

MIM-ENT-ICM

tes113e

BASIC DESIGN & VISUAL ARTS

Section 6

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 The course includes design elements (point, line, surface, sphere, texture, colour, light, form), design principles (repetition, rhythm, ratio, scale, balance, harmony, contrast, union of contrast, continuity, hegemony), visual perception (psychology of perception, gestalt principles - closeness, likeness, form-base etc., visual fallacy), the concept of space (space organization in two and three dimensional work, geometry of urban space), the analysis of natural and man-made environment (decomposition, disintegration, abstraction and reinterpretation), patterns (point, line, accented line, value, contour, movement), colour and the psychological effects of colour.

WEEKLY PROGRAM

Week / Date	Subject	Learning Outcomes
1 21.Oct	Introduction to Composition: To look to see to perceive	2,3
2 28.Oct	Human - Visual Environment- Object Relationships	2,3
3 4.Nov	Collage	2,4
4 11.Nov	Collage, Repetition - Interrelationships in 2D	1,4
5 18.Nov	Tectonics I: Potentials of Material and Form	3,4
6 25.Nov	Tectonics II: Abstraction in 2D and 3D	1,2
7 2.Dec	Tectonics III: Workmanship and Collage	1,4
8 9.Dec	Color	3

9 16.Dec	Interaction among colors	2,3
10 23.Dec	Decomposition of forms	4
11 30.Dec	Texture and composition	1,2
12 6.Jan	Texture and space	2,4
13 13.Jan	Object and environment	1,2,3,4
14 20.Jan	Portfolio design	1,4

**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, Section 3 **Facebook Group** and **Google Drive** will be used as well for announcements & submissions. We'll also use various interfaces such like Miro and Google Jamboard for pin-up sessions.

Online classes will be executed during the studio hours announced on weekly program [Wednesday, 08.30 – 12.30]. Course presentations will take place collectively, while predetermined “breakout rooms” will be used for studio exercises. Collective part of the class will be recorded, but breakout room sessions are off the record. All work is to be produced in accordance with the media, material and format requirements set forth by the instructors at the class or via the announcements made through the posts shared with the facebook group. **In online process**, students are expected to do their work **with their own efforts** and not to **plagiarize** through digital platforms.

ANNOUNCEMENTS

The media that will be used will be announced prior to every week. Submission of work later than the deadline implies the grade zero.

EVALUATION

Term Exercises	60 %
Final Submission (Portfolio)	40 %

**RECOMMENDED
READINGS**

1. D.A. Schön: The reflective Practitioner, Basic Books, 1994
2. W. Lidwell, K, Holden, J, Butler: Universal Principles of Design, Rockport, 2003
3. L. Fichner-Rathus Foundations of Art and Design Cengage Learning, 2015