Period 1/3

Period 9/11

Stephanie Hernandez
Ashley Rivera
Maegan Recasner
Jamalis Ortiz

Maiya Higa-Okohira

Marlene Nava
Devin Meskill
Bianca Martinez
De'Mandre Biddle

Daisy Gonzalez
Abdraham Belas
Jonathan Hamm

Dorian Aquino-Galvan
Rodney Bates
Fredy Sipaque
Olivia Louis-Marie

Stephanie Vasquez
Ashley Ayala

Anahi Urias
Aziah Aguirre

Carolina Aguayo
Anahi Caamal

Savine Leon
Daniel Plascencia
Mikayla Gonzalez
Paula Mendoza

Jeremy Davila-Hurst
Jazmin Perez
Heidi Landaverde
Ethan Cuevas
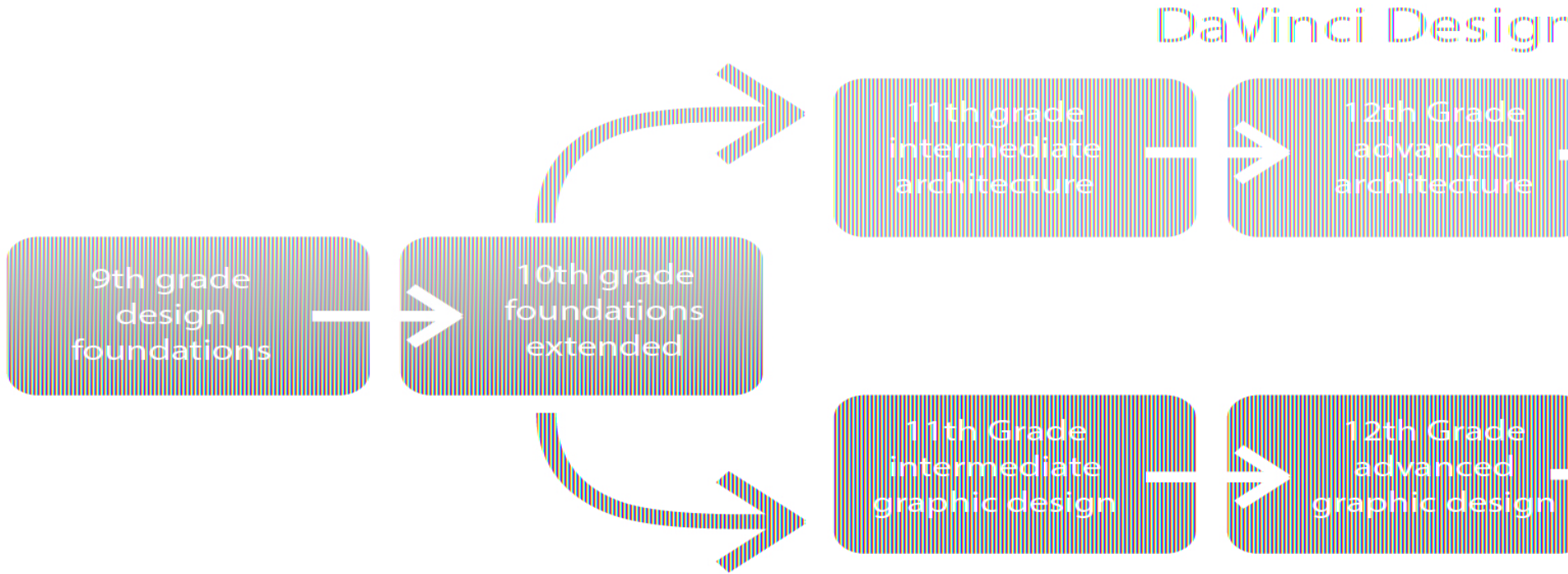
end

* - Require

Welcome to the
Architecture Pathway
with Ms. Gavagan

Today's Agenda
50 minute class

- ⊙ Welcome
- ⊙ Keeping in touch
- ⊙ Syllabus
- ⊙ Materials
- ⊙ Semester Projects Overview
- ⊙ Classroom Expectations
- ⊙ Behavior Tracker

