

An Introduction to Visuals for Programmers in Two Parts

- I Manual Intro to Fine Art and Design*
- II Intro to Digital Design and Production*

About the course: An Introduction to Visuals For Programmers in Two Parts seeks to provide a comprehensive understanding of theory, practice, skills and fluency in the visual communications realm for the purpose of connecting visionaries across disciplines so that new methods of problem types and approaches may inform scientific discovery and innovation in the arts.

Each Part consists of six lessons
Each lesson is four hours in duration.
There are weekly assignments,
leading to a final gallery exhibit.

Why you should participate:

If you come to every class and complete every assignment you will have a portfolio worthy of undergraduate or graduate fine art or design school admissions and an intimidating foundation in visual communication.

You are receiving 450K worth of fine art and design education investment distilled into a comprehensive 12 week course.

You will become fluent in the language used by artists and designers in every day communications and you will understand project approaches from their perspective – you will be able to interface and lead a group project that integrates both the fine arts and the hard sciences.

Why I want to teach:

I look forward to seeing your response to the concepts and projects presented. I would like to learn from all of you through studying your individual processes. I am always looking to network and anticipate some really cool ideas and collaborations stemming from this course.

About the Instructor (www.emilydunne.com)

Emily Dunne is currently pursuing a master of architecture degree with a concentration in real estate development at the Catholic University of America. She is a member of the MArch III class and is scheduled to graduate in Spring 2012. The vast majority of her time is now spent on thesis research, discovering the implications and applications of disorientation in physicality and psychosocial spaces of architecture. She recently worked for David Shove-Brown as a graphic designer developing books for past Summer Foreign Studies programs, seeing editions through to print. In 2010 Emily worked for the academic school year as a community development assistant in residence life on the southside of campus at CUA leading community art projects. In her spare time Emily owns and operates an animal care LLC and looks forward to selling her business in the spring, joining a firm and working on commercial additions and developments while applying her skills to team efforts.

Emily is a recent graduate from the Rhode Island School of Design, class of '09. She participated in the five year dual degree program, double majoring in fine arts and interior architecture. She specialized in issues of two-dimensional design, interior planning, adaptive reuse, color, lighting, painting and metalworking. Emily's past achievements include internships at TK&A assisting with the Fairview Children's Hospital, Brandeis University, Fordham University, Proton Miami and the Duke University Cancer Treatment Facility Projects. In Fall '08 she served on the design management board for building a biodiesel automobile called Coda with Brown engineers and RISD industrial designers. She has worked on interior fitouts for mobile lunar habitats in conjunction with RISD ID students and NASA through Michael Lye. She also served as the project manager of the set design team for Brown Opera Production's Orpheus and Eurydice in March '08. In 2009 she was the president of the Brown University Chorus.

Administrative

Intro to Fine Art and Design

Introduction, Backgrounds, Experiences
Syllabus, Information Sharing

Start Manual Foundation

SUNDAY NOV 6st 4:00pm – 8:00pm

Class 1: Sketching and the Still Life

PPT 1

Myth Semester Assignment

Sketching Warm-up

Still Life Sketching

Still Life Pin-Up Review

Assignment 1: Object Sketches, 20

On 8.5 X 11 paper, pen, pencil

SUNDAY NOV 13th 2:00pm – 6:00pm

Class 2: Museum Trip and Research

Meet at National Gallery of Art

Hand in Assignment 1 for Internal Review

Sketch 20 paintings/sculptures in NGA

Assignment 2: Artist Research

(Prepare 3 paragraphs on artist, type of work
and contribution to society

Answer the so what question, fill in info for 1

Slide from template and email to Emily)

Receive written feedback for Assignment 1

SUNDAY NOV 20th 4:00pm -8:00pm

Class 3: Figure Drawing and Self Expression

Present Assignment 2 Artist Research PPT

Anatomy Study PPT

Sketching Warm-Up

Figure Drawing

Figure Drawing Pin-up Review

Assignment 3 : Self Portrait

On 8.5 X 11 paper, pen, pencil

SUNDAY DEC 4th 4:00pm – 8:00 pm

Class 4: Sketch Model, Material Manipulation

Hand in Assignment 3 for Internal Review

Modeling PPT

In class clay-knife, paper-glue modeling

Assignment 4: Model a Musical Instrument

First clay then paper, smaller than 8.5 X 11

Receive written feedback for Assignment 3

SATURDAY DEC 10th 4:00pm – 8:00pm

Class 5: Fundamentals of 2D

Musical Instrument Podium Review

Aspects of 2D PPT

Outlines

Gray Scales

2" X 2" Square Folding In-Class Assignment

Assignment 5: Positive Negative Study

Create 6 studies from instrument model

On 8.5 X 11 paper, black and white, outlines

SUNDAY DEC 11th 4:00pm – 8:00pm

Class 6: Color, Space and Style

Hand in Assignment 5 for Internal Review

Color Fundamentals PPT

In-class color studies:

Hue: Intensity, Value, Saturation

Transparency, Vibrations

Homework: Tessellation with Two Hues

Based on Instrument Figure Ground And

Description of Color Relationships

Receive Written Instructor Review Sheet

Use two weeks to redo, enhance or make up
any work for final exhibit and scan and
photograph all work for instructor.

