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Syllabus

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Published

SYLLABUS: GD105 Intro to Visual Design

faculty contact

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office hours spring 2018: TR 12PM - 3PM by appointment only, please email me 24 hours in advance to secure a

time

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course description

This is an 100-level creative studio course that introduces the power of visual design elements (**the parts**: point, line, shape, space, texture, color, frame), the power of visual design principles (**the whole**: contrast, similarity, scale, proximity, direction, hierarchy, alignment, repetition, pattern, balance, harmony, emphasis, attention, sequence/order/time), and the power of computation principles (syntax, order, coordinates, data, operators, variables, conditionals, iteration, encapsulation, input/output). Students will sketch visual ideas write and modify code to complete weekly projects integrating visual design elements, visual design principles, and computation principles. While this is a highly technical course (design is technical!), no prior programming experience or knowledge is required. We will use the Processing language because it is a friendly self contained starter language perfect for beginners (like a sandbox or walled garden, intended to be a pleasant experience). Should you want to learn additional languages later on you will find the programming concepts introduced through Processing will transfer and scale.

course objectives

Visual design communicates and influences. Code is the material of the 21st century. It underlies almost every aspect of contemporary life. Creating compelling or strategic visual design requires practice and care, involving a back-and-forth process of intense production (lots of quick ideas) and then reduction (trimming away the extra). Writing code, much like learning another language, is hard and weird and wonderful.

student learning outcomes

- use visual design elements, visual design principles in compositions
- write code, read and fix errors
- make compelling visual design decisions
- produce smart/creative working projects
- give help, get help, self assess

watch preview

https://drive.google.com/file/d/0B7794NoI33a9VlVjX05KZ2pZWjg/view?usp=sharing

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required supplies

1. Drawing supplies: A dedicated physical sketchbook or composition book, and pens/pencils of your

choosing.

2. Drawing supplies: Processing (IDE/software/text editor). Before every class meeting make sure that Processing is installed on your machine. If it is not installed go to https://processing.org/download/ and download the latest version. No need to donate.

3. Output: Some projects will require printing. Details provided in the weekly projects.

class meetings

Class meetings will be a mix of new material/demos, studio/lab time, and project reviews. Be prepared for every class with completed work uploaded, and Processing downloaded and ready for use.

required projects to earn credit

This course involves a series of projects. You can receive points for your completed work. Code matters. Visual design matters. Broken code will not earn credit. Poorly executed visual design elements will not earn credit. To receive credit for work it must be submitted through D2L through the "Weekly Student Project Gallery" feature on time. See each project for details.

important note for more advanced students in this intro level course: This is an introductory level course so the material/time will be focused on introductory level information and projects that support learning specifically for beginners. If you you are already an excellent visual designer and you have internalized the code logic and syntax well enough to write the assigned projects from scratch - you must identify your own more advanced individual goals that will push you to grow and develop as an artist or designer. You should never allow yourself to be bored or underwhelmed. You may use the assigned projects as starting points and do more ambitious versions or additional variations. I strongly recommend that you do not find and incorporate code you do not understand or cannot debug. Alternatively giving help [technical problem solving or creative direction] is an excellent form of gaining more advanced teaching/mentoring experience and your input will be extremely appreciated and noticed.

give help/get help requirement

Every project involves a "give help or get help" requirement as part of the "Weekly Student Project Gallery." Please explain how you helped a classmate solve a problem and cite the person by name, or explain how you received help from a classmate or from the tutoring center and cite that person by name. This kind of peer-to-peer support is very normal and encouraged in technology and design oriented cultures and communities. Why be lonely in your activities? Example citation: Jane Doe had an error and I helped her find the problem, we ended up rewriting the function. Example: I was having trouble deciding what shapes and colors to use for my pattern and John Doe helped me sort it out. Example: I was really stuck on the array concept so I went to the tutoring center and Jane Doe walked me through arrays from a different perspective.

helper: one late work or one do-over

Each student gets one late or one do-over submission. It can be used for up to 7 days past the due date. If/when you use your late submission or do-over you must follow the original submission instructions AND email the instructor with the following information:

- subject line: late work: student name, playgramming
- body: project title, original due date, late turn in date

If you do not email the instructor your late or do-over submission information your effort will likely be missed because the D2L system does not generate an automatic message on your behalf.

After one late submission additional late work cannot be accepted unless there is a documented extenuating circumstance [documented illness or documented immediate family emergencies]. The extenuating circumstance process/permission must pass through the Dean of Students office. Details are found here:
http://offices.depaul.edu/student-affairs/support-services/academic/Pages/absence-notification.aspx

grades

Project cycle points will be averaged for a final grade. A = 90-100 / B = 80-89 / C = 70-79 / D = 60-69 / F = 0-59
A indicates excellent work, B indicates good work, C indicates satisfactory work, D work is unsatisfactory in some respect, F is substantially unsatisfactory work or all together missing. *note: Receiving an Incomplete for a course is unusual and is not something faculty can manage independently. All incomplete requests must be approved by the instructor of the course and a CDM Associate Dean. Only exceptional cases will receive such approval. Before the end of the term students must initiate the incomplete request process through: cdm.depaul.edu > Current Students > Academic Policies*

communication

Email is the primary means of communication between faculty and students enrolled in this course outside of class time.
Students must include specific class/section number details in all email correspondence. It may take up to 48 hours to receive a response. Email will be addressed M-F, during normal working hours. Anything received after 5PM will likely not be seen until the next day. Students should solve immediate problems by reaching out to classmates, looking on D2L, doing a web search, or taking advantage of the tutoring center. Students need to check email daily.

attendance
Attendance is required. Two absences for any reason, whether excused or not, may constitute failure for the course. If students miss class they should review D2L documentation, look at the videos, and consult with classmates. Students who withdraw from the course for whatever reason must do so by using the Campus Connection system (campusconnect.depaul.edu). Withdrawals processed via this system are effective the day on which they are made. Simply ceasing to attend, or notifying the instructor, or nonpayment of tuition, does not constitute an official withdrawal from class and will result in academic as well as financial penalty.

resources

1. tutoring center, CDM 208 [search for Java if you need help with Processing, Photoshop/Illustrator etc if you need visual design help]: http://www.cdm.depaul.edu/Current%20Students/Pages/TutoringProgram.aspx
2. lynda tutorials: software.depaul.edu/training
3. equipment center for cameras/gear: Daley building (14 E. Jackson) LL 106

facilities

1. computer labs: cdm.depaul.edu > Current Students [top right nav] > Labs And Software [scroll down]

students with disabilities

Students who need an accommodation based on the impact of a disability should contact the instructor privately to discuss evolving needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu. Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002 Fax: (312)362-6544 / TTY: (773)325.7296

Upload / Create ⌄   Existing Activities ⌄   ✎ Bulk Edit

Drag and drop files here to create and update topics

Add a sub-module...

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