DaVinci Design

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┌─────────────────┐         ┌─────────────────┐                    ┌─────────────────┐         ┌─────────────────┐
│                 │         │                 │                    │  11th grade     │         │  12th grade     │
│   9th grade     │    ──▶  │   10th grade    │  ──▶               │  intermediate   │   ──▶   │  advanced       │
│   design        │         │   foundations   │                    │  architecture   │         │  architecture   │
│   foundations   │         │   extended      │                    └─────────────────┘         └─────────────────┘
│                 │         │                 │  ──▶
└─────────────────┘         └─────────────────┘                    ┌─────────────────┐         ┌─────────────────┐
                                                                   │  11th Grade     │         │  12th Grade     │
                                                                   │  intermediate   │   ──▶   │  advanced       │
                                                                   │  graphic design │         │  graphic design │
                                                                   └─────────────────┘         └─────────────────┘
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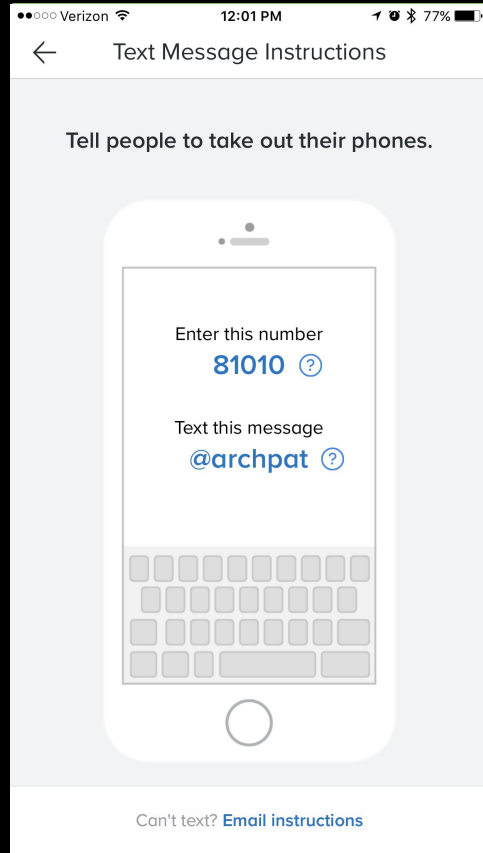
Can intentional design influence the way a person experiences space?

www.DVDgrade11.weebly.com

All 11th grade weebly can be accessed from this Weebly.

Remind

Please sign up for Remind messages for this class. This is how I will send you necessary reminders and information.

Hello how are we supposed to do anything in this building and what's the deal with the move?

