

Studiocentric **ARCHAEOLOGY**

CREATIVE RESEARCH AND PERSONAL THEORY PROCESSING WORKSHOP

• *Drawing Out Ideation* •

A definition of Studiocentric (Studio Centered) Archaeology:

Mining historical, cultural, theoretical and personal sources to enrich and develop ideation for studio practice through analogue and digital research via image and text. The ultimate goal is to expand, refine and develop a personal theory and research practice for your art practice and integrating form and content

Each Student will be asked to investigate and collect material and information of potential resources material for each of the following categories. All materials should be collected, copied and stored in a RESEARCH “MORGUE FILE “COLLECTION containing sections of your research into each of the following chapters. Each chapter MUST include Physical library research/collection.

1. “Aesthetic” Fine Art Research including;

Aesthetic: A guiding principle in matters of artistic beauty and taste; artistic sensibility: “

- Art History
- Contemporary Art
- Literature / Poetry
- Music etc.

2. “Hard” Pragmatic Research including;

Pragmatic: Relating to matters of fact or practical affairs often to the exclusion of intellectual or artistic matters: practical as opposed to idealistic

- Science
- History
- Sociology
- Anthropology
- Literature

3. “Soft” Empirical Research including:

Empirical: Guided by practical experience and not theory

- Popular Culture
- Popular Media
- Advertising
- Film, Video, Music, Magazines

4. Theoretical Research including:

Theoretical: Relating to what is possible or imagined rather than to what is known to be true or real 2). relating to the general principles or ideas of a subject rather than the practical uses of those ideas

- Art Theory/ Criticism
- Philosophy
- Religion
- Science Based Theory (i.e. Quantum Physics)

5. “Personal” Research including:

Personal: Aimed pointedly at the most intimate aspects of a person, Of or relating to the body or physical being

- Family
- Genealogy
- Memory
- Visual Records
- Family History/Interviews

6. “The Material” - Technical / Mechanical Research including:

Materialism Philosophy. The theory that physical matter is the only reality and that everything, including thought, feeling, mind, and will, can be explained in terms of matter and physical phenomena. **2.** a desire for wealth and material possessions with little interest in ethical or spiritual matters

- Materials
- Techniques
- Processes

7. “Retinal” - Visual / – Purely Visual Research including:

Retinal: A delicate, multilayered, light-sensitive membrane lining the inner eyeball and connected by the optic nerve to the brain

- Any visual material that strikes a “tone’ for you.
- Things that interest you or “sutff” you simply enjoy

The course will be composed of five basic components:

1. Class / Computer Lab. We will meet three hours per week (T 7:20 –10:10 PM - FAD 306) dedicated to research, drawing critique, presentation/discussion and lecture presentations.
2. Critique Sessions. We will meet for group critique sessions occasionally inviting various members of the SA+AH faculty and/or guestartists. Students will be assigned sign times and dates to present
3. Research “Morgue File Collection. Each student will be required to compile a bound collection reflecting an ongoing program research into your ideas, interests your developing theories in each of the topic areas listed above.
4. Drawing Forums. Each student will be required to conduct a weekly program of investigation through drawing. These drawing will be presented to the class at regular assigned forums. This investigation should take place through the following drawing formats.
 - Speed / “Play” Drawings – Drawings that can be quickly executed that exploiting the possibilities of experimentation and play. Suggested size; 8” x 10” (or smaller) drawings executed on high quality, loose sheet drawing paper. Quantity as well as quality are extremely important.
 - Expanded Drawings – Drawings that are derived and further developed from the investigations of the Speed / Play drawings – Suggested size 20” x 30” on quality paper.
 - Digital Drawings - Exploring the Digital Work Space
Use the digital environment as a processing site to develop new imagery or transform and reprocess existing imagery
 - Digital photography
 - Digital drawing tablet
 - Digital manipulation
 - Format
 - Color/Value
 - Digital collage
 - Scanning (2D / 3D)
 - Digital maquettes
 - Proportion
 - Scale Relationships
5. IGNITE Presentations- FOUR 5 minute- 20 slide Power Point presentations
 1. Favorite Artists and influences – Review who are your favorite contemporary (artist living and working today) and who are your art historical references
 2. Who’s Who?
 3. Your personal artwork
 4. Studio Archeology Presentation
6. Theory Log – Theory Log Exercises
You will be assigned a series of what I have come to call theory log excises intended to assist you in developing a personal theory surrounding your ideation and art practice artist statement that results in a cohesive artist statement.

