ART A175: SCREEN PROCESS PRINTING 1

Item	Value
Curriculum Committee Approval Date	04/19/2022
Top Code	103000 - Graphic Art and Design
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

Theory and practice of screen process printing; treatment of screen, techniques of photo stencil making, color registration, and printing on various surfaces pertinent to fine art and commercial application. Emphasis on execution of original designs and understanding of contemporary applications. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Demonstrate their understanding of screen printing through the creation of a portfolio of prints.
2. Employ simple and photographic applications of screen printing in related projects.
3. Identify screen prints and be able to discuss the techniques utilized in their creation.

Course Objectives

- 1. Treatment and processing of screen.
- 2. Express visual concept in the screen print medium.
- 3. Determine the appropriate ink to stencil compatibility for printing on any desired substrate surface.
- 4. Comprehend the screen stencil printing process of multicolored 2-dimensional art print and commercial print reproduction.
- 5. Understand the craft of screen printing and its applications.
- 6. Gain an understanding of contemporary techniques and application of screen printing.
- 7. Correctly use the vocabulary of screen printing.
- 8. Developing stencils by analog and digital methods.

Lecture Content

Origin, development, and basic principles of stencil making Pre-Twentieth Century examples of stencil printing Twentieth and Twenty-first century examples of stencil printing Shop introduction and terminology Treatment and processingof sceen. Frame Metal Fabric History and present composition Mesh size and how it affects printing and final product Fabric color and why it matters Screen printing inks Color Mixing Transparency and Opacity of inks Cleaning up inks and proper storage Papers for screen printing Concerns for selecting papers Proper handling and tearing down of paper Simple Paper stencils Planning the images Cutting the Stencil Proper Printing Two color printing and registration Using the squeegee Holding and pressure in printing Durometer of the squeegee and how that affects printing Printing and flood strokes Trouble shooting printing problems Clean-up Photo Emulsion Develop an analog transparency What types of transparency materials to use What types of drawing materials to use Developing a digital transparency Using Photoshop Halftone filters Output for Exposure:best practices Working in the dark room Prepping the screen for emulsion Applying Emulsion Emulsion chemistry How to coat the screen and trouble shooting Using the exposure unit Understanding the unit and its control panel Developing exposure times Washing out the screen How to register colors Simple color applications Four (process) color separations Printing on fabric Differences between printing on fabric and paper Using the printing station and quick adhesive Fine arts applications Historical and Contemporary examples of artist who use screen printing Installation and sculptural applications of screen printing Commercial applications

Lab Content

1. Demonstration: The screen printing shop/studio2. Demonstration: The Frame a. Metal3. Demonstration: The Fabric and screen a. Mesh size and how it affects printing and final product iii.4.Demonstration: Setting up to print5. Demonstration: Printing inks, mixing6. Demonstration: Cleaning up inks and proper storage.7. Demonstration/Lecture: Screen printing Papers8. Multiple Demonstrations: Stencils a. Paper, Painted, analog, Photo Emulsion, Color Separations.9. Demonstration: Registration techniques10.Demonstration: Printing and screen preparations and techniques. a. Prepping and degreasing screen for photo emulsion Applying Photo emulsion11. Demonstration: Using the exposure unit a. Understanding the unit and its control panel ,Developing exposure times12. Demonstration: Washing out and reclaiming the screen .13. Project Assignments in: Cut Paper and Contact Stencils, Painted Stencils, Photo Emulsion Stencils, Rubylith Stencils, and Color Separations for photo images.

Method(s) of Instruction

- Lecture (02)
- Lab (04)

Instructional Techniques

Lectures and demonstrations of techniques and processes, videos, guest speakers, field trips, hand-outs on processes, history, terminology, ongoing one-on-one critiques, class critique at end of semester.

Reading Assignments

Selected handout materials to be provided and distributed by instructor.

Writing Assignments

Written artists statements.

Out-of-class Assignments

Students reseach and develop imagery for artwork. Sketchbook and resource inspiration folder. Gallery art opening (OCC Doyle Gallery), field trip

Demonstration of Critical Thinking

Student portfolio, written quizzes, participation.

Required Writing, Problem Solving, Skills Demonstration

Written artists statements.

Eligible Disciplines

Art: Masters degree in fine arts, art, or art history OR bachelors degree in any of the above AND masters degree in humanities OR the equivalent. Note: “masters degree in fine arts” as used here refers to any masters degree in the subject matter of fine arts, which is defined to include visual studio arts such as drawing, painting, sculpture, printmaking, ceramics, textiles, and metal and jewelry art; and also, art education and art therapy. It does not refer to the “Master of Fine Arts” (MFA) degree when that degree is based on specialization in performing arts or dance, film, video, photography, creative writing, or other non-plastic arts. Masters degree required.

Other Resources

1. Selected handout materials to be provided and distributed by instructor. 2. Inks, solvents, printing paper, photo stencil materials, photo film.