

FACULTY OF
ARCHITECTURE

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BD

MIM-ENT-ICM

tes113e

BASIC DESIGN & VISUAL ARTS

Section 6

2023-2024 fall

Wednesday 08:30-12:30

· Dr. Demet Günal Ertuş
· Assoc. Prof. Dr. Ahmet Erdem Tozođlu

· Res. Assist. İsrafil Kırmızı
· Res. Assist. Őeyma Kurtuluş

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 of 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 3 modules:

MODULE 1 | WEEK 2-5

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

MODULE 2 | WEEK 6-10

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 3 | WEEK 11-15

Students are expected to apply the design principles to the 3-D design environment. They are expected to identify space and form through basic 3-D shapes. Also, students are expected to demonstrate all the skills that they learned 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 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



2023-2024 FALL-TE5 113E - BASIC DESIGN and VISUAL ARTS			
WEEK and DATE	MODULE	CONTENT	L.O.
W1 Oct. 4		Warm-up Exercise Intro to BDVA	
W2 Oct. 11	MODULE I	Basic Design Tools and Principles I Shape, Form, Rhythm, Contrast, Figure&Ground, Repetition	2, 3, 4
W3 Oct. 18		Basic Design Tools and Principles II Harmony, Color, Balance, Scale, Proportion	2, 3, 4
W4 Oct. 25		Gestalt Principles Similarity, Closure, Proximity, Continuance	2, 3, 4
W5 Nov. 1		Design a poster representing a movie Composition, typography, abstraction, rhythm, foreground-background	1, 2, 3, 4
W6 Nov. 8		MODULE II	Relief study Solid&Void
W7 Nov. 15	Relief study Texture, pattern		3, 4
W8 Nov. 22	3D Design Exercise by Abstraction		1, 3, 4
W9 Nov. 29	3D Design Exercise by Abstraction		1,3
W10 Dec.6	MODULE III		Light Motion and Form: Light Installations Intro Session
W11 Dec.13		Light Motion and Form: Light Installations Form Finding Exercise	3, 4
W12 Dec.20		Light Motion and Form: Light Installations - cont. Abstraction of the Form	2, 3, 4
W13 Dec. 27		Light Motion and Form: Light Installations - cont. Joint Details and Material Research	4
W14 Jan. 03		Poster Design and Representation of the Final Work	1, 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 speckless at the end of the course. **The studio space will be used by another class after ours, so it is courteous to evacuate on time 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/>)

ATTENDANCE

It is important that students attend all the sessions. This means being on time and actively participating in the activities held during the course hours under the direction of the studio instructors. There will be a variety of interactive formats, so timeliness is essential for efficient planning and individuals' maximum benefit from peers and instructors. **A minimum of 80% attendance is mandatory for a passing grade in studio courses according to ITU Undergraduate Education Regulation Article 23 (Amended: RG-17/6/2021-31514). Please note that the designated 20% is reserved for sickness (including health reports) and other unforeseen circumstances.**

COURSE TECHNOLOGY

Digital platforms will be used profusely during and outside of studio hours to communicate, conduct research, produce, and share work. **Ninova** 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 and 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. Students are also strongly encouraged to use supporting digital platforms to share multimodal objects and information while interacting with their instructors and peers during studio 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).
(<https://odek.itu.edu.tr/en/code-of-honor/ethics-in-university-life>)

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 proposals. 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. You are responsible to remain up to date about them. The submissions will be announced and collected using Ninova and other digital platforms. The use of other software for online collaboration, such as 'Miro,' will be announced when applicable. Submission of work later than the deadline implies a grade zero.

EVALUATION

The contribution of the modules and final project are given below.

Module I	25%
Module II	25%
Attendance and Participation	10%
Module III-Final Submission	40%

The requirement for active participation in the course is **80% for each module**. This includes both **taking part in the critiques** and **completing the in-term assignments/projects**, besides **attending classes physically** 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 & homework).

For students to be excused from the lectures (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 lectures, you fail the course even if you have 6 apologies.

Project I Grade Assessment Criteria	Contribution
Term Exercises	60%
Final Project Submission	40%

The content of the syllabus and the semester schedule are flexible. Although much thought and planning were put into the course schedule included in the syllabus, the schedule is tentative and subject to change as necessary to adapt to the class's specific needs. Occasional departures from the schedule, such as additional readings, assignments, and activities, will be announced in the course or via Ninova throughout the semester.

**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.