Studio Visits – I will schedule at least one (hopefully more...) studio visit(s) for each student

Studio Production - maintaining rigorous studio activity concentrating on the development and creation of your personal artwork.

Course Grade Factors

Successful execution and completion of:

1. Drawing Portfolios – 3 Forum Sections (25% of final grade)
Demonstrate digital exploration
 1. Speed / Play Drawings – Minimum 30 drawings
 2. Formal Maquette Drawings – Minimum 3 drawings
 3. Digital drawings
2. Archeology Research Morgue File notebook (25% of final grade)
Includes a chapter covering all areas
3. IGNITE Presentations (25% of final grade)

4. Full participation in studio and all critique sessions (15% of final grade)
 1. Participation in all classes and critique sessions
 2. Working in studio and classroom to the maximum of your capabilities
5. Theory Log Exercises (10% of final grade)

Grading Criteria:

Late projects or portfolios will be graded down one full letter grade (1.0) for each class period that they are late.

- **GRADE FACTORS -**
Project grades in this course considering creativity, quality, quantity, ambition and originality

A	4.0	Exceptional work , all criteria of the assignment has been surpassed in a distinguished manner and solutions to problems presented exhibit a depth of understanding.
A-	3.67	Well-presented, superior work , all criteria of assignment was surpassed in a distinguished manner. Minimal improvements could be made to the project overall.
B+	3.33	Very good work . All criteria of assignment were surpassed,
B	3.0	Very good work, above average understanding and clear potential. Most criteria of assignment were surpassed with some improvements to be made.
B-	2.67	Good work , most criteria of assignment was met. Work showed promise with a few significant improvements to be made.
C+	2.33	Adequate, above average work , meeting most of the criteria of the assignment.
C	2.0	Adequate, average, work meeting most of the assignment criteria with areas needing significant improvement.
C-	1.67	Adequate, below average work . Project meets some criteria but falls below the expectations of the assignment..
D+	1.33	Below average work . Barely meets the criteria, poor or unfinished work.
D	1.0	Significantly below average work . Barely meets the criteria, extremely poor or unfinished work, highlighting unacceptable studio practice. Work shows limited understanding and/or effort.
D-	0.67	Extremely poor or unfinished work , accompanied by unacceptable studio practice.
F	0.0	Failure to meet all criteria of assignment accompanied by unacceptable studio practice . Unresolved work, incomplete and not meeting minimum requirements. Work shows a lack of understanding and/or effort. Quality of project or performance is not acceptable.

Late projects or portfolios will be graded down one full letter grade (1.0) for each class period that they are late.

This course will follow the universities honesty policy regarding cheating and use of copyrighted material

Students with disabilities requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student then provide this documentation to the Instructor when requesting accommodation

Additional information on UF grading policies can be found at:
<http://www.registrar.ufl.edu/catalog/policies/regulationgrades.html>.

UNIVERSITY AND SA+AH RESOURCES AND POLICIES:

Students with disabilities requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation.

"Students are expected to assist in maintaining a classroom environment that is conducive to learning. In order to assure that all students have the opportunity to gain from time spent in class, unless otherwise approved by the instructor, students are prohibited from engaging in any form of distraction. Inappropriate behavior in the classroom shall result, minimally, in a request to leave class."

This course will follow the Universities honesty policy regarding cheating and use of copyrighted material.

