**ARTT 102 Introduction to 2D Design Signature Assignment**

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**Course Days/Time: ART-102 MWF 9:00AM/12:35PM CRN 39095**

*ARTT 102 fulfills a General Education Arts Distribution requirement. MC’s General Education Program is designed to ensure that students have the skills, knowledge and attitudes to carry them successfully through their work and personal lives. This course provides multiple opportunities to develop the following competencies****: Integrative Learning; Arts and Aesthetic Awareness; Critical Analysis and Reasoning; Technological competency, and Information Literacy****. The questions in this signature assignment will ask you about your learning in these areas. For more information about the General Education program, please see* [*www.montgomerycollege.edu/gened*](http://www.montgomerycollege.edu/gened)

**To begin, please insert an image of one of your projects in the space below**

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| **Size of the work: 3.5in \* 5in** | **Time Invested: 7+ hours** |
| **Medium/Materials Used: Bristol board, white and black paint, stamps, thick white paper for cut outs.** | |

**1.) INTEGRATIVE LEARNING: Course Outcomes for ARTT 102 include the following outcomes**

* Develop creative visual solutions that recognize and address contemporary issues.
* Recognize and incorporate a variety of global influences and perspectives in developing creative solutions.
* Incorporate information from different fields of study, and employ a range of ideas in creative problem solving.

**In the space below, explain how you addressed one or more of these course outcomes by incorporating information on contemporary issues, different fields of study and/or global influences as part of the creative problem solving process for this project. Explain why you chose this information. Why did it interest you?**

The development of creative visual solutions has many applications in life. As a computer science major being creative is in the job description. Absorbing inspiration from various coders and adding your creative instincts with that allows you to develop things that were considered impossible before you.

**2.) ARTS AND AESTHETIC AWARENESS: In the space below, identify three or more of the key course concepts that you considered while analyzing potential solutions for the problems posed by this project, and *explain why* you felt they were appropriate concepts for developing your final creative solution for this project. (refer to your course materials and the list of key vocabulary/concepts attached to this assignment)**

The key values I decided to focus on were value, visual flow, and overlapping. These concepts all played an important role. They represent different key aspects we used in our previous projects. Even though it lacks color diversity it makes up for it with complex designs.

**3.) TECHNOLOGICAL COMPETENCY: In the space below, describe how you employed technology as a research and/or production tool in developing your final creative solution for this project. Describe one or more elements of the problem solving process that you were able to accomplish utilizing this technology that you might not have been able to accomplish otherwise.**

I usually go on the internet to get some inspiration and see a few examples. I think it's important to go look instead of just blindly jumping. It enriches your experience overall trust me.

**4.) CRITICAL ANALYSIS AND REASONING: In addressing the questions below, reflect on the the creative problem solving process you went through for this project, and how you employed a range of influences, concepts, and media in developing your final creative solution.**

1. **Briefly describe your understanding the goal(s) of the project you chose for this signature assignment.**

For the final project, our goal was to create 16 3.5 in \* 5 in postcards that we would have to mail to our classmates. The content of the postcards consists of all the materials and styles we have used in previous projects.

1. **Describe any information sources you used outside of class materials in researching ideas for this project, and explain why the information you found was relevant for your problem solving process.**

Since time was limited, with all the finals we had. I wanted to keep my project simple but still memorable. I went on the internet and looked at various paintings to get inspiration. I found a few that were monochrome and I loved the fact that there were simple but still complex in a way. This is where I got my inspiration from, utilizing only black and white but still creating complex designs.

1. **Describe the constraints you faced in developing your solution for this project (i.e. limitations in time, media, space, scale, subject matter). Explain how addressing one or more of these constraints influenced the development of your final project solution.**

My time was very limited with work and exams. I really couldn't afford to spend a lot of time on it. Not having a spacious workstation can also hinder your productivity at times. However, by sticking to a strict schedule and sacrificing sleep, I was able to ace all of my classes.

1. **Given the project goal(s) you described in Section 4a.) above, describe the ideas that your final project solution intended to communicate, and explain how the key course concepts you listed in Section 2.) above contributed toward the communication of those ideas.**

It represents a frame of my life at the moment. The edges are covered with symmetrical designs that can be appealing to people. However, as you look into the frame you see all these circles overlapping. It creates this suffocating environment that can be translated as overwhelming. That is the message that I'm hoping to get across.

1. **Given the project goal(s) you described in Section 4a.) above, describe the most successful part of the creative problem solving process that you undertook, and explain why you feel it was successful. What were you able to do to develop a creative solution for this project that you couldn’t do before taking this class (consider for example, the ability to evaluate research; the ability to apply Design concepts; the ability to apply learning, experience, and influences from outside of this class; the ability to work with materials with a high degree of craftsmanship)?**

The most successful part of the design is the stamps. I went out and bout some pink carving blocks. Started cutting out shapes to use for my previous project. But no matter how hard I tried it would always come out uneven. So I decided to get creative with it and use my 3D printer. I designed some shaped digitally and printed them using a similar filament, and the result looked amazing.

1. **What did you learn in this course about the creative problem solving process that could be applied in other courses and/or to your life experience outside of school (consider new visual and/or oral communication skills; collaboration/problem solving strategies; time management/long term planning skills; exploring and evaluating multiple potential solutions to a problem)? Explain why you feel these skills or strategies would be useful.**

I feel like I've developed my oral communications the most. I always had this creative side of me that allowed me to come up with amazing ideas. However, I had trouble expressing them, especially if I'm not comfortable. This class helped me identify this flaw and improve it by practicing my speech and body language.

**5.) INFORMATION LITERACY: Consider the following - As part of solving a problem in Introduction to 2D Design, a student finds an image online that they feel would be a good solution to the problem. Which approaches below would be reflect an ethical use of that information by the student? *Explain why* you think so.**

1. **Printing the image and turning it in**
2. **Printing the image and inserting the printed image it into their final project.**
3. **Looking at the image online, and then a making sketches based on that image in their sketchbook**
4. **Printing the image and gluing it into their sketchbook**
5. **Printing the image along with an appropriate Creative Commons license and using it in their final project in accordance with that license**

**Looking at the image online, and then a making sketches based on that image in their sketchbook**

Because while sketching your creative instincts kick in and allow you to modify the original print into something that is so different that it can be considered original.