FRIDAY DEC 30th

Gallery Exhibit and Reception

Displaying:

Still Life

Figure Sketch

Self Portrait

Instrument Model

Instrument BW Study

Instrument Tessellation

Class Dinner and Manual Foundation Discussion

Hand in Written Instructor Review Sheet

Receive Final Instructor Evaluation

Myth Assignment Explanation

End Manual Foundation

Hard Dates TBD in January

Administrative

Intro to Digital Design and Production
Introduction, Backgrounds, Experiences
Syllabus, Information Sharing

Start Digital Foundation

Class 1: Intro to Interior Architecture

PPT 1 – Understanding Intervention & Parti
Team Project Semester Assignment Intro
Intro to Autodesk Revit Architecture
Intro to Drawing for Design/Arch
Team Space Measurement
Team Revit Model
Revit Model Review
Assignment 1: Complete Group Model
In Revit Architecture

Class 2: Project Research and Context

Review Assignment 1 Group Model
Intro to Photoshop, Illustrator, InDesign
Ideating Important Adjacencies
Walking Tour of Site Neighborhood
Sketching and Marking Features
Diagramming: Mapping of Urban Context
Assignment 2: Urban Mapping
(Prepare 6 maps with diagrams for analysis)
Receive written feedback for Assignment 1

Class 3: Project Concept

Present Assignment 2 Urban Mapping
Building Parti Concepts PPT and Discussion
Using Information Layers to Inform Design
Visual Analysis and Concept Sketches
Concept Sketch Pin-up Review
Assignment 3 : Draw your Parti
On 8.5 X 11 paper, pen, pencil

Class 4: Project Intervention

Hand in Assignment 3 for Internal Review
Translating Parti to Forms in Space PPT
In class spatial intervention Revit modeling
Assignment 4: Complete Space Intervention
Finish model In Revit Architecture
Receive written feedback for Assignment 3

Class 5: Post-Production

Final Model Review
Intro to Autodesk Impression
Cutting plans, sections, elevations, perspectives
Exporting to impression, Photoshop, etc.
Graphic Standards
Assignment 5: Complete graphics for plan, 2 sections, 4 interior elevations, 1 perspective
8.5 X 11 image size for 24" X 36" Board

Class 6: Physical and Digital Presentation

Hand in Assignment 5 for Internal Review
Presentation Fundamentals PPT
Board and Website Concepts in Photoshop
Final Physical Boards in Indesign
Group Website Index Design Completion
Individual Page Design Template Completion
Homework: Complete One 24" X 36" Board for Print and Individual Site Page for Group Site
Compile Group Website as Team
Instructor Will Print Boards
Receive Written Instructor Review Sheet

Use two weeks to redo, enhance or make up any work for final exhibit and scan and photograph all work for instructor.

Gallery Exhibit and Reception

Displaying:

Individual Boards
Group Website

Class Dinner and Digital Foundation Discussion
Hand in Written Instructor Review Sheet
Receive Final Instructor Evaluation

End Digital Foundation

My thoughts on materials and supplies:

Teachers have a way of making you buy a ton of supplies that you never use or need. Art supplies are so expensive. My intent is to provide you with a minimal supply list so that we aren't breaking the bank. I would advise you to look around for these items and be creative before you go purchasing them.

I don't care what type of paper, pens, pencils or markers you bring to the table. If you would like advice based on what I personally use then I will be happy to point you in a specific supply direction. Shoot me an email.

I am recommending 8.5 X 11 because it is a decent size sheet of paper for lugging around and very easy to scan – and you will be scanning everything. I personally never carry a sketchbook – I find them constraining and annoying, and the perforations on the edge of the paper defy conceptual layout.

I advise you always work from one rectilinear sheet of paper. I keep all of my work on loose sheets of paper in the folder portion of a 3 ring binder. I keep instructor handouts in the binder portion. I draw on the paper with the support of the binder and organize my drawings in a portfolio (a manila folder) later.

The most important supplies you bring with you to this course are an open mind and patience.

Materials you supply:

Sharpies (thin, medium, thick)
Pens (3 varying line weights)
Pencils (4 h 4 b, 1 hb)
Markers (bic mark-it 36, AWESOME performance for value)
Charcoal (4 sticks)
White pastels (2 sticks)
Kneaded Eraser (1)
White pen eraser (1)
8.5 X 11 paper any kind, lots of it, computer paper works.
12" Trace roll or 8.5 X 11 sheets
Ruler 12"
Pen knife
Extra Blades
Elmer's glue
1 block of clay

Materials I will supply:

Acrylic paint and canvas
Colorform paper
Relevant software access
Large scale 24" X 36" printing
Tape measure