

# STRING THEORY

S C H O O L O F D E S I G N

## Des 145.DeA1 Intro to Art and Design

Fall 2025

Total Hours: 45

Quarter Credits: 4.5

Faculty Name: [add name]	Office Hours: [Day(s)] [Times] (or by appointment)
Email: [add email]	Class Hours: [Day(s)]
Phone: [add phone]	[Times] [Room]

**Course Description:** Design practices communicate through practices of drawing and modeling. A vast array of methods and techniques, from sketching to 3d printing, rely upon looking, seeing, spatial acuity, and spatial thinking. Acquiring these skills emerges through practice. This course begins that practice. Students will build upon innate spatial and design literacies in order to access more sophisticated competencies in visual communication. These competencies range from quick sketches to intricate renderings.

**Prerequisites:** None

**IDeATE Program Educational Objectives Alignment:** This course is designed to help students achieve the following IDeATE Program Educational Objectives:

- Think critically and creatively
- Apply knowledge to design challenges
- Apply technique to create quality

Completion of this course will yield the following student learning outcomes:

- Map the design ecosystem
- Dive deep in design
- Construct core knowledge

**Course Learning Goals:** The course is designed around the following learning goals. Upon completion of this course, students should be able to:

- Construct visual literacy, expressing visual concepts in practice and through an expanded visual arts and design vocabulary
- Build essential knowledge through deep exploration of and practice with Color Theory, a chosen 2D technique, and a chosen 3D technique.
- Practice drawing and modeling techniques and apply that skill to create original works
- Observe, describe and analyze works to hone visual acuity and thoughtfully critique works of other artists and designers.

## IDeATE Competencies and Mastery Credits:

Competencies	Course Specific Mastery Credits
Inquiry	Patterns: Organizing visual information to identify patterns and/or relationships to answer a question or solve a problem
Design	Modeling: Representing concepts (abstract situations/information, processes, and systems)with models, visual representations or symbols.
Critical Thinking	Synthesizing Evidence: Integrating information across multiple sources and analyzing that information to support an argument or explanation.
Core Knowledge	Core Humanities
Collaboration	Critique: Analyze the works and reasoning of peers and apply criteria to evaluate it.
Communication	Conventions: Using discipline-appropriate conventions to support clear expression of ideas and information
Engagement	Curiosity: Self-assessment though curated and annotated artifacts and reflections of the strong desire to know or learn something and the ability to act or take charge to learn it.

## Course Materials:

### Required Texts and Materials:

1. Design Basics 9th Edition by [Stephen Pentak](#) (Author), [David A. Lauer](#) (Author)
2. Studio art and design supplies (TBD based on instructor preferences and student interests)

### Mastery Grading System:

<b>3.8 - 4.0</b> Exceeds Mastery	<b>3.0 - 3.7</b> Mastery	<b>2.0 - 2.9</b> Developing	<b>1.0 - 1.9</b> Insufficient Evidence
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Whole number mastery grades (1 - 4) are recorded for each mastery credit (evidenced by products, performances, or assessments) with points used to compute a synthesized mastery course grade for each student at the end of each quarter. Students must earn a mastery course grade of 3.0 to evidence mastery of course learning goals. Students with a 2.0 or higher receive credit for a course and evidence readiness for any future learning for which this course serves as a prerequisite in the IDeATE program.

### Course Schedule (subject to change, with notice):

Week #	Topics/Experiences	Content	Products/Performances/ Assessments
Week 1	Line, shape, form, space, texture, value and contrast	<a href="#">Elements</a> Design Basics Chapters 7-12	Quiz and Exploratory Sketches on Design Elements
Week 2	Color theory and mixing	Design Basics Chapter 13 (Color)	Quiz on Color Theory and Color Wheel/Scales Assignment
Week 3	Rhythm, movement, pattern, balance, proportion, variety, emphasis, harmony and unity	Design Basics Chapters 1-6 (Design Principles)	Quiz on Design Principles and Design Principle Deep Dive Demonstration
Week 4	Intro to 2D Techniques	Studio resources	Exploratory 2D drafts
Week 5	Immerse in a 2D Technique	Studio resources	2D Project Submission
Week 6	Intro to 3D Techniques	Studio resources	Exploratory 3D models
Week 7	Immerse in a 3D Technique	Studio resources	3D Project Submission
Week 8	History of art and design	Survey content and individual research	Design History Deep Dive Presentation
Week 9	Modeling digitally	Introduction to digital modeling software tools	Digital Model
Week 10	Aesthetics, visual literacy, and interpretation of meaning		Socratic Seminar: How and why do humans communicate visually?

### Submission Dates:

SUBMISSION DATE	PRODUCT/PERFORMANCE/ASSESSMENT DUE
TBD Week 1	Quiz and Exploratory Sketches on Design Elements
TBD Week 2	Quiz on Color Theory and Color Wheel/Scales Assignment
TBD Week 3	Quiz on Design Principles and Design Principle Deep Dive Demonstration
TBD Week 4	Exploratory 2D drafts
TBD Week 5	2D Project Submission
TBD Week 6	Exploratory 3D models
TBD Week 7	3D Project Submission
TBD Week 8	Design History Deep Dive Presentation
TBD Week 9	Digital Model
TBD Week 10	Socratic Seminar: How and why do humans communicate visually?

### IDeATE PROGRAM POLICIES:

**Academic Integrity:** IDeATE students and professors uphold academic integrity as one of our highest priorities, and the String Theory School of Design investigates any allegation of violations of academic integrity. Violations include, but are not limited to: plagiarism, cheating, fabrication, and other forms of academic misconduct. Students who believe they have been wrongly accused or sanctioned have a right to an appeals process.

### Attendance Requirements:

Students are expected to attend all classes, and must notify professors if they are not able to attend class for any reason. It is the student's responsibility to inquire about experiences, content, and work missed

due to that absence. For further information on the attendance policy, please consult the IDeATE Program catalog.

**Course Change Policy:** IDeATE program faculty reserve the right to make changes to the course during the quarter to best actualize course learning goals. Changes will be announced to individual classes and conveyed in writing in advance of the change.

**Accessibility and Disability Accommodations:** Students with disabilities requesting accommodations and services need to complete an Accessibility Form, along with documentation from a licensed medical professional with a diagnosis of disability (defined as an impairment and/or condition that substantially limits a major life activity for 6+ months). Temporary adjustments are available for individuals with short-term impairments, i.e., those due to accident or injury. Please see the String Theory School of Design IDeATE Program course catalog for more details.

**Course Drops and Withdrawals:** Enrolled students may drop a course through the end of Week 1, and may withdraw from a course through Week 7. Please be aware of the potential financial and academic implications of course drops and withdrawals. Please see the String Theory School of Design course catalog for more details. Once registered, it is your obligation to attend, drop, or withdraw. Dropping will remove the course from your transcript. Withdrawing will result in a “W” on a student’s transcript.

**Commitment to Inclusive Practices:** The String Theory School of Design welcomes individuals from diverse backgrounds and perspectives, and promotes an inclusive and respectful environment that enriches the school community and the educational and employment experience of its members. To report an incident, sexual misconduct, discrimination or harassment based on race, color, national origin, religion, sex, sexual orientation, disability, gender identity or expression, age, veteran status, or any other protected category or identity, please follow current guidance in the String Theory School of Design IDeATE Program course catalog.

**Professor’s Welcome:**

[add a note of welcome that creates a sense of belonging]

**Course Specific Expectations:**

[add a narrative paragraph or bulleted expectations no more than a half page in length]