

Art 4920 Independent Projects Art 6920 Independent Studies
Frescography/Mural Course

Fall/Spring 2009/2010

T, 4-6pm

Instructor: Rainer Latzke [rainer.latzke@usu.edu] 435 512 9709

In this class the students will explore mural art in contemporary interior design and learn to perform murals with the Frescography technique.

To achieve this objective we will work on 2 different objects:

Proj.1) client related project (redecorating of the sky room restaurant)

Proj.2) free composition of a mural in cooperation with European students

In the first section you will get an overview of the matter of murals in interior design in history and present as well as the used painting and reproduction techniques. In the second section you will explore how to define themes and integrate the mural into the environment. Then you will start working to perform the project by means of the Virtual Design Studio and Artshop, two software programs to perform large scale murals.

The students taking part in project 1) will work with the Virtual Design Studio and will focus onto interior design related mural i.e. they will compose the murals out of existing motifs and also will care about furniture, seating areas, light and other room related issues.

The students taking part in project 2) will work with Virtual Design Studio and concentrate on the artistic side of murals such as creating their own motifs to integrate it into the software to work with.

In the last section the projects will be realized.

Student expectations outside of class:

Creation of required motifs/designs

Required reading:

Rainer Maria Latzke, *Dreamworlds- The Making of a Room with Illusionary Painting* (Monte Carlo Art Edition Publ, 1998 (available at the Library)

Class website:

Students may consult a website specially designed for the course at the Blackboard (The University's online network of class websites) from any computer with internet access. The address is:

The site includes electronic copies of the syllabus and the course outline, digitized images of artworks, discussed in class, motifs created by the students, PDFs of all handouts, journal assignments, grades, and links to contact Adj. Prof. Latzke.

Course Outline:

August 27: Introduction to the history of mural and its position in interior design

Sept 3: Introduction to historic reproduction techniques and the Frescomaster software

Sept 10: Introduction of projects

Sept 17: Discussion of themes together with students abroad

Sept 24: Closing discussion of themes of themes, distributing assignments “who does what”

Oct 1: Working on the projects - drafts

Oct 8: Working on the projects - drafts

Oct 15: Working on the projects –software training

Oct 22: Working on the projects– composing a mural

Oct 29: Working on the projects -creation of motifs

Nov 5: Working on the projects– creation of motifs

Nov 12: Working on the project – motif integration into software

Nov 19: Working on the project - room design with Photoshop/3D animation

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Nov 26: Thanksgiving Holiday

Dec 3: Presentation of mural design to representatives of sky room/ rep’s abroad

Dec 7: Examination

Outlook Spring semester:

Dealing with the suggestions/critics - working on motifs, representation of designs to representatives of the proposed sites, production of the murals, application of the murals on designated sites