Syllabus Info

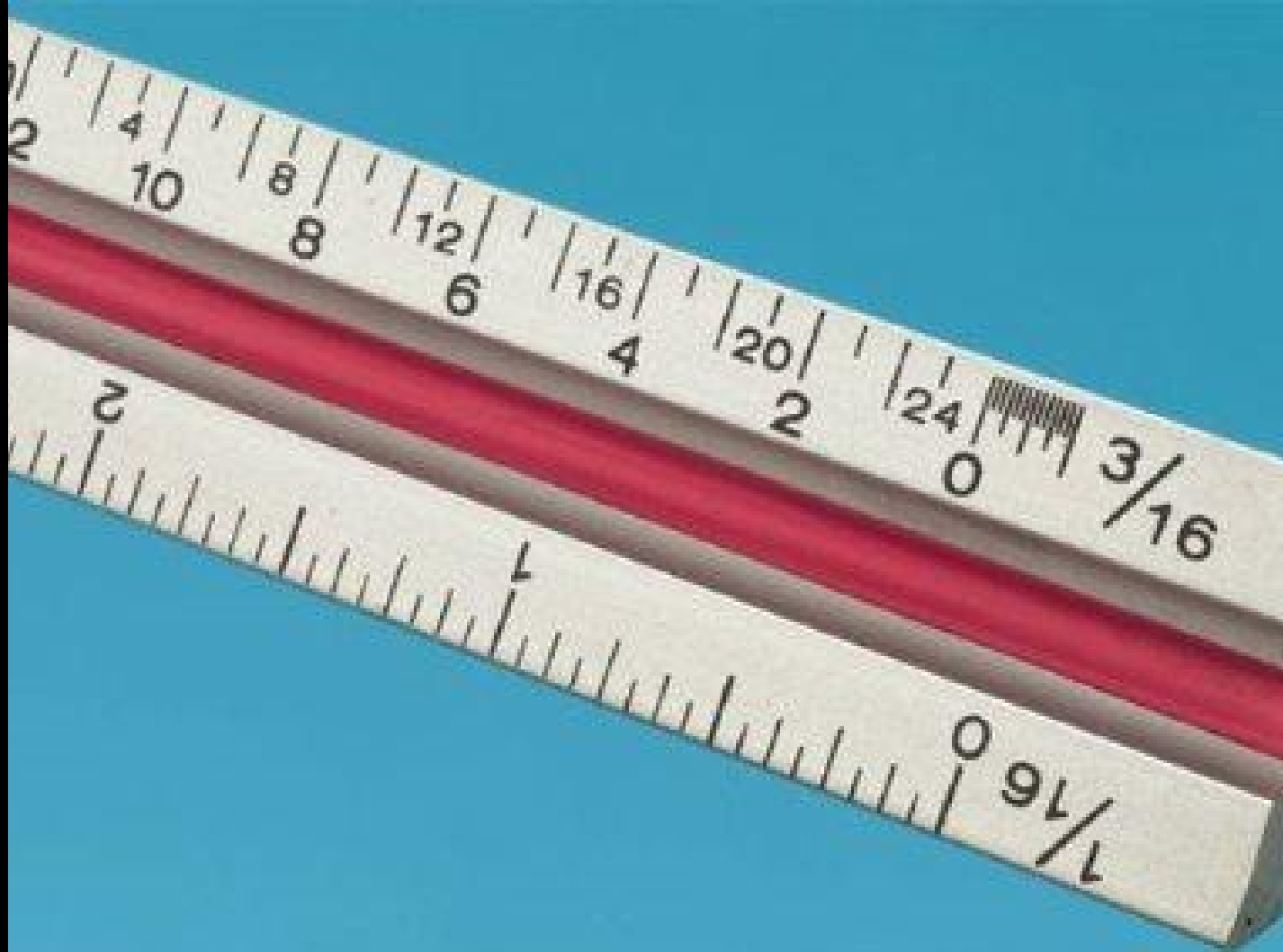Let's read over the syllabus together.

Topics:

Course Description

Course Goals

Grading

Field Trips

Classroom Expectations

The rest of syllabus is covered in slide show

Sketch book
Blank pages
Approx 8.5 x 11

Architect's Scale NOT ENGINEERS SCALE

You want numbers like 1/16 and 3/16, NOT 1:250 or 1:500

Tacky Glue
4oz or bigger

X-Acto knife

#1 is most basic

#1 Craft Knife
(make sure you get
blades to match
your knife)

X-Acto blades

Make sure they match your knife. Most knives will use #11 blades -- this is preferred.

Pack of 40 pictured, you can also get pack of 100.

Building materials TBD

Chipboard
Museum Board
Foam Core Board
(and other materials used at firms)

Supplies should be stored in this room.

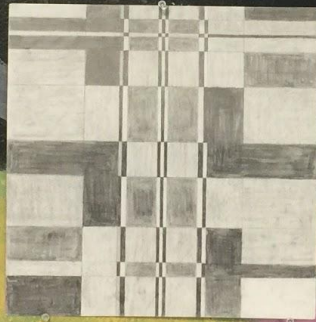All supplies should be purchased and in the classroom *by Friday, 8/25*
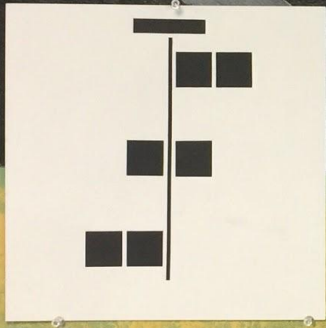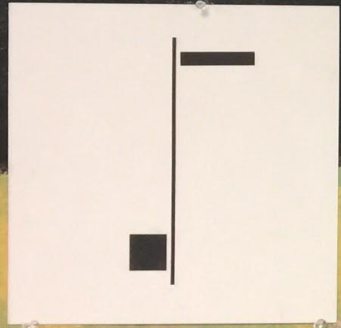
Cube Project
Craft Craft Craft

Line Square Rectangle
Relationships, Asymmetrical Balance

Build out Composition
Color, Hierarchy, Rhythm, Pattern
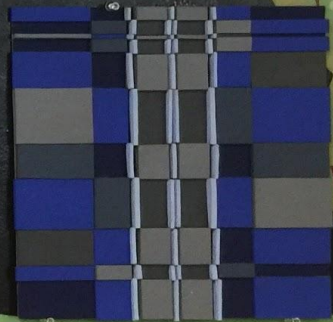
concept

create

critique

care

LINE

A **line** is a mark between two points. There are various types of lines, from straight to squiggly to curved and more. Lines can be used for a wide range of purposes: stressing a word or phrase, connecting content to one another, creating patterns and much more.

