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Instructor's Name

ENGL 1013

Date

Two Art Classes

What is 2D Design? I found myself asking this question as I looked over my first-semester schedule this past summer. Since Introduction to Drawing and Two-dimensional Design are both introductory courses teaching the basics in art, how different could they be? After I began the two classes, at first, it seemed that I had been correct in my assumption that the classes were much the same. They covered similar subjects, and both professors encouraged creativity and originality. Both courses imparted basic artistic knowledge, such as shading and art styles. Yet as the semester continued, differences between the classes began to emerge. I found out that while both courses teach and encourage creativity and impart much artistic knowledge, the contrasts in medium usage, class structure, and class requirements set them apart from each other.

The first differences I noticed between the classes were the projects we were going to be working on and the mediums we were going to be using. In my Introduction to Drawing class, everyone worked on the same general project. These projects consisted of a set-up of objects which each student was to draw using the best of his or her ability. Our first drawing project, for instance, was a pile of Styrofoam blocks, arranged on a table in the middle of the room. Everyone in the class would draw the same object, but everyone would be drawing from different viewpoints. The media used for this class were strictly pencil and charcoal. At first, everyone was to use the same medium for each project. Later in the semester each student could choose whether to use pencil or charcoal. On the other hand, the decisions for projects in 2D

Design were left almost entirely up to each student. We were free to choose the subject matter, the medium, and the style of the design for our projects. We could use paint, pastels, pencil, or any other medium we fancied. Our designs could be objects or patterns, and no two projects were alike.

The second difference I began to notice was the way each class was structured. My Introduction to Drawing professor did not lecture, but he gave a few simple instructions, allowing us to spend the class working on our drawings. The instructor would walk around us as we worked and give us tips on how to improve our art. On the other hand, my 2D Design professor alternated between lecturing with PowerPoint presentations and letting us work on our art in class. If we required advice on how to improve our art, it was up to us to ask the instructor for help. Though the class was two hours long, we were allowed to leave when we finished working on our art pieces.

The third contrast between the two courses that I observed was the requirements for each class. Introduction to Drawing had few requirements and did not involve studying from a textbook. Even so, one had to purchase all the assigned materials and have a basic knowledge of how to begin drawing. By contrast, 2D Design had several requirements for the class, including a working knowledge of design, familiarity with several forms of media and materials, and the skill to use the media and materials. Additionally, we were required to research and write about a certain artist or art style and submit papers in the MLA format.

Though it may be easy for one to mistake these two classes as being similar in subject, it became apparent to me that they are actually quite different from each other. These classes are distinct in the areas of media, classroom structure, and class requirements. This individuality makes them both excellent classes to take.