

# UNBOUND PROMETHEUS – AN INTELLECTUAL RETREAT

SUMMER 2017

## SYLLABUS

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Program Dates: July 9 - July 22, 2017

Program Times: Morning session, 9am-1pm

### Course Title:

*Drawing in the 21<sup>st</sup> Century: Mobile Digital Art  
or Visual Communication from Paper to iPad and/or iPhone or Digital Equivalents*

### Course description:

This introductory course investigates basic principles of visual communication through traditional drawing and their applications to mobile digital media and technology. Drawing as visual language will be explored on paper to help create art works for the iPad and/or iPhone or technology equivalents. The students will learn the basic elements of art and principles of composition from the sketch pad with an emphasis of adapting this information to create a portfolio of digital art. Understanding line, value, color, texture, pattern, space, perspective, and dimension in a variety of subjects will be explored. The still life, landscape, portrait, and figure will be visually addressed in a variety of locations with on-site drawing. Documentation of the experience will be made through a portfolio of images in drawn and digitally saved examples. Critical analysis of these efforts will be shared and catalogued through portfolio presentations and review.

### 1. BROAD PURPOSE OF COURSE

This introductory course investigates basic principles of visual communication through traditional drawing and their applications to mobile digital media and technology. This course is an exploration of the basic elements of art and design and the principles of composition from a traditional drawing and their immediate applications towards mobile digital art on the iPhone and/or iPad and equivalent technologies. Additionally, the course designed to introduce the fundamentals of drawing. Emphasis will be placed on perceptive and technical skills used in rendering accurate form on paper and with digital art technologies. The recognized elements and principles of art will be explored as they relate to unified composition with a variety of subject such as still life, landscape, the figure and portrait in drawing on locations through field trips and field work in addition to a lecture format at the beginning of each class. Critiques will be used to expand visual analysis and vocabulary.

## 2. COURSE OBJECTIVES/LEARNING OUTCOMES

In this course the students will,

- practice critical reasoning & problem-solving by creating and critiquing works of fine art on paper and with mobile digital media technologies.
- apply knowledge and experience to complex aesthetic problems in drawing and the use of mobile digital media technologies.
- use imagination to discover and generate novel artistic ideas and products
- formulate specific questions, and design appropriate methods and media to address those questions in works of fine art and digital art technology.
- generate a final product on paper and on saved digital devices and formats that demonstrate understanding of aesthetic and intellectual sources
- use their knowledge of aesthetic principles to create and critique works of fine art through analysis and use of criteria for criticism.

Additionally, to successfully complete this course the students will be expected to:

- demonstrate skill in various drawing mediums in traditional drawing methods and with digital mobile technology such as the iPad and/or iPhone and media equivalents.
- demonstrate the use of contour, gesture and tone in drawings.
- explore and discuss principles of composition in drawing.
- describe the aesthetics and techniques of old masters, contemporary masters of drawing, and student work.
- demonstrate a more sensitive and enlarged personal vision.
- explore the possibilities of a unique style in drawing.
- demonstrate the use of perspective in still life, figure and landscape.
- render the figure using contour, gesture and tonal techniques.

## 3. TEACHING METHOD

This course will include lectures at the beginning of each class with video presentations, and demonstrations. Most of the teaching will be done with hands on drawing at various site locations through, studio work, and field trips. Critiques and discussions will occur in a variety of settings in and out of the classroom.

## 4. GRADING POLICY

**Attendance:** Attendance is mandatory. Students are required to be on time and attend all class sessions.

**Grading:**

- |  |            |
|--|------------|
| • Mobile Digital Portfolio (class work/projects: (30 examples) | 50%        |
| • Traditional Drawing and sketchbook: (10 finished drawings)   | 30%        |
| • Writing Assignment:  | 10%        |
| • Class participation/attendance/critical communication skills | <u>10%</u> |
|  | 100%       |

Grading Rubric: Each project in class, whether a homework or a classwork, will be graded following a rubric to fulfill the goals and outcomes of each assignment.

