness with materials due and participation in classroom discussions & activities. This includes 15 points earned for three Discussion Forums on Blackboard.

**Individual Assignments**

The **Illustration and Design Components** of your semester projects will generally be graded as follows:

- **Originality of Illustration**: 20%
- **Craft & Presentation**: 30%
- **Effectiveness of Illustration**: 50%

**TOTAL 100%**

The **Written Components** of your semester projects will generally be graded as follows:

- **Writing Quality**: 20%
- **Demonstrated Research**: 30%
- **Presentation**: 20%
- **Effectiveness of Illustration**: 30%

**TOTAL 100%**
Other Important Grading Info:

Withdrawal - A "W" is a withdrawal that you initiate and no later than the 90% point in the course, usually about the 13-14th week.

NS Grade - I can assign an "NS" grade (sometimes called the "no-show" grade) which means that, in my judgement, there has been insufficient instructional contact with the student. In other words, you may not be attending class, not turning anything in for review for interim or final deadlines. This grade can be assigned as early as 20% into the course and up until (including) the final grade.

Incompletes - The "I" is reserved for substantiated medical emergencies or conditions. If you feel you have reason to be considered for a semester grade of "I", please be sure to meet with me outside of class to discuss this option. The college policy says that typically, an "I" will be given only when the student - a) has completed at least 75% of the class (excluding final exam) but is unable to complete the class work because of extraordinarily unusual or unforeseen circumstances or other compelling reasons, b) has done passing work in the course, and c) in the instructor's judgement, can complete the required work without repeating the course.

Grace Period & Late Penalties

For this class, you may elect to take a two-day grace period on any assignment's final deadline. Before doing this, however, you need to have been communicating with me on a regular basis, sharing ideas, progress, challenges, etc. Interim deadlines for assignments are also good points to review any concerns you may have. For the final assignment deadline, you just need to tell me that you're taking the grace period. This only applies to the final deadline for an assignment.

If, at the end of the two-day grace period, you are still having trouble completing the assignment, we will need to meet again to go over the status of your project and what the challenges seem to be. Then, together, we will set a schedule and strategies for completing the project successfully.

Remember that this is a "no-fear" zone where you shouldn't be afraid to ask me questions.

If for some reason you find yourself avoiding meeting with me, I'll be very sad. But then I will have no choice but to apply the following late penalties:

1 day late = -5 pts  2 days late = -10 pts

1 day = 1 class meeting. Assignments will not accepted more than two days late without making special arrangements with the instructor, and only then for bonafide emergencies.
Materials List:

You should have access to the same materials used in all previous Graphic Design and Studio Art courses. The list provided here highlights tools that are especially useful for this class. You should budget approximately $150 this semester for the range of materials and mediums you will likely use.

- Large Art Box for supplies
- Manila Portfolio Envelope, approx. 23x31” for turning in larger projects. (Also required for turning in work for final portfolio grading.)
- Glue Sticks (5-10)
- Utility/Mat Knife, heavy duty retractable, extra blades.
- Masking Tape, 3/4” x 60 yards (1-2 rolls)
- X-Acto Knife with extra #11 Blades
- Scissors, fullsize
- Drawing/Painting Media - Watercolor, Gouche, Acrylic
- India Ink and paint brushes
- Paper Mate (water soluble) felt-tipped pens
- Berol Prismacolor pencils, min. 12-48 pencil set
- Prismacolor Markers, 12 pen set, variety colors
- Sharpie Black Fine Permanent Black Marker
- Fine Black drawing pens of different widths.
- Misc. Drawing or Mechanical Pencils
- Staedtler Mars White Vinyl Eraser
- Drafting/Measuring/Cutting Tools
- C-Thru Pica/Inches Ruler, 18” with greyscale
- Illustration Board, 20x30, Crescent or similar, approx. 4-6 sheets
- Graph Paper Pad, 8.5 x 11, 1/4” Grid, 50 sheets
- Marker Bleedproof Layout Pad 11x14 (min. 50 sheets)
- Strathmore or equiv. Drawing or Sketch Pad, 11x14
- Tracing Paper Pad, 50 sheets or more, 11x14 or 8.5x11
- Wacom Tablet for digital retouching.
- A portable flash drive for carrying files.

A Word About Flash Drives

While these little flash drives (aka thumb drives, travel drives, or jump drives) are very convenient for moving files from one computer to another, they have some serious flaws. They are too unstable to work directly on! Always copy the file you plan to edit onto your computer and work from the computer's copy, not the flash drive. Then, when you’re ready to leave, you can copy the file back to the flash drive. Another way to save files is to upload them to Google Drive where you can get to them from anywhere!

