

MIM-ENT-ICM

tes113e

BASIC DESIGN & VISUAL ARTS

Section 6

2022-2023 fall

Wednesday 08:30 – 12:30

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Syllabus

BASIC DESIGN & VISUAL ARTS

COURSE OBJECTIVE and DESCRIPTION **TES113E Basic Design and Visual Arts** is a practice-based course to explore, discuss and interpret foundational issues and fundamental principles of art and design. As an integrated and important component of the Foundation Studio I program, it welcomes first year students with basic theoretical and practical knowledge on a variety of elements and concepts of design, analyses of natural and man-made artifacts and environments, and creativity. Course hours include presentations on concepts, in-class production, and pin-up discussions.

COURSE CONTENT The course consists of 4 modules:

MODULE 1 | WEEK 2-6

Students are expected to comprehend the main 2D design principles within this module.

MODULE 2 | WEEK 7

Students are expected to be able to transform a 2-D design into a 3-D design through the embodiment of a relief design.

MODULE 2 | WEEK 8-11

Students are expected to apply the design principles on the 3-D design environment. They are expected to identify space and form through basic 3-D shapes.

MODULE 2 | WEEK 12-15

Students are expected to demonstrate all the skills that they learnt through the course within this project. The main objective will be the understanding of how to shape a 3-D design through different elements and various materials.

COURSE LEARNING OUTCOMES Students who complete the course satisfactorily **students will:**

1. be able to uniquely and sophisticatedly express themselves in visual and discursive means,
2. have a sensitivity in visualization and their unique technique,
3. have developed their creative and critical thinking skills,
4. have developed their way of expressing their ideas in two- and three-dimensional media.

WEEKLY
PROGRAM

Week	Day	Subject	Learning Outcomes
1	Sep. 21	Warm-up Exercise Intro to BDVA	1
2	Sep. 28	2D Design Studies – Assignments I & II Figure-Ground; Balance; Order	1,2,3,4
3	Oct. 05	2D Design Studies - Assignment III Hierarchy; Unity- Variety; Gestalt Principles	1,2,3,4
4	Oct. 12	2D Design Studies- Assignment IV Repetition; Rhythm; Pattern	1,2,4
5	Oct. 19	2D Design Studies- Assignment V Proportion and Scale; Principles of Organization in Nature	1,2,4
6	Oct. 26	2D Design Studies- Assignment VI Color	1,2,4
7	Nov. 02	Relief Studies- Assignment VII	1,4
8	Nov. 09	Fall Break	-
9	Nov. 16	3D Design Studies- Assignment VIII Design of Solid & Void; Geometry of Form and Space	1,2,4
10	Nov. 23	3D Design Studies- Assignment VIII cont.	1,2,4
11	Nov. 30	3D Design Studies- Assignment VIII cont.	1,2,4
12	Dec. 07	3D Design Studies– Final Assignment Design with Volumetric, Planar, Linear Elements	1,2,3,4
13	Dec. 14	3D Design – Final Assignment cont.	1,2,3,4
14	Dec. 21	3D Design – Final Assignment cont.	1,2,3,4
15	Dec. 28	3D Design – Final Assignment cont.	1,2,3,4

STUDIO PROCESS
and SUBMISSIONS

The course will be held **in class** during the hours announced in the weekly program [Wednesday, 08.30–12.30] and in accordance with **any guidelines and precautions of the Covid-19 pandemic if necessary.**

Course instructors and students will meet in the allocated studio(s) unless specified otherwise by the course instructors. Each student will have a designated work area during the course hours. General assemblies or presentations related to the course may be held in the studio using a virtual platform or in one of the conference rooms in Taşkişla.

The studio will comprise lectures, discussions and design assignments to be completed by the students during the studio hours and/or until the following class. Lectures will focus on concepts relating to visual arts and basic design, more specifically some of the basic principles of perception, design and organization. Design assignments will involve generating 2D, 2 1/2D (relief) and 3D compositions from elements with different formal and material properties (such as basic shapes cut out of from different types/colors of paper/cardboard, linear elements like sticks or wires, or motives designed by the students themselves) by integrating/ reflecting on the principles/concepts discussed at the studio.

