Silkscreen Printmaking

PROFESSOR **Becca Gurney**   EMAIL **rgurney@smcvt.edu**   OFFICE **Sloane 150**

COURSE DESCRIPTION

Our exploration of creativity and visual expression will center around a series of exercises and applied projects that introduce basic silkscreen techniques. Students will experiment with a variety of stencil making tools, learn to create color separations, and register multi-color prints through a series of guided exercises and projects. The final weeks of the semester will be devoted to a final project that asks students to create their own content, develop their own style, and express their own point of view. The assignments and course welcome experimentation, frustration, failure, and discovery as natural parts of the creative process.

LEARNING OUTCOMES

- Gain an introductory knowledge of different stencil making tools

- Become competent in making color separations and registering multi-color prints for silkscreen production

- Use screen-printing tools to create expressive works of design

- Develop an eye for color use and interaction in printing

- Learn how to present and follow through on an extended project

- Acquire patience, curiosity, and perseverance when doing new and unfamiliar things

ENGAGEMENT EXPECTATIONS

You're engagement with the class and the assignments will effect your grade and by extension the quality of your work. You are expected to actively and passionately take part in our class:

- Care about yourself and your work, your classmates and their work, this class and art & design as a discipline

- Actively participate in discussions and critique/feedback sessions both in-person and online

- Be curious about making things and the things your classmates make

- Do the classwork and homework and be prepared to show both to the class for discussion

- Create with thought, intention, and intensity

- Meet deadlines for handing in work and process steps

- Attend class meetings both in-person and online and come prepared to do work

OFFICE HOURS & EMAIL

Office hours:
Tuesdays, 3:30-4:30, in the MacLab **|** Wednesdays, 12:30-1:30 in my office, Sloane 150
Or by appointment.

Contact: I can be reached via email at rgurney@smcvt.edu. Please allow 12-24 hours for a response.

INTELLECTUAL PROPERTY

Your work belongs to you; what you make is the outcome of your creative decisions. However, Saint Michael's College and the Art & Design program reserve the right to show, to the public, work produced in classes. When doing so, credit will be given to you as creator and owner of the work.

ACADEMIC INTEGRITY AND ARTIFICIAL INTELLIGENCE

You are expected to comply with the SMC policy on academic integrity. Any evidence of plagiarism (verbal or visual) for the completion of assignments is prohibited.

In line with any plagiarism guidelines, If you didn't write it (or draw it), don't put your name on it and claim that you did. Do not modify a few words (shapes) here and there and claim it, either.

No assignments or projects generated by Artificial Intelligence (AI) tools will be accepted, unless otherwise explained and allowed for in writing by the instructor.

- AI tools are useful for research and ideation. When using any AI (verbal or visual) for ideation, provide the source(s) and answers found. Be sure to research those answers —AI often gets things wrong!

- If any visual AI tools are used, they must be approved by the instructor and be cited when turning in the assignment. For example if you use AI generative backgrounds in artwork, they must be credited.

SCHEDULE

Daily agenda and weekly goals will be announced in class. The class schedule is fluid and will adjust according to our class needs. Changes will be announced in class and/or on Canvas. Projects and homework are due in their entirety at the beginning of class to be considered "on-time".

Weeks 1- 6 .... Stencil Making and Color Experiments

Week 7 .... Applied Project 1: Sister Corita Kent's Rules

Weeks 8-9 .... Applied Project 2: Face of the Revolution

Weeks 10-12 .... Applied Project 3: Advocacy Poster

Weeks 13-15 .... Your Prerogative: Final, Self-authored Project

GRADING

CONSIDERATIONS FOR COURSE GRADE

Classwork, Homework, & Active Participation 85%
The bulk of the course grade is based on your weekly effort and experimentation in class, evidence of 5-7 hours of homework, understanding of silkscreen concepts we discuss, and engagement with work including: stencil making exercises & explorations and applied print projects.

5 points per week are available and will be assigned accordingly:

Being present in class (mentally and physically)	1 pt
Creating and engaging with classwork, experimentations, projects; engaging with class discussions/feedback sessions	2 pt
Creating and engaging with homework assignments; sharing & presenting that work with class	2pt

Final Expressive Project 15%
The self-authored expressive project will be assessed used on the following criteria:
- Concept development, critical and innovative thinking
- Oral presentation of concept and process
- Developmental process and progression that leads to execution of turned-in project
- Craft of turned-in project (following specifications, cleanliness of physical presentation/ submission, orderly digital presentation/submission)
- Demonstrable competence/skill in printmaking concepts and techniques explored

This course is modeled on the rigor of the print design industry and requires students to work and progress both in and outside of class time.

A 100–90 This grade indicates work that reflects an excellent understanding and communication of the material and fulfills all engagement expectations.

B 89–80 This grade indicates work that reflects a good understanding and communication of the material and fulfills most of the engagement expectations.

C 79–70 This grade indicates work that reflects understanding of most of the material covered and fulfills most of the engagement expectations.

D 69–60 This grade indicates work that does not reflect an understanding of the material covered and fulfills only some of the engagement expectations.

F below 60 This grade indicates a lack of work and engagement.

TEXTBOOKS

No textbook is required.

SOFTWARE, COMPUTERS, & TECHNOLOGY

Analog Techniques using black pen, paper, scissors, glue, and a photocopier will be used throughout the course. You may choose to use digital illustration tools like Adobe Illustrator, Figma, or Procreate etc on your own. You will have access to the small Maclab in Sloane during class time and the Maclab on main campus during its open hours.

Canvas will be used for communication. It is your responsibility to check our Canvas course for announcements (or turn on email notifications).

SUPPLIES

- Sketchbook: any

- Artist or shipping tape, at least 1" wide

- Paper & Ink Kit from the school store, including:

  - 1 bottle of Speedball Fabric Silkscreen Printing Ink *(every person will get a different color and it all will be shared to created a whole set of colors for the class)*

  - Uncoated Paper for Screen Printing, 80-100# Text weight: Smart White Paper from French Paper (or equivalent from your favorite paper place)

    ‣ Size: 12-1/2 x 19; Weight: 100 lb Text; Quantity: 40+

    ‣ Size: 8-1/2 x 11; Weight: 100 lb Text; Quantity: 40+

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RECOMMENDED

- Apron – screen-printing can be messy and wet.

- Newsprint Pad - 12" x 18", 50 Sheet

- Choice of black markers and/or technical pens:

  -*Black marker:* sharpie-like

  -*Black technical pens:* sizes 01 or 02, 04, and 08 or more (Micron, Staedtler)

- X-Acto Knife or scissors

- Glue or gluestick or other adhesive for paper

- Wite Out correction fluid

- Tool box or bag to transport and store supplies

- Small plastic containers to store & save mixed ink

- Misting spray bottle

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OTHER MATERIALS, INKS, AND PAPERS PER PERSONAL PREFERENCE AND PROJECT NEEDS.

- Speedball Diazo System Kit

- Speedball Drawing Fluid

- Speedball Screen Filler

- Speedball fabric screen printing ink