Full information regarding these policies is available at the following links:

Academic Honesty: <http://www.registrar.ufl.edu/catalog/policies/students.html#honesty>

Honor Code: <http://www.dso.ufl.edu/sccr/honorcodes/honorcode.php>

Student Conduct: <http://www.dso.ufl.edu/sccr/honorcodes/conductcode.php>

GENERAL UNIVERSITY POLICIES AND SERVICES: <http://www.dso.ufl.edu/>

ACCOMMODATIONS FOR STUDENTS WITH DISABILITIES:

Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. Disability Office — <http://www.dso.ufl.edu/drc/>

UNIVERSITY COUNSELING SERVICES:

352-392-1575 <http://www.counsel.ufl.edu/>

The UF Counseling Center offers counseling and therapy to help students confront personal, academic, and career concerns.

STUDENT HEALTHCARE CENTER:

<http://shcc.ufl.edu/>

FOR MEDICAL EMERGENCIES CALL 911.

352-392-1161 for urgent after-hours care.

352-392-1171 for after-hours mental health assistance.

SAFETY AND SECURITY:

In an emergency call 911.

University Police Department — <http://police.ufl.edu/> 352-392-1111.

STUDENT NIGHTTIME AUXILIARY PATROL (SNAP):

SNAP provides nightly escorts anywhere on campus to persons on request. The service is staffed by students, equipped and supervised by the university police department. Escorts are routed on foot and driven trips. A person requesting an escort may contact SNAP via telephone at 392-SNAP (92-7627). The requester provides their first name, location of pick-up and destination to the dispatcher who determines the best method of meeting the requester's need. A walking or driving escort is dispatched, to their location.

SA+AH HEALTH & SAFETY PROGRAM - HAZARDOUS WASTE SATELLITE ACCUMULATION:

Please make yourself familiar with the SA+AH Health and Safety Program at: <http://www.arts.ufl.edu/art/healthandsafety> during the first week of class. Refer especially to the H&S Rules by Area sections pertaining to Drawing and Painting. Each student will be asked to complete a H&S student waiver form (which will be given to you and signed during studio).

GUIDELINES FOR USE OF CAMPUS FACILITIES AND GROUNDS:

Please make every effort to maintain the facilities and grounds of the School of Art and Art History, the College of Fine Arts and The University of Florida. Specifically we ask that you follow these guidelines:

1. Do not mark, paint on or deface any interior or exterior of the school or college facilities. Take care to always use protective tarps, drop cloths or masking material when working with paint media or similar materials to protect the floors in public spaces such as hallways and classrooms. That applies also to the sidewalks walls, and grounds.
2. If a special project requires temporary modification to a wall surface or to the grounds you must obtain specific permission from your instructor prior to undertaking the project. The site must be returned to its original condition immediately following the project unless prior written permission has been obtained from the School of Art and Art History.
3. No Art project may interfere with or impede access to, classrooms, hallways or other public spaces.
4. All site-specific art projects must be installed and engineered with the safety of the general public in mind.
5. Grades will not be issued for the project, or the class, until the project has been completely removed, and the site has been restored to its original condition.
6. Failure to comply with these rules will result in disciplinary action, withholding of grades, the possible lowering of a grade, or failure of the course.

DRUG-FREE SCHOOL & WORKPLACE AND CLEAN INDOOR AIR ACT:

SA+AH is committed to upholding the policies set forth by the University of Florida in regards to drug and alcohol use and smoking in educational facilities. Possession and use of drugs or alcoholic beverages is not allowed in the classroom or outdoor areas. In addition, The Florida Clean Indoor Air Act of 1992 prohibits smoking in educational facilities. Violation of university policies and applicable laws is grounds for disciplinary action up to and including expulsion and does not preclude the possibility of criminal charges.

ACADEMIC HONESTY POLICY:

The course will follow the University's honesty policy found on-line at: <http://www.dso.ufl.edu/stg/>. Work should be your own and must be created specifically for this class. In other words "no double dipping" by submitting projects to multiple classes.