Hey, How’s it going? Welcome to Expressive Drawing - ik-spresiv! My name is Jeffie Brewer. You can call me Jeff. This fall semester of 2017 we will be hanging out here in room UA130 for about 2.5 hours at a time. The course number is Art 401.001 and 511.001, will meet Tuesday and Thursday from 8 to 10:40, and, yes, I am aware that is a very long time. That’s why I pointed out the time thing twice. My office is right over there - room 134. If you need me, send me an email at brewerjeffe@sfasu.edu or call the main office 468-4381 and set up an appointment. For legal/academic reasons, the rest of this will be in boring, unreadable art jargon, bad metaphors and accreditation stuff.

Class Description: Expressive drawing is designed to explore the processes and boundaries of drawing as well as the creative process by exposing the student to new ways of seeing and expressing art and life.

Program Learning Outcomes:
- The student will demonstrate an understanding of the elements and principles of design.
- The student will understand their art in an art historical context.
- The student will learn more about drawing, their own art, and themselves.
- The student will have broader skills to help them further in other art classes.
- The student will be equipped to critically analyze their artwork as well as others.
- The student will learn new techniques, creative process and gain confidence as an artist.
- The student will be equipped to critically analyze their artwork as well as others.
- The student will demonstrate understanding of contemporary art issues.
- The student will learn to use their super powers for only good.

Student Learning Outcomes:
- Become familiar with the process of creative thinking and creative problem-solving.
- Initiate an awareness of artists and designers who inspire.
- Develop their own personal style.
- Explore various materials as well as working methods and ways of thinking.
- Produce finished works of art while working in a cohesive manner.
- Effectively apply design principles to a variety of visual expressions and problems.
- Become familiar with the process of creative thinking and creative problem-solving.
- Select successful, concept-driven solutions and apply design principles to projects.
- Communicate their design concepts clearly. (through sketches, written or spoken words)
- Blah, blah, blah... Make things that are awesome!!!

Attendance: This is my one pet peeve. You must come to class. If I have to, you have to. Here is my policy: no more than 4 absences will be allowed without penalty. For every absence over 4, you will lose a letter grade. If you miss more than 8, you fail. Tardiness is also a deal breaker, 3 will constitute an absence. This class is easy. Show up and share some time with Jeff.

Medical Conditions: If you are pregnant or may become pregnant, talk to me. If you have special needs, consult me or go to http://www.sfasu.edu/disabilityservices/.

Grading: You will have 7 large projects consisting of 70% of your grade. You will have one paper that will constitute 20% of your grade. You will also have your sketch book which will make up 10%. You will be graded on effort, creativity, composition, craftsmanship understanding of material and fulfillment of requirements.
Grades for finished projects are based on the following criteria:

- Completion and development of the work during each week
- Conceptual and formal accomplishment of the work in response to the proposed objectives
- Level of craft and technical achievement
- Completion of work according to project deadlines
- Creative and original approaches
- Ingenuity
- Diligence

A = Excellent:
Fully engaged in the process of learning, each assignment demonstrates excellent commitment and effort and a willingness to push yourself to do the very best work.

B+, B = Good:
Strong effort, good participation, good growth, good quality of work

C+, C = Average:
Average performance, work and attitude that meet the minimum requirements, effort and quality of work

D+, D = Poor:
Lack of projects or poor quality, poor participation, poor development of skill, poor effort

F = Failing:
Lack of projects, missing critique, unacceptable performance

Late projects will not be considered for a grade above a “C”. Incomplete assignments will not be considered for a grade above an “F”

**Sketchbooks:** For this course, you are required to keep a sketchbook. You are expected to bring this sketchbook to each class and in it you should keep all your research, drawings, plans, notes on group discussions, interesting anecdotes, suggested artist names, assignment due dates, and notes on techniques/processes that we review during class. Your sketchbook is THE place for creativity as well as a great way to document your journey through life. Sketchbooks will be collected for review at the mid-term as well as the end of the semester.

**Reading Assignments:** There is no specific text for this class but reading assignments will be given regularly.

**Project Time Line and Due Dates:**
- **Drawings 1** Due date Sept. 7th.
- **Drawings 2** Due Sept. 28th
- **Drawings 3** Due Oct. 12th
- **Drawings 4** Due Nov. 2nd
- **Drawings 5** Due Nov. 16th
- **Final Project Dec. 6th**

All Dates and Projects are subject to change.

**General Information:** This can be a messy class. Wear the right clothing and be sure to keep it clean. Lockers are available. Headphone use will be limited to one earbud and must be at a volume as to not disturb others in the room. During class, cell phones should be used only in emergency. If you need anything, ask. I'm here to help. (air hug)