

2D DESIGN ART FUNDAMENTALS

ART 2401 2D DESIGN COLOR AND COMPOSITION: PRINTMAKING

Sketchbook guidelines

Thinking and drawing go hand in hand for artists. Maintaining an active sketchbook is a crucial component of good studio work but it takes practice. You will be required to keep a sketchbook that you should work in outside as well as inside the class on a daily basis.

The sketchbook should be no smaller than 8 ½ X 11". You will be required to complete a minimum of five pages for each week of class. The sketchbook should document your artistic growth during the course of the semester. Although you are encouraged to sketch, draw and print in your sketchbook as frequently as possible.

What should/could you do in your sketchbook?

1. A minimum of five drawings a week
2. Research artists mentioned or shown in class, photocopy their work and paste it into your sketchbook then work on reproducing the entire work, or parts of the work. For example: use your sketchbook to analyze Max Beckman's color as a compositional tool, diagram all the blue shapes, or complementary patterns.
3. Plan out your project ideas in your sketchbook, ideas evolve and by continuingly to work and concept map your ideas you can more fully understand your motivations.
4. Record your lecture notes, or demo notes. Illustrate your notes with images: draw, collaged, or printed.
5. Test color ideas, interactions or studies
6. Share images with classmates, trade photocopied sketches and make responsive drawings.
7. Practice concept mapping or brainstorming techniques: when presented with a new project make a list of words you associate with the project, don't edit, put everything down. Look the words up in a thesaurus, thinking about the implications and connections being made. Make a map, a verbal diagram of your words. Explore the connections, how else could you think about the idea, make the thinking visible.
8. Research your idea at the library, how have other disciplines looked at the idea? Make your research as visual as possible by diagramming or sketching your thinking.
9. Think in terms of variations on a theme, how could the idea be expanded, is there another view, another scale, another mark that might convey this idea in a new way?

Project Criteria:

Resolution to the assigned problem

Craft

Inventiveness/initiative

Overall artistic design