

MIM-SBP-PEM

tes113e

BASIC DESIGN & VISUAL ARTS

Section 4

2020-2021 fall

Wednesday 08:30 – 12:30

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Syllabus

BASIC DESIGN & VISUAL ARTS

COURSE OBJECTIVE and DESCRIPTION TES 113 E Basic Design and Visual Arts is a 4-houred and practical-based course. Throughout this course, it is aimed to explore, discuss and interpret foundational design issues based on fundamental design principles. The course has an important role as a part of Basic Studio 1 since it has the character of welcoming freshman students to conceptual and practice based knowledge on creativity, design principles and design elements. TES 113E online studio hours include conceptual presentations and pin-up discussions as well as instant productions. In TES 113E, Section-3 Students will be conceptually integrated to other TES courses, TES 111E – Project I and TES 112E – Visual Communication I: Visualization and Technical Drawing.

COURSE LEARNING OUTCOMES Through Basic Design and Visual Arts course, students will be able to;

- 1) have a presentation maturity where they can express themselves visually and ideologically.
- 2) have a sensitivity of visualization and a unique technique of their own.
- 3) develop their creative and critical thinking skills.
- 4) develop their way of expressing their ideas in two and three dimensional ways.

COURSE CONTENT This course consists of 5 different workshop modules which are specifically composed for the course`s syllabus.

WORKSHOP #1: FREEFORM WIRE EXPRESSION (Week 1)

In our first workshop we will address how students express their own ideas and creativity. By challenging them to work with metal wire which is a likely unfamiliar, but simple material, students compose their own representation of their ideas.

WORKSHOP #2: DRAWING (Weeks 2, 3, 4)

Does a `line` exist? This is the triggering question for this workshop. Students will become acquainted with the concept of `line` with the help of different exercises in the studio environment. This workshop is based on free-hand drawing exercises and as an introduction to artistic perspective. The students will experience the phenomenon of `drawing` as a perception tool at the studio work environment.

WORKSHOP #3: SHAPE & FORM (Weeks 5, 6, 7)

This workshop makes use of ready-made typographical forms to engage students to think about 2D representations translating into 3D constructions. In this workshop, students will use their abstraction skills to create a 3D model of their forms.

WORKSHOP #4: COLOR (Weeks 8, 9, 10, 11)

In this workshop, students will be introduced to the basic of color composition and its use in design. Studying master artworks students will

replicate, as well as interpret and abstract forms. Students will use experiment with various media to create their works.

WORKSHOP #5: FINAL (Weeks 12, 13, 14)

As a culmination of the skills and techniques from the previous workshops, this final workshop aims to further challenge students' perceptions of art and design. In this workshop, students will individually create their own designs.

WEEKLY PROGRAM

Week / Date	Subject	Learning Outcomes
1 21.Oct	FREEFORM WIRE EXPRESSION (Section CRN)	1, 2, 3, 4
2 28.Oct	DRAWING (Section CRN)	1, 2, 3
3 4.Nov	DRAWING (Section CRN)	1, 2, 3
4 11.Nov	DRAWING (Section CRN)	1, 2, 3
5 18.Nov	SHAPE & FORM (Section CRN)	1, 2, 3, 4
6 25.Nov	SHAPE & FORM (Section CRN)	1, 2, 3, 4
7 2.Dec	SHAPE & FORM (Section CRN)	1, 2, 3, 4
8 9.Dec	COLOR (Section CRN)	2, 3
9 16.Dec	COLOR (Section CRN)	2, 3
10 23.Dec	COLOR (Section CRN)	2, 3
11 30.Dec	COLOR (Section CRN)	2, 3
12 6.Jan	FINAL (Section CRN)	1, 2, 3, 4
13 13.Jan	FINAL (Section CRN)	1, 2, 3, 4
14 20.Jan	FINAL (Section CRN)	1, 2, 3, 4

ONLINE STUDIO PROCESS & SUBMISSIONS

Due to Covid-19 pandemic, the studio process will be executed online. All tutors and students will meet online via Zoom Application with the extension of the course's CRN in Ninova. Students will proceed to studio in our **Section's common CRN** classroom. **All submissions will be conducted via Ninova.** In addition, **Google Drive** will be used as well for announcements & submissions and pin-up sessions.

Online classes will be executed during the studio hours announced on weekly program [Wednesday, 08.30 – 12.30]. Information regarding the theories of design and the use of these theories over time in art and design will be presented in lectures. Demonstrations during the class will show students how to implement their own expression alongside theory. Critique will be used to better the students’ work both in terms of technique and creativity. **In online process**, students are expected to do their work **with their own efforts** and not to **plagiarize** through digital platforms.

SKETCHBOOKS To develop visual communication skills each student will maintain an A4 size bound sketchbook during the semester. Each studio will begin with a sketchbook exercise as a warm-up for the studio. Additional exercises and assignments will be given to build the students’ abilities and skills. The sketchbook will be collected throughout the semester to monitor students’ progress.

ATTENDANCE As a collective environment, the studio work requires regular attendance.

EVALUATION	Term Exercises	60 %
	Final Submission	40 %

Each studio component will contribute to the final grade.

Workshop 1	5%
Workshop 2	15%
Workshop 3	15%
Workshop 4	15%
Workshop 5	40%
Sketchbook and Homework	10%

A detailed brief will be presented at the beginning of each workshop outlining the minimum requirements to fulfil. Evaluation throughout the semester will follow these criteria:

AA/4.0 - work significantly exceeded the requirements; visual representations are exceptional; a superior level of overall skill proficiency is evident

BA/3.5 - work exceeded the requirements; visual representations are very good; a high level of overall skill proficiency is evident

BB/3.0 - work met all of the requirements; visual representations are good; a good level of overall skill proficiency is evident

CB/2.5 - work met some of the requirements; visual representations are acceptable; a suitable level of overall skill proficiency is evident.

CC/2.0- work met only the minimum requirements; visual representations are significantly lacking; an average level of overall skill proficiency is evident.

DD/1.0 - work met few of the minimum requirements; visual representations are significantly lacking and/or content is missing; a below-average level of overall skill proficiency is evident.

FF/0.5 - work failed to meet even the minimum requirements; visual

representations are of poor quality and/or missing; excessive absences from studio; an inability to perform conceptually and practically at the level of competency for this level.

**RECOMMENDED
READINGS**

1. Landa, R. (1988). *Thinking Creatively: New Ways to Unlock Your Visual Imagination*, North Light Books.
2. McKim, H.R. (1980). *Experiences in Visual Thinking*. Brooks/Cole Publishing Company.
3. Gombrich E.H. (1995). *The Story of Art*. Phaidon Press, London.
4. De Saumarez, M. (2001). *Basic design: The dynamics of visual form*. London : A. & C. Black.
5. Krause, J. (2004). *Design Basics Index*. How Brooks.
6. Gombrich. E.H. (1995). *The Story of Art*. Phaidon Press London.
7. Curtis, B. (2009). *Drawing from Observation: An Introduction to Perceptual Drawing*. Mc Graw Hill Education.
8. Dewitte, D.J. (2011). *Gateways to Art*. Thames and Hudson.
9. Wong, W. (1997). *Principles of Color Design*. John Wiley and Sons Inc.
10. Abbott, E.A. (1884). *Flatland: A Romance of Many Dimensions*. Seeley & Co.