

ART5930C

Big Color Monotype Printmaking

Summer

ART5930C Printmaking Instructor: Patrick Grigsby

Sections SS1A (Summer Studio 1) July 15 -20

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OFFICE: FAC 103 syllabus subject to change

course blog

https://ufprintstudio24.blogspot.com/

COURSE DESCRIPTION

Big Color Monotype involves the study of color theories in conjunction with print studio problems. This approach allows the student to investigate the physical, perceptual, psychological, and organizational properties of color via collagraph, monotypes and relief print outcomes. Printmaking provides a forum where new ideas and devices for mark making are discovered and explored; where learning is experienced through discussions, site visits, experiments, demonstrations, collaborative techniques and sharing. Individual print experiments will yield common vernaculars for group collaborations and large installations.

OBJECTIVES

This course is designed to expand each student's language of image making and transform it using color.

- Demonstrate a basic knowledge of print forms using color
- Understand the specificity of process color printing
- Develop your own knowledge of print-based images
- Bridge your own ideas/concepts with color printmaking
- Identify color implications (Optical, Psychological, Local) and their use in contemporary art & printmaking

PROJECTS

The early stages of instruction will emphasize your abilities to draw. Preliminary drawing exercises will help to translate ideas into prints. Be prepared to think. Print techniques will also be developed during this time. By mid-week the course will rely upon advancing technical ability & studio practice to enrich the development of print vernaculars into concepts.

In-Class Projects will cover the following topics:

- Color Theory & Applied Color
- Color Usage (Optical, Psychological and Local color)
- Color Mixing
- Figure/Ground Relationships
- Principles of Visual Organization

Each project will begin with a discussion and description session that may include project sheets. Projects will result in print elements used on final print installation. A collection of student process and development materials, drawings, print proofs, etc. will be submitted throughout the term. Absences will impact required process and development negatively and will result in unsatisfactory grades.

REQUIREMENTS

- 1. PRELIMINARY SKETCHBOOK / READINGS (15%)
- 2. BLOG (10%)
- 3. COLLABORATIVE PRINTS (60%)
- 4. PARTICIPATION / EFFORT / RESEARCH (15%)

Participation, support, and respect in all phases of this course are imperative. The class dynamic depends on your energy, initiative, attitude, productivity, and willingness to be involved in assignments, daily exercises, group discussion, and reviews. You are expected to participate in a responsive manner during all class hours.

READINGS

- Emailed Readings (provided as electronic files—to be read before course begins)
- Articles- hardcopies will be made available for additional readings on site

BEFORE ARRIVING

**** Acquire, Draw, Access Blog, Read & Bring Target Copy Print Planner

(Print Course Sketchbook should be completed in entirety before course begins—will be collected on the first day of class.) Watch associated video links from the Blog module instruction links to use in tandem with the Print Sketchbook. Use every blank page.

MATERIALS TO BRING / PREPARE

- COMPLETED TARGET COPY SKETCHBOOK
- Apron (print work will get messy) If you prefer overshirts to aprons or studio clothing that can get inky that is fine
- Studio clothing: You will get ink on you (Think The Cat in the Hat Comes Back—the ink will travel everywhere), Be prepared for the
 unexpected bump to transfer ink
- <u>Comfortable</u> walking/standing, closed toe shoes. Flip flops are <u>not</u> appropriate in the print studio for long days of standing and nature of heavy or sharp object handling. Objects dropped in the studio could land on your toes.
- Hair ties for those with long hair—yes, it can get caught in the press!
- ***We will be on our feet a lot with breaks throughout the day, stamina for exciting print sessions begins with clothing suited to
 work conditions***

- Digital camera or Smartphone camera for recording print developments
- Gator 1 Card (pick up first morning after Orientation or order in advance) This card will provide access to buses for campus excursions
- Laptop Computer (if you have one—not required)
- SUN BLOCKING HAT
- Sun Screen/Block skin protection
- Rain Jacket and umbrella
- Air conditioning can get cold—bring a light sweater or jacket for the studio
- Funds for limited copying in library or nearby copy center
- Bag or backpack that allows your hands to be free
- Snacks (for long studio days)
- If you need to mail things back at the conclusion of the courses, please anticipate a trip to the nearby postal center to purchase a mail tube and postage. We can also try to assemble flat cardboard or paper portfolios for various transit/protection issues.

ART MATERIALS:

**Within walking distance from our classroom is a grocery store and a drugstore which carry several of the supplies below. You will have time to collect some of these at affordable prices if plane travel packing limits some of these items.