SHAPE

Height + width = shape. We all learned basic shapes in grade school – triangles, squares, circles and rectangles. Odd or lesser seen shapes can be used to attract attention.

There are three basic types of shape: **geometric** (triangles, squares, circles etc), **natural** (leaves, animals, trees, people), and **abstracted** (icons, stylizations, graphic representations etc).

VALUE

Value is how light or how dark an area looks. A gradient, shown above, is a great way to visualize value – everything from dark to white, all the shades in-between, has a value. Use value to create depth and light; to create a pattern; to lead the eye; or to emphasize.

COLOR

Color is used to generate emotions, define importance, create visual interest and more. CMYK (cyan/magenta/yellow/ black) is **subtractive**; RGB (red/green/blue) is **additive**.

Some colors are **warm** and **active** (orange, red); some are **cool** and **passive** (blue, purple).

There are various **color types** (primary to analogous) and **relationships** (monochromatic to triad) worth learning more about as well.

# ELEMENTS OF DESIGN

quick reference sheet

TEXTURE

Texture relates the to surface of an object; the look or feel of it. Concrete has a rough texture; drywall has a smooth and subtle texture. Using texture in design is a great way to add depth and visual interest. Printed material has actual, textile texture while screen material has implied texture.
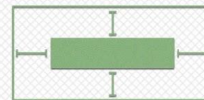
SPACE

Space is the area around or between elements in a design. It can be used to separate or group information. Use it effectively to: give the eye a rest; define importance; lead the eye through a design and more.

SIZE
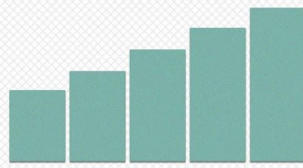
Size is how small or large something is: a small shirt vs. an extra large shirt, for example. Use size to define importance, create visual interest in a design (via contrasting sizes), attract attention and more.
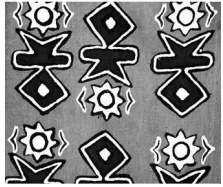
Art Principles

(Principles of the Visual Language)

Rhythm: when elements are repeated in a certain direction.

RHYTHM

Pattern: When you repeat a 'motif' or design many times.

Balance: can be either symetrical or asymetrical. Organised in an even way.

Proportion: refers to the relationship between the size or scale of objects etc...

PROPORTI...

Visual Movement: when forms, values, patterns, lines, shapes or colours seem to create action

Variety: when there are lots of different shapes, colours, forms, textures, patterns, lines or values in the work.

Emphasis: when one part of an artwork stands out and attracts the eye (the tree on the left).

a high contrast image

Contrast: very different tones shown together.

Harmony: when the elements work together to create a pleasing arrangement.

Unity: when an artwork seems whole, complete together.

📖 Daily: warm-up sketching exercises

👍👤 Weekly: critique pin-ups

🎨 Monday/Wednesday:

   Work time, Conferencing with Gavagan

🏰 Friday:

   Field trips, Arch history, Podcast

Office Hours (extra work time):

Wednesday Morning 8a - 9a
Thursday Afternoon 4p - 5p

Classroom Expectations

Tracker

The goal of the tracker is to quantify behavior. This number will be used to decide who goes on field trips, who gets first choice on project topics, etc.

Learning Env

Everyone wants to work in a place that is conducive to learning. Most rules simply are in place to make sure no one's learning is impeded.

Class Entry

Students will enter class, collect their behavior tracker, leave their phone, and have a seat to begin their sketch activity for the day.

Class Exit

Students will not leave the class until dismissed by group. This will ensure we are leaving a space better than we found it.

Phone Use

If students want to use phones during work time for music only, that will be allowed on an individual basis by teacher.

Criticism

Critiques are a very important part of this class. Please be prepared to give meaningful feedback as well as accept feedback.

Mistakes are Part of Learning

★ ★ *Fail Spectacularly* ★ ★

Failure is not Fatal

name card

+

google form
(also email reminder)