It is of utmost importance that students keep their working areas clean while in the studio and speckless at the end of the course. **The studio space will be used by another class after ours so it is both courteous and safe to evacuate on time (no later than 12.30) with all belongings and trash.** Please know and comply with [TES Studio Principles](https://tes.mim.itu.edu.tr/studio-principles/).
(<https://tes.mim.itu.edu.tr/studio-principles/>)

CLASS HOURS and ATTENDANCE

It is important that students follow the course. This means being on time and actively participating in the activities held during the course hours under the direction of the instructors. There will be a variety of interactive formats so timeliness is essential for an efficient planning and individuals' maximum benefit from peers and instructors. Students are also strongly encouraged to use supporting digital platforms to share multimodal objects and information while interacting with their instructors and peers during discussions.

All work is to be produced in accordance with the media, material and format requirements set forth by the instructors in the class or in the announcements made through **Ninova** or other designated platforms. All participants are expected to adhere to [the codes of ethical conduct](#).
<https://odek.itu.edu.tr/en/code-of-honor/ethics-in-university-life>

COURSE TECHNOLOGY

Digital platforms will be used during and outside of class hours to communicate, conduct research, produce and share work. **Ninova (Section's common CRN)** will be used for announcements, access to live or recorded Zoom sessions, and digital submissions. Additionally, instructors may designate other platforms for announcements and sharing work. We also plan to use supporting platforms such as Google Drive, Miro, to share work within the class community and collaborate. It is highly advised that each **student has a laptop computer with the necessary equipment/hardware**. Students are advised to use a computer with access to WiFi, a camera, basic word and picture editing software, and sound features.

DISCUSSIONS and PINUPS

Student works are commonly put under the spotlight for discussion. These discussions serve the purpose of articulating the assessment

criteria and conveying suggestions for students to develop their work. In these open discussions, students are expected to develop critical perspectives and proactively voice them in the course.

EXHIBITIONS

A selection of student projects will be exhibited digitally both during and at the end of the semester on suitable platforms.

ANNOUNCEMENTS All announcements will be made on the **Ninova** class interface.

EVALUATION

The requirement for active participation in the course is **80%**. This includes both physically attending classes and completing the in-term assignments/projects throughout the semester. Students who do not meet these conditions will get **VF** and cannot make the final submission. In case you are absent, having provided the required excuse duly and timely, you must still complete all submissions (in-class & homeworks). The deadlines of these submissions will be given to you separately.

For students to be excused from class (absenteeism) and/or submissions, they need to provide a report of a valid excuse (for example, a minimum 3 days of sickness report from **a hospital**). When you are absent, whether or not you give a report, your absence will be counted as *absent* in any case. For example, if you miss 6 days, you fail the course even if you have 6 apologies. The health reports that will be brought for the Final Submission should be given to the Dean's Office. The report is required to be issued by an official hospital and be at least of 3 days duration.

BD & VA Grade Assessment	Contribution
Term Exercises	60 %
Final Submission (Portfolio)	40 %

RECOMMENDED READINGS

1. Ching, F. D., & Binggeli, C. (2018). Interior design illustrated. John Wiley & Sons.
2. Ching, F. D. (2014). Architecture: Form, space, and order. John Wiley & Sons.
3. Landa, R., Thinking Creatively: New Ways to Unlock Your Visual Imagination, North Light Books, 1998
4. McKim, H.R., Experiences in Visual Thinking, Brooks/Cole Publishing Company, 1980
5. Gombrich E.H., The Story of Art, Phaidon Press, London,1995
6. De Saumarez, M., Basic design : the dynamics of visual form, London : A. & C. Black, 2001
7. Krause, J., Design Basics Index, How Brooks, 2004
8. Gombrich. E.H, The Story of Art, Phaidon Press London, ISBN:978-07148324.,1995. (Textbook) Norbert Lynton, The Story of Art, Phaidon Press London, ISBN:978-07148242, 1994
9. Curtis,B., Drawing from Observation: An Introduction to Perceptual Drawing, Mc Graw Hill Education, 2009
10. Dewitte, D.J., Gateways to Art, Thames and Hudson, ISBN: 10 - 0500289565, 2011
11. Wong, W., Principles of Color Design, John Wiley and Sons Inc., 1997
12. Eissen, K., & Steur, R. (2011). Sketching: the basics; BIS, Amsterdam.