Submiting Assignments

Design/Illustration Assignments:

On the back of each piece, clearly visible (uncovered by hinged cover) should be placed a label stating the following:

- Student name & number
- Tel #, Address
- Course # and name
- Instructor’s name
- Assignment # and name
- Date due + date project was turned in

All digitally-created artwork must be turned in using the classroom network drive for Art-133 with your name and class number. Digital files should be clearly labeled as to what they contain. Include all files needed to print, including linked images and fonts. Also include a PDF. Name your files as follows:

Example: smith_m_BWLogo-proj1.ai

Written Assignments:

The written projects should be neatly typed in MSWord 12 pt Times Roman with 1” margins all around, double spaced with footers, headers, page numbers and subheadings, with the same title and project information as per above. Please label the project filename the same as instructions above.

All written material should be submitted via ClassShares in this class's folder. Create a sub-folder labelled “SUBMITTED ASSIGNMENTS.” No hand-written assignments will be accepted.

Think Differently!

Some assignments allow for the use of “unusual” materials! Be creative!

Dr. Mara Jevera Fulmer
Now here’s the “Fine Print”

There’s a lot of details covered in these last few pages. So be sure not to skip over them. It’s actually important stuff!

Plagiarism - According to college policy, plagiarism is considered Academic Dishonesty and may result in your dismissal from or failure in the course with possible academic consequences from the college, including becoming a part of your permanent academic record and risk academic dismissal from the college. Plagiarism is defined as follows:

“*In an instructional setting, plagiarism occurs when a writer deliberately uses someone else’s language, ideas, or other original (not common-knowledge) material without acknowledging its sources.*”

~ (Writing Program Administrators, 2003.)

In addition to the above, even if attributions are made, if the majority of material is un-original to the presenting author (you), then it may be considered plagiarized. In an illustration class, plagiarism can also mean claiming another person’s work as your own, or appropriating too much of another’s into your own work. The goal is to be original, yet efficient, in the way you develop your creative work. If an assignment for this class is submitted to me as your own work, and it is determined to be unoriginal works, or appropriating too much of another’s work, it will result in a failing grade for the assignment. If it happens for a second assignment, it will mean failure for the class.

Do you have more questions on how to determine what is considered acceptable? Please contact me, or ask in class! Chances are there are others who have the same question! To read the full college policy on plagiarism, follow this link:

http://www.mcc.edu/18_policies/student_acad_integrity.shtml

Title IX - Supporting Pregnant & Parenting Students - Mott Community College is committed to making proactive and good faith efforts to follow the requirements of Title IX and implement the letter’s guidelines. Mott Community College will provide adjustments and/or support to any student who has medical documentation from a physician stating that she is pregnant, facing a pregnancy-related medical issue or recovering from childbirth. With medical documentation, the adjustments and/or support may include providing a larger classroom desk or a designated lactation room, allowing frequent trips to the restroom, permitting temporary access to elevators, providing opportunities for making up missed work, allowing the student to submit work after a missed deadline due to absences related to pregnancy or childbirth, or providing a leave of absence for a period of time. If support is necessary, colleges and universities are expected to follow the same policies as other temporary medical conditions with any special services provided. A pregnant or parenting student who needs information or assistance with arranging academic or other related adjustments and/or support will be directed to contact their instructor or Division Dean. For questions or concerns about Title IX or other non-discrimination related compliance matters, contact the Title IX Coordinator - Chris Engle, Dean of Enrollment, Retention and Registrar at (810) 762-0243 or chris.engle@mcc.edu.

Special Accommodations - Mott Community College is committed to providing equal opportunity for participation in all programs, services and activities and adheres to Section 504 of the Rehabilitation Act (1973) and the Americans with Disabilities Act, as amended (2008) to provide effective auxiliary aids and services for qualified students with documented disabilities. Requests for accommodations by students with disabilities may be made by contacting Disability Services at 810-232-9181 or on the web at disability.mcc.edu. Once your eligibility for an accommodation has been determined, you will be issued an Instructor Notification Letter. Present Instructor Notification Letters to instructors at the start of the semester and/or two weeks prior to the accommodation date (test, project, etc). Requests received after this date will be honored if possible.

Tardy - While I know that there are some things that can impact your ability to be on time, like bad road conditions from bad weather, the rest of the time make it your habit to be here on time. It’s important for you to arrive on time. Now that we have security locks, your late arrival will be more noticeable with the potential to interrupt the class. Some good stuff actually happens at the start of class! Likewise, if you are always leaving early, you may miss some important learning opportunities. As far as grading is concerned, you will be considered tardy if you are more than 15 minutes late to class, or leave 15 minutes early. If you do find yourself entering a classroom late, please enter and avoid disturbing the other students or interrupting me if I’m speaking.

