

Syllabus. Fall 2009

Introduction to Visual Practice, ARTSVIS 54.01

Duke University Department of Art, Art History and Visual Studies

Instructors: Raquel Salvatella and Bill Fick

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Bill Information:

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Time and meeting place:

Tuesday: 11:40 to 2:20 - Smith WRHS 200 and Smith WRHS 228

SYNOPSIS:

This class introduces students to the basic principles and methods of a large variety of visual practices. Exercises, readings, and student projects are designed to lay down a foundation for future intermediate and advanced visual arts classes, as well as any advanced work in the field of visual studies and visual culture. Conceptual and experiential work will focus on basic 2D & 3D composition, drawing, color theory, photographic and architectural principles, as well as basic work in time-based or kinetic media such as, film, video, and performance. This broad set of practices recognized as 'visual arts' will be complemented by exercises that address the more widespread uses of visuality in everyday life, as well as its deep impact on a large variety of fields of knowledge. Examples of the latter may include various kinds of mapping, virtual simulations, graph theory, and other methods practiced by professionals who use visuality but are not considered artists. They may also include work inspired by so called 'vernacular' or 'amateur' visual practices.

This class is mostly for first and second year students. It is the prerequisite for all intermediate and advanced Visual Arts & Visual Practice classes. It is also a requirement for the Visual Studies major and the Visual Arts major.

Book used for this course:

Introduction To Design (second edition) by Alan Pipes.

ISBN-13 number: 978-0-13-208511-3

Class blog: <http://www.dukevisualstudies.org/artsvvis54>

PROJECTS and ASSIGNMENTS:

We will distribute a handout before each project is assigned. At this time there will be a brainstorming discussion to identify the goals, concepts and possibilities of the project. Short in-class exercises related to each project will take place during the semester.

The following three projects will be spread throughout the semester (**due dates to be announced**). You will be referring to the *Introduction to Design* text while working on these assignments.

Project #1: 2D Collage

Theme: The 20th Anniversary of the Fall of the Berlin Wall

With this assignment we will explore some of the basic concepts of 2 dimensional design and how to organize visual content.

Project #2: 3D Soda Can Sculpture

With this assignment we will explore some of the basic concepts of 3 dimensional design.

Project #3: Motion and Video

Theme: Heaven and Hell

With this assignment we will explore the basic concepts of art made with moving images.

54 Visual Journal Assignments – The Fall of the Berlin Wall

Each student will be a contributor to "54", a visual journal that is self-published by the Duke University Department of Art, Art History and Visual Studies. ArtsVis 54 students will be the only contributors to this journal. The subject/topic/concept of this semester's journal is The Fall of the Berlin Wall. Your 2D project is also about the same subject so you will be able to use ideas from that assignment as you develop your journal contribution. Details will be distributed in a handout.

Due: TBA

Blogging Assignments

Each person in the class will be required to post at least one entry for each assignment. Most entries will be in the form of pictures/videos with commentary. You will receive e-mail from the blog with your username and password, which you will be able to change.

Address: **<http://www.dukevisualstudies.org/artsvis54>**

Title: ARTSVIS 54: Everything to do with Art, Design and Visual Culture at Duke University.

We will use this blog as a way to share our projects, ideas and research with the outside world. We will notify other faculty and departments about the blog. The goal is to create a dialogue about art and design at Duke.

Due: Ongoing

Sketchbooks

You will be required to keep a sketchbook. Use it to record your thoughts, ideas and comments about anything related to your projects and assignments. Carry the sketchbook wherever you go and use it often!

Due: Ongoing

OTHER ACTIVITIES:

Visitors

Lee Sorensen
Merrill Shatzman
Victoria Szabo
Bill Noland
Casey Alt
Shambahavi Kaul
Bill Seaman

Nasher Museum Visit

We will be visiting the Nasher Museum to see current exhibits and selected works kept in the museum storage area.

Class Exhibitions in Smith Warehouse

2D Collage
3D Soda can sculpture and digital design
Video & Motion project - Storyboards and digital productions.

RESPONSILITIES:

Each student will be required to participate in class activities and discussions and develop projects through class exercises and weekly assignments.

GRADING:

Collage project: 20%
Soda Can Sculpture project: 20%
Video & Motion project: 20%
Visual Journal assignment: 10%
Blog entries: 10%
Class participation and attendance: 20%

Late projects and assignments will hurt your grade. Always let us know if something is going to cause your work to be late.

You will be allowed one missed class, after that there will be a one letter grade drop from your final grade (and so on).

An obvious note: Internet and mobile devices are not appropriate in class.

Please be on time – arriving late to class is disruptive.

MATERIALS AND SUPPLIES:

We will discuss materials and equipment before the beginning of each project.

There is limited storage in the Smith Arts Warehouse so develop a system for transporting your materials and work. Equipment management will be important for the successful completion of your projects.

Students are responsible for locating materials and supplies. The Duke Book Store has a limited amount of supplies. Order from art supply websites and visit local stores like Michael's, A.C. Moore, Jerry's Artarama, Studio Supply in Chapel Hill, Hungates, Staples.

IMPORTANT LAB INFORMATION:

To **log in** into the computers in the lab and studios, you should use your **Net ID username** and the initial password **changeme**. Once logged in, you can change your password.

Building Access is open from 7:30am to 5:30pm. After this time you will need to swipe your card to access the building.

Room Access:

Room 228: card wipe access

Studios Access: 1-4-5-ENTER

Room 200: 2-4 (at the same time) -3

Network Storage: You can use the "Desktop" or "Documents" for your work. Make sure you backup your files before the semester is over.

For malfunctions in the lab, contact Michael Crispin (Room A213) or by e-mail: awhelp@duke.edu. You can also try the Administrator from any computers in the lab or studios.

Your work can be saved in the computers at the lab but we strongly recommend you have an external drive in case the server fails (it has happened before.)

When working with digital files, save different versions and **DO BACKUPS!** Keeping different versions of your work can save a lot of time. There is always a hardware failure at the worst moment. It also allows you to go back to earlier versions to give a new direction to your work.

OTHER RESOURCES:

www.lulu.com - self publishing site which will be used to make the 54 Visual Journal.

www.lynda.com - Instructional tutorial site which covers most graphics and video production software. It isn't free but worth the charge if you to need 24/7 help with this material.

- Duke Faculty and Facilities
- Lilly Library, East Campus
- The Nasher Museum
- The North Carolina Museum of Art
- The Ackland Art Museum at UNC-Chapel Hill
- The Weatherspoon Gallery at UNC-Greensboro
- The Louise Jones Brown Gallery in the Bryant Center
- Durham Arts Council
- NC Museum of History
- NCSU College of Design