

FACULTY OF
ARCHITECTURE

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BD

MIM-SBP-PEM

tes113e

BASIC DESIGN & VISUAL ARTS

Section 4

2023-2024 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 5 modules:

TES 113E studio hours include conceptual presentations and pin-up discussions, as well as studio work. 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. (1 studio)

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

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. (3 studios)

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

This workshop makes use of ready-made alpha-numerical (typographical) forms to engage students to think about 2D representations in terms of translating them into 3D constructions. At the end of this workshop students will have used their abstraction skills to create a 3D model of their forms. (3 studios)

WORKSHOP #4: COLOR (Weeks 9, 10, 11, 12)

In this workshop students will be introduced to the basics 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 and earn technical skills to create their works. (4 studios)

WORKSHOP #5: PERFORMANCE & PRESENTATION (Weeks 13, 14, 15)

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. (3 studios)

**COURSE LEARNING
OUTCOMES**

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

- 1) express themselves visually and ideologically as a way of thinking.
- 2) develop skills of visualization and a unique technique of their own.
- 3) use their creative and critical thinking skills.
- 4) visualize their ideas on two- and three-dimensional levels.



**WEEKLY
PROGRAM**

Week	Day	Subject	Keywords & Basic Design Principles	Learning Outcomes
1	Oct. 04	Freeform Wire Expression	Material, Creativity, Representation	1,2,3,4
2	Oct. 11	Drawing	Free hand drawing, Phenomenon of drawing, Perception	1,2,3
3	Oct. 18	Drawing #2	Free hand drawing, Phenomenon of drawing, Perception	1,2,3
4	Oct. 25	Drawing #3	Free hand drawing, Phenomenon of drawing, Perception	1,2,3
5	Nov. 01	Shape & Form	Ready-made, Typographical forms, Abstraction, 2D to 3D	1,2,3,4
6	Nov. 08	Shape & Form #2	Ready-made, Typographical forms, Abstraction, 2D to 3D	1,2,3,4
7	Nov. 15	Shape & Form #3	Ready-made, Typographical forms, Abstraction, 2D to 3D	1,2,3,4
8	Nov. 22	Color	Color composition, Replication, Re-interpretation	2,3
9	Nov. 29	Color #2	Color composition, Replication, Re-interpretation	2,3
10	Dec. 06	Color #3	Color composition, Replication, Re-interpretation	2,3
11	Dec. 13	Color #4	Color composition, Replication, Re-interpretation	2,3

12	Dec. 20	Final Project	<i>Performance, Presentation, Art and Design</i>	1,2,3,4
13	Dec. 27	Final Project	<i>Performance, Presentation, Art and Design</i>	1,2,3,4
14	Jan. 03	Final Project	<i>Performance, Presentation, Art and Design</i>	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]. 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 Taşkışla.

It is of utmost importance that students keep their working areas clean while in the studio and speckles 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/>)

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>

A minimum of 80% attendance is mandatory in studio courses according to ITU Undergraduate Education Regulation Article 23 (Amended: RG-17/6/2021-31514). The 20% is not a right but is reserved for sickness and other unforeseen circumstances.

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, and Google Jamboard 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 *Each studio component will contribute to the final grade.*

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

- Workshop 1 6%
- Workshop 2 18%
- Workshop 3 18%
- Workshop 4 18%
- Workshop 5 40%

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.