Absent - For grading purposes, you will be considered absent if you miss more than 15 minutes of a class. Two tardies will be considered one absence when reporting to government agencies (see Title IV later in this syllabus). A major part of success in this class and in college is to be present! Not showing up can have a significant impact on your financial aid! Class participation and attendance is worth up to 10% of your total semester grade.

Emergency - Absences due to a bonafide emergency may be excused with written permission but will still be considered an absence for grading and reporting purposes. If a medical emergency absence extends beyond two classes, you should meet with me to discuss other options for completing or withdrawing from the course.

Planned Absence - Absences due to planned activities (i.e. regular doctor’s appointments, family vacations, etc.) are not considered excused absences. There are no exceptions to this policy since college reporting treats all absences the same. Since you already know the regular times when this course meets, you should do everything possibly to avoid planning any absences during the semester. If you should need to miss a day, be sure to buddy up with a classmate to share any lecture notes, changes in assignment due dates, etc. However, you can also arrange to meet with me to discuss any questions you may still have after checking in with your classmates.

Instructor Absence/Tardiness - While it has only happened rarely, should it be necessary for the me to miss a class, an appropriate substitute instructor will be arranged. Your attendance is still required for this class meeting. In any case, a representative from the Fine Arts Division will issue a message to the class in case of class cancellation.
**MCC Emergency Closings** - Up-to-date closing information is available from the following sources:

- **Emergency Notification System**
  In the event of any on-campus emergency a voice or SMS (text message) will be sent. All MCC Students, Faculty and Staff are encouraged to sign-up for this notification through WebAdvisor.

- **Student Email Notification**
  Students will be notified through their MCC Webmail address of specific class cancellation, site-specific closings, or college-wide closings.

- **Call (810) 232-8989** for a recorded message announcing a school closing.

- **Area radio and television stations** will be alerted whenever a decision is made to close the school.

**Title IV Funding Eligibility** - Federal and State guidelines require the college to keep attendance records in order for students to maintain their Title IV fund eligibility. Excessive absences may affect that eligibility.

**In the Classroom**

**Computer Use** - The computers in our graphics labs are specialized equipment designed especially for the Graphic Design program. Misuse, including (but not limited to) illegal downloading, viewing/storing of pornography, and sabotaging of software and equipment will result in an immediate loss of privileges to use the lab and, depending upon the severity, may result in your case being forwarded to the Mott Police Department and the Registrar for further disciplinary action. For any problem-solving issues related to software/hardware in this lab, contact the instructor, program coordinator, or the lab assistants. Do not try and “fix” your computer if restarting it does not solve the problem. Use of the Graphics Lab computers should be limited to conducting work related to your Graphic Design or other Mott classes only.

**Printer Use** - Printing should be limited to some midway reviews and final proofing of work done for Mott Graphic Design classes and design center projects only! Please plan your projects carefully in order to make efficient use of materials and ink. Abuse of the privileges of this lab may be considered theft of materials or violation of other college policies and may result in academic discipline. All large-format printing must be handled by the instructor, or a lab assistant when arranged with me.

**Safety Issues** - BE SAFE! Some materials we use can be dangerous. These include paper cutters, mat and X-acto knives, solvent-based markers and glues. Be considerate of your own and others safety in the use of these materials and equipment. Carry your art materials in proper art bins/tool boxes and keep any liquids in sealed containers. Put knives away carefully in a latched box and dispose of used blades by taping them in a larger sandwich of cardboard before tossing in bin or putting in the designated box. For the guillotine cutters, they should always be returned to their “down” position. Press down on the foot-pedal (BIG) or clamp handle (SMALL) to hold paper tight before cutting. When using the red straight-edge guides, hands should be kept on the opposite side from the blade.

**Cell Phones** - Turn your phone to vibrate only. Please step outside the classroom for emergency calls. Avoid continued disruptions from cellphones which could result in your being asked leave. I may also have a cell phone for emergency, family and college business. See below regarding policy on Camera Phones and digital recorders.

**Cameras or Audio Recording** - Please do not record audio or video in this class without first obtaining written permission from me. I reserve the right to record or photograph during this class. Photos may only be taken as part of an approved assignment for this class, and only with the written permission of instructor.

**Food & Drink** - This class meets for a long period of time, so allowances are made for eating and drinking during class time. Be considerate and reserve this for periods when we are not participating in a lecture or critique. Food and drink is only allowed in the “work” area of the classroom (at the drawing tables) and only when it will not impede the work of other students. **No food or drink is allowed in the computer area of the classroom**! Clean up after yourself, including disposing of trash properly and washing up any mess you have left behind. If it is found that students cannot adhere to these guidelines, then no food or drink will be allowed at all in the classroom.