The Rubric will consist of the following criteria:

The Criteria will be judged in a percentage /point basis totaling 100% or 100 points

1. **Overall technical accomplishment** in the use of the materials and craftsmanship in completing the assignment: 25% or 25 points
2. **Communicating and interpreting effectively the desired idea** in the outcomes/goals per assignment: 25% or 25 points
3. **Demonstration and use of engaging composition utilizing the Elements of Art/Principles of Composition** in an aesthetic way per assignment: 25% or 25 points
4. **Professional presentation and Originality of concept and design** towards the desired goal and outcome in a sophisticated and finished way: 25% or 25 points

**The sum of these criteria are equal to 100% or 100 points.**

**A score of:**

25=Excellent; 20 =Good; 15=Satisfactory; 10=Needs Improvement; 5=Poor; 0=Very Poor

## 5. VISUAL COMMUNICATION SUBJECT

1. Line and Spatial Relationships
2. Positive and Negative Space and Shapes
3. Value, and Light
4. Color
5. Form and Mass
6. Space and Perspective
7. The Still Life with Textures and Patterns
8. The Landscape
9. The Figure
10. The Portrait

6. CLASS SCHEDULE (List topics to be covered with approximate dates of presentation)

**IMPORTANT DATES: Student are expected to bring their drawing supplies and their mobile digital art technology, in phone or pad or tablet form, to these excursions or field trips. Make sure devices are fully charged for the day trips.**

1. Excursion to trip to Philippi and environs
2. Excursion to the Greek island of Thassos

Class Schedule Per Day

Week 1

- Day 1    Lecture: Course introduction: Syllabus, drawing media, tools and supply list and mobile art technology  
          What is Traditional Drawing and drawing with technology?  
          Thoughts and Definitions  
          Introduction to materials and methods  
          Field work: Drawing on Location: Practical process with being in the field and with technology.
- Day 2    Lecture: Line and Spatial relationships  
          Positive/negative space and shapes  
          Field Work: The Still Life / Walking Tour of Market and Subjects
- Day 3    Lecture: Value and Light and the Creation of Forms in Space: Chiaroscuro  
          The Character of Light. Simplifying Complex forms in space.  
          Field Work: Greek Light and the Urban Landscape
- Day 4    Lecture: Color, Color Theory, and Color Families  
          Cultural, Psychological and Emotional/Mood Color  
          Color Shape  
          Field Work: Color in the Landscape
- Day 5    Lecture: Color and Form  
          Introduction to Criticism  
          Field Work: The Land and The Sea and the Sky

**Weekend excursion: Students are expected to bring their drawing supplies and digital media for drawing to the excursion. Documentation of this excursion is an important part of creatively using images and experiences to create digital art. Students should not forget to bring their charges for their devices.**

## Week 2

- Day 6 Lecture: Textures and Patterns in Nature  
Field Work: The Landscape revisited for rhythms in nature
- Day 7 Lecture: Day trip outside of Kavala: The Figure in the landscape  
Field Work: Portfolio Development
- Day 8 Lecture: The Portrait Head and Neck and working from photographs  
Field Work: Develop a Series of Portraits Digitally Produced Emulating Andy Warhol
- Day 9 Lecture: Review of goals of Final Project  
Field Work: Independent Final Project Workday
- Day 10 Lecture: Criticism and Final Class critique  
Writing an Artist Statement and Writing Assignment  
Portfolio organization: Traditional and digital portfolio prep. day  
Field Work: Final Project Presentation

### **Post Study Abroad requirements prior to Final Grading:**

- 1. Digital Portfolio (12 images organized in a thematic way)**
  - 2. Artist Statement that accompanies these 12 thematically related digital images**
  - 3. Writing Assignment: A three page assignment written in Word and sent as an attachment. This assignment will be due August 7, 2017**
7. REQUIRED TEXTS: None

### Suggested Fun Reading:

- A. *How to Think like Leonardo da Vinci – 7 Steps to Genius Every Day*  
By Michael J. Gelb  
Delta Trade Paperbacks ISBN: 0-440-50827-4
- B. *Mobile Digital Art*  
By David Scott Leibowitz  
Focal Press Taylor and Francis Group ISBN: 978-0-240-82502-1

## 8. WRITING ASSIGNMENT

As required for this course, a writing assignment will be assigned to fulfill the course obligations. The writing assignment will be after the completion of the course on **August 7, 2017**. Should you have questions or concerns fulfilling this part of the course, please see the instructor.

The writing assignment will be **one** of the following:

1. A three page paper about a specific art piece to be discussed in the class curriculum in some topic of Drawing I
2. A three page paper critical analyzing an experience where drawing and digital art is communicated in this class.
3. A three page paper about a specific work you have completed in your study abroad tenure, explaining process and products.