- Pencils, pencil sharpener, <u>black gel pens</u> and eraser
- 2 Rolls of Bounty Paper Towels** (full sheets preferred over "select-a-size") for community clean up.
- Hand Cleaner** (Go Jo or Lava soap)
- Box of favorite mark/scribe making tools (bamboo sticks, combs, clay tools, linoleum cut tools, stamps, non-traditional and traditional drawing implements, etc.) for making collagraph plates or gouging surfaces like linoleum or wood
- Selection of thin, textured materials (and easy to transport) for contributing to collaborative print plates. Might include citrus net bags, berry
 quart containers, bubble wrap, textured wallpapers or packaging and other items that FOUND you or have been kept waiting for some project
 for a long time.
- Blue, Pink and Yellow Highlighter pens (see sketchbook Module 5)**
- Black Sharpie Marker**
- Glue stick, masking tape, scotch tape**
- X-acto knife and extra blades**
- Scissors**
- Bone folder (if you have one)
- Box of nitrile or latex gloves**. Due to preference or skin allergies have plenty available that you know you can use. We will use every day
 and go through many.
- Roll of wax paper**. Reynolds Wax Paper is fine as are cheaper generic varieties.

Brands identified are preferred—you get what you pay for

GRADING & EVALUATION

As graduate students, your incentive to perform successfully in this course should exceed the simple desire for a high grade. Rather, your efforts should reflect your interest in the material and your commitment to other members of the course and community partners. The quality of work you put into these collaborative assignments; the conscientiousness with which you contribute; the initiative demonstrated in your participation in class print sessions, and the attention you give to the community engagement, all reflect the degree of respect you have for the course material.

The criteria for receiving an 'A' for the semester will be: attending all class meetings, keeping up to date on the required readings and projects, participating ACTIVELY in drawing and print sessions, conducting yourself responsibly as a member of this class, and satisfactorily completing all work on time according to stated deadlines. Poor attendance, lack of participation, poor cooperation with your classmates, or careless scholarship will reduce your semester grade. If at any point in the semester you are concerned about your standing, please schedule a meeting with faculty.

Your assignment grades will be determined by the following:

- Initiative—scope of undertaking: Evidence of challenges?
- Aesthetic Concerns
- Craft, Technical Ability
- Conceptual Rigor
- Inventiveness, Risk-Taking
- Adherence to Assignment
- Attentiveness to Feedback

Grade Explanation:

A = Superlative work: careful attention to craft and presentation. Originality of idea and execution work together. Goes beyond merely solving the problem – one who performs at this level is visibly outstanding, work is outstanding in every respect.

A-/B+ = Very fine work: almost superlative. Goes beyond merely solving the problem.

B = Above average: solution to the problem and idea well planned. Execution is well done. This is an honorable grade.

B-/C+ = A bit above average: slipping in levels of originality, craft, and presentation. The piece does not work well as a unified whole or statement, yet effort was made.

C = You have solved the problem, the requirements of the problem are met in a relatively routine way.

C-/D+ = You have solved the problem but there is much room for improving your skills and further developing your concepts. You have neglected the basic craftsmanship skills and breadth and the depth of idea development. C- and below is not considered a passing grade.

D = Inadequate work: the requirements of the problem are not addressed. The piece represents careless and/or incomplete effort. Work is substandard.

D- = Unacceptable work

F= Unacceptable work and effort

Late assignments will not be reviewed. Failure to turn in an assignment will result in failure of the course.

Your final grade includes both projects and participation and attendance. This grade will reflect the grading scale shown below.

ACADEMIC HONESTY POLICY

This course will follow the University's honesty policy found online at: http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/

ACCOMMODATION FOR STUDENTS WITH DISABILITIES

Students requesting classroom accommodation must first register with the Dean of Students office. The Dean of Students will provide documentation to the student who will then provide this to the instructor when requesting accommodation. The Disability Resource Center can be reached online at: https://disability.ufl.edu/

Grade Scale Percentages

A	91-100%
A	90%
B+	88-89%
В	81-87%
B	80%
C+	78-79%
C	71-77%
C	70%
D+	68-69%
D	61-67%
D	60%
E	59% and below

EVALUATION:

Grading criteria:

- Initiative—scope of undertaking: Evidence of challenges?
- Aesthetic Concerns
- Craft, Technical Ability
- Conceptual Rigor
- Inventiveness, Risk-Taking
- Adherence to Assignment
- Attentiveness to Feedback

STUDENT CONDUCT AND CONFLICT RESOLUTION:

Be advised that you can and will be dismissed from class if you engage in disruptive behavior. Students who intentionally act to impair, interfere with, or obstruct the mission, purposes, order, operations, processes, and functions of the University shall be subject to appropriate disciplinary action.

The Dean of Students Office — https://dso.ufl.edu/areas_services/student-conduct-conflict-resolution/