**Personal Items** - Disks, books, and other personal items should be labeled with your name so we can arrange for their return in case you have left them behind. If you find something that does not belong to you, be sure to try and return it to the rightful owner or, if unavailable, turn it in to me or the Art Office where it will be safely stored until the owner claims it. Students found to engage in unauthorized “borrowing” (stealing) from the college or fellow students will face academic discipline or worse.

**Hats & Modes of Dress** - While this is an art class, we are preparing for the professional job market in design. Dress as you see fit but be respectful and considerate, too. Think about making a good impression. It’s also important to practice good personal hygiene, and avoid clothing that may be offensive, or wearing hats that could get in the way of your ability (or others) to see what’s going on in the classroom. Clothing considered beyond the limits of good taste may result in your being asked by the me to consider changing into more appropriate clothing.

**Encourage each other, participate, critique, but be courteous, and avoid making any personal attacks.**

**Conduct and Discussions** - Let’s show respect to everyone. Thoughtful critiques and discussions are encouraged. However, everyone has a different point of view, and artists are particularly notorious for expressing theirs. Some folks are a little shy about speaking in front of others, especially during critiques and discussions. A good rule of thumb in critiques is to not take it personally. In the real world, it’s not unusual for artists and designers to get some harsh critiques. Our class critiques are meant to prepare you for the job market and your participation is important part of that experience. Participate! Be thoughtful and provide constructive input to the classroom conversation!
Course Calendar

WEEK 1
WED., SEPT. 7, 2016
1st day, Syllabus reviewed.
Projects 1 - Sketchbook & Idea Journal assigned.
Project 2 - assigned.

WEEK 2
MON., SEPT. 12, 2016
Proj. 2, Bring object to class to begin drawing. Pinterest review.
Class discussion on B&W illustration techniques.

WED., SEPT. 14, 2016
Proj. 2, Rough Sketches. Progress Review.

WEEK 3
MON., SEPT. 19, 2016
Proj. 2, Refined Sketches on two of four pieces. Progress Review.

WED., SEPT. 21, 2016
Proj. 2, Finished first two of four pieces. Mini-critique on first two pieces.

WEEK 4
MON., SEPT. 26, 2016
Proj. 2, Refined Sketches for second two pieces. Progress Review.

WED., SEPT. 28, 2016
Proj. 2, Finished second two pieces due. Any refinements on first two due. Class Critique. Discussion Board due by Friday, 9/30.
Project 3 - Three Parts Human, One Part Digital. Assigned.

WEEK 5
MON., OCT. 3, 2016
Proj. 3, Part A: Research and initial rough sketches in sketchbook journal. Conversation about stories.

WED., OCT. 5, 2016

WEEK 6
MON., OCT. 10, 2016

WED., OCt. 12, 2016
Proj. 3, Part B: Rough Sketches.

WEEK 7
MON., OCT. 17, 2016
Proj. 3, Part B: Progress Review.

WED., OCT. 19, 2016
Proj. 3, Part B: Progress Review.

WEEK 8
MON., OCT. 24, 2016

WED., OCT. 26, 2016
Project 4 assigned.

WEEK 9
MON., OCT. 31, 2016
Proj. 4, Part A - Rough Sketches (in progress).

WED., NOV. 2, 2016

WEEK 10
MON., NOV. 7, 2016
Proj. 4, Part A - Progress Review.

WED., NOV. 9, 2016
Proj. 4, Part A - Progress Review.

WEEK 11
MON., NOV. 14, 2016
Proj. 4, Part A - Final Due. Class Critique.

WED., NOV. 16, 2016
Proj. 4, Part B - Photography Session. Composition & Lighting demonstration.

WEEK 12
MON., NOV. 21, 2016
Proj. 4, Part B - Print-ready files.

WED., NOV. 23, 2016
Proj. 4, Part B - Final Due. Class Critique. Submit final prints.
Proj. 5 - Assigned.

WEEK 13
MON., NOV. 28, 2016
Proj. 5 - Project Discussion & Progress Review.

WED., NOV. 30, 2016
Proj. 5 - Progress Review.

WEEK 14
MON., DEC. 5, 2016
Proj. 5 - Print-ready files.

WED., DEC. 7, 2016
Proj. 5 - Progress Review.

WEEK 15
MON., DEC. 12, 2016
Proj. 5 - Print-ready files.

WED., DEC. 14, 2016
Proj. 5 - Final Prints Due. Class Critique. Submit for Grade.

Turn in Full Portfolio (with work completed to date) for Jurying!

WEEK 16
MON., DEC. 19, 2016

Final Class critique and celebration!

WED., DEC. 21, 2016
Individual Portfolio Review Day* (sign up for your time!) Pick up portfolios.

HAPPY HOLIDAYS!!!