**The writing assignment will be factored into your final grade. This writing assignment will contribute to 10% of your final grade. The paper will be due on August 7, 2017**

Writing Assignment Rubric: The following Rubric will be applied to this writing assignment. The Rubric will consist of the following criteria for this writing assignment:

The Criteria will be judged in a percentage /point basis totaling 100% or 100 points

The writing should:

1. **Demonstrate clear comprehension of the artist's concept(s) and relevance to the work:** 25% or 25 points
2. **Demonstrate clear comprehension and articulation of aesthetic characteristics in describing the work or works:** 25% or 25 points
3. **Demonstrate a thoughtful and analytical reflection based on your interpretations of the artist's concepts:** 25% or 25 points
4. **Achieved appropriate and effective organizational skills of writing assignment with clear and correct spelling, punctuation, grammar and diction and sentence structure:** 25% or 25 points

**The sum of these criteria are equal to 100% or 100 points.**

**A score of:**

25=Excellent; 20 =Good; 15=Satisfactory; 10=Needs Improvement; 5=Poor; 0=Very Poor

9. MATERIALS LIST

**PLEASE HAVE THESE SUPPLIES WITH YOU PRIOR TO DEPARTURE TO GREECE. PURCHASING CERTAIN ART SUPPLIES AND DIGITAL EQUIPMENT WILL BE DIFFICULT AND EXPENSIVE TO PURCHASE IN GREECE.**

**THESE SUPPLIES ARE NEEDED TO SUCCESSFULLY COMPLETE THIS COURSE.**

1. A VARIETY OF PENCILS (GRADES H, HB, 2B, 4B, 6B OR F)  
NUMBER 2 PENCILS CAN BE USED IN THIS COURSE
2. ERASERS: PINK PEARL ERASER, OR GUM ERASER. HAVE AT LEAST 2 OF THESE DIFFERENT TYPES.
3. PENCIL SHARPENER,
4. DRAWING PADS: AT LEAST TWO PADS WILL BE NEEDED
  - A. 9 X 12 OR 11 X 14 DRAWING PAD TO FIT EASILY IN LUGGAGE OR KNAPSACK
  - B. A SMALL UNLINED NOT BOOK TO TAKE NOTS AND DOCUMENT OBSERVATIONS
5. A SMALL PACK OF COLORED MARKERS OF VARIOUS WIDTHS AND COLORS INCLUDING BLACK.
6. A SMALL CARRYING CASE TO ORGANIZE ALL YOUR SUPPLIES TO BE EASILY CARRIED IN THE FIELD WORK
7. SMART PHONE OF IPHONE, IPAD OR ANDROID VARIETY OR DIGITAL EQUIVALENT WITH CHARGER. YOU MUST HAVE A CHARGER WITH YOU AT ALL TIMES.
8. IPHONE AND/OR IPAD OR TABLET OR SMALL PERSONAL COMPUTER WITH CHARGER
9. CONVERTER (VOLTAGE CONVERTER) FOR EUROPEAN ELECTRICAL PLUGS \*\*\* THIS IS VERY IMPORTANT
10. TWO DRAWING APPS DOWNLOADED TO EACH PHONE AND/ OR IPAD OR PERSONAL COMPUTER OR DIGITAL EQUIVALENTS.
11. CASE(S) OR KNAPSACK TO PROTECT DIGITAL EQUIPMENT

## 12. OTHER IMPORTANT SUPPLIES FOR THE STUDY ABROAD EXPERIENCE

1. GOOD COMFORTABLE WALKING SHOES
2. A HAT OR HEAD COVER
3. SUNSCREEN OR SUN PROTECTION
4. SUNGLASSES
5. CONTAINER FOR BOTTLED WATER AT ALL TIMES
6. A KNAPSACK OR SMALL PACK TO ORGANIZE YOUR MATERIALS

## 10. FINAL PROJECT

Final projects are due the last day of class, Friday, **July 22, 2017 at 9AM.**

A final critique of all final projects will be done at that time. It is mandatory attendance at the final critique.

All the semester's projects will be reviewed again at the Final Portfolio Reviews which begin on the same day, **July 22, 2017.**

Choose **one** of the following drawing options for your final project:

### **1. It is A Material World**

Pick a material object that you see often in your study abroad experience to Greece.

Draw it in 3 different ways in your sketch pads to show:

1. The object as angry
2. The object at peace
3. The object in another emotional state of your choosing.

Then transfer your ideas onto your digital device and draw them as you wish to visually communicate the same emotions. Do two versions of the same emotion.

### **2. Ten Telephones**

Do a **narrative drawing** depicting ten (10) telephones on a page. Tell a story with the telephones on one sheet of your drawing pad). Be imaginative. Use mixed media (several kinds of media, pencil, marker, ball point pen.) on the same drawing. This drawing should have a strong composition and be dynamic in telling a story.

Then do two versions of your original idea on your mobile digital media device.

### **3. SUPERSIZE IT THE SURREAL WAY!**

Using your small drawing pad, do a self-portrait. Please use value (tone) with pencil. **You must exaggerate features and accentuate certain features to make the drawing surreal or hyper-real.** Be inventive and telling of your essence. Research the art movement Surrealism to help you solve this creative problem. Take your initial Surreal self-portrait and do 2 versions on your digital media, using line for one, color for another.