**University of the Incarnate Word** Professor: Brett Marshall Tucker

ANGD 1102-01 Elements of Design Seminar Office Ahead: Schedule Ahead

Spring 2019: TR 12:00-1:15 PM Skype: brettmarshalltucker | Email: bmtucker@uiwtx.edu

**Catalog Description:** This lecture course provides an overview of traditional elements of design (i.e. color, line, shape, texture, space, form, unity, balance, hierarchy, and scale) and their application to digital art including film and games. Students will learn the language of design, how to judge design and its execution and resources for further design studies.

**Prerequisites:** None

**Context**: This is a Freshman level course required of ANGD BFA majors.

This course may not be repeated for credit.

This course will be offered in a face-to-face format.

Grade Mode: Normal

**Course Overview:** In this course, students will use the elements of design to create meaning and expressiveness. Students will organize compositions to change meaning and content and apply the concepts of positive and negative shapes to environmental and character designs. Students will study and extensively apply color theory and specifically its realization through virtual lighting techniques.

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| **Course Outcomes:** Upon completion of the course, students will be able to: | **Assessment:**  The objectives will be assessed by: |
| Create meaning and expressive content through placement and orientation of shape. | Projects  (Tangrams, Illustrator Exercises, Paper Cutouts) |
| Organize composition through directional lines and geometric shapes to convey and change meaning. | Projects  (Illustrator Exercises, Paper Cutouts, Traditional Media) |
| Create value scales to construct composition. | Projects  (Munsell Value Scales, Image Deconstruction) |
| Apply elements of design to conceptualize environment and character designs for games and film. | Projects  (Game Deconstruction & Analysis, Game Level Whitebox Prototyping) |

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| **Date** | **Class** |
| 1/15 | Discussion: What are the Elements of Design?  **In-Class Assignment: Group Discussion** |
| 1/17 | Discussion: Line – What Exactly is a Line?  **In-Class Assignment:** Line Weight Drawings |
| 1/22 | Discussion: Line cont.- Leading Lines  **In-Class Assignment:** Perspective Drawings |
| 1/24 | Discussion: Line cont. – Contour Lines and How They Make Shapes  **In-Class Assignment:** Blind Contour Drawings |
| 1/29 | Discussion: Shape – Basic Geometric Shapes in Game Art  **In-Class Assignment:** Tangrams |
| 1/31 | Discussion: Shape cont. – Organic Shapes  **In-Class Assignment:** Silhouette Naming |
| 2/5-7 | Discussion: Shape cont. – Shape Patterning  **In-Class Assignment:** Tangrams |
| 2/12-14 | Discussion: Scale – The Real World and You  **In-Class Assignment:** Scale Drawings |
| 2/19-21 | Discussion: Composition cont. – Rule of Thirds, Composition Storytelling  **In-Class Assignment:** Phone Photography |
| 2/26-28 | Discussion: Composition cont. – Level Design and Flow  **In-Class Assignment:** Level Design |
| 3/5-7 | Discussion: Color – Color Types and Symbolism  **In-Class Assignment:** Character Design with Color |
| 3/12 | **SPRING BREAK – NO CLASS** |
| 3/14 | Discussion: Value – Color and Value  **In-Class Assignment:** Color in place of value |
| 3/19-21 | Discussion: Texture – How Can You Feel With Your Eyes?  **In-Class Assignment:** Texture Explanation |
| 3/26-28 | Discussion: Texture – How Textures Tell a Story  **In-Class Assignment:** Game Prop Narrative |
| 4/2-4 | Discussion: Light cont. – Mood and Tone of Lights  **In-Class Assignment:** Light Source Silhouettes |
| 4/9-11 | Discussion: Setting – Where Are We?  **In-Class Assignment:** Campus Observations |
| 4/16-18 | Discussion: Setting – Does a Samurai Belong in a Cyberpunk World?  **In-Class Assignment:** Justify a Juxtoposition |
| 4/23-25 | Discussion: Believability – When it Fits and When It Doesn’t  **In-Class Assignment:** Good Game/Bad Film Analyzation |
| 4/30-5/2 | Discussion: Open – What Do We Know Now?  **In-Class Assignment:** Final Project |
| 5/9 | **FINALS WEEK – 10:45-12:45** |

# Grading Activities: Your final grade will be based upon attendance, Assignments and Projects. Your grade will be based upon the percentage of 100 pts you have earned. 100-90=A, 89-80=B, 79-70=C, 69 and below =F.

# Attendance: Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade.

**Assignments and Projects:** There will be something due almost every class; plan to spend the needed time on homework. If an assignment is not finished in class, it will be homework. Remember that an important part of learning in this class is in the “sweat equity” hours outside of class. Come to class with questions you’ve encountered working on the projects outside of class.

In class contributions are worth 50% of your final grade. The remaining assignments make up the remaining 50%. There are **no late assignments accepted.**

**Academic Honesty Statement:** In accordance with the UIW Student Handbook, academic dishonesty includes but is not limited to: Cheating on test, exams, or lab work. Plagiarism of another’s work including models or textures. Using other’s work as your own by counterfeiting it. Unauthorized reuse of work (the turning in of the same work to more than one class without consent of instructors involved). Theft or circulation of tests, quizzes, or answer sheets. Involvement of collusion (unauthorized collaboration with another) to violate a provision of the Code of Academic Integrity.

In order to maintain a high level of work and integrity in our classes, all sanctions will be pursued an enforced in the case of academic dishonesty.

**Class Absences for Religious Observances:** The University of the Incarnate Word welcomes persons of diverse backgrounds and is therefore committed to providing reasonable accommodations for students wanting to attend religious observances and who will miss class. Students must inform instructors at least two weeks prior to attending a religious observance. Students use the form found in the UIW Student Handbook & Student Code of Conduct to request accommodations from the instructor.

Disability Accommodations: The University of the Incarnate Word is committed to providing a supportive, challenging, diverse and integrated environment for all students. In accordance with Section 504 of the Rehabilitation Act – Subpart E, Title III of the Americans with Disabilities Act (ADA), and Title III of the ADA Amendments Act of 2008 (ADAAA), the University ensures accessibility to its programs, services and activities for qualified students with documented disabilities. To qualify for services, the student must provide Student Disability Services with the appropriate documentation of his or her disability at the time services and/or accommodations are requested.

**Pregnancy Accommodations:**

Under the Department of Education’s (DOE) regulations implementing Title IX of the Education Amendments of 1972, the University does not discriminate against any student on the basis of pregnancy or pregnancy related conditions.

To request reasonable accommodations for disability, temporary disability (e.g., injury, surgery) or pregnancy, please contact:

Student Disability Services

4301 Broadway CPO 286

Administration Building – Suite 105

San Antonio, TX 78209

(210) 829-3997 |(210) 829-6078

[www.uiw.edu/sds](http://www.uiw.edu/sds)

**Title IX Information**

Unlawful discrimination has no place at the University of the Incarnate Word. It violates the University’s core values, including its commitment to equal opportunity and inclusion, and will not be tolerated. The University of the Incarnate Word prohibits sexual misconduct, that can include: (1) sex and gender based discrimination; (2) sexual and sex and gender based harassment (including a hostile environment based on sex or gender); (3) sexual assault; (4) sexual exploitation; (5) stalking; and (6) relationship violence (including dating and domestic violence). For more information, or to report an incident, please visit [www.uiw.edu/titleix](http://www.uiw.edu/titleix).