

ART A110: COLOR AND DESIGN: TWO-DIMENSIONAL

Item	Value
Curriculum Committee Approval	02/10/2021
Date	
Top Code	100200 - Art
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)
Associate Arts Local General Education (GE)	• OC Active Participation - AA (OC2)
Associate Science Local General Education (GE)	• OCC Arts - AS (OSC1)

Course Description

Introduction to the concepts, applications, and historical references related to two-dimensional art and composition, including the study of the basic principles and elements of line, shape, texture, value, color and spatial illusion. Development of a visual vocabulary for creative expression through lecture presentations, studio projects, problem solving, and written assignments. Required for art majors and certificate programs. Transfer Credit: CSU; UC. C-ID: ARTS 100.C-ID: ARTS 100.

Course Level Student Learning Outcome(s)

1. Demonstrate effective understanding and organization of the elements and principles of design in the composing of 2-dimensional works of art.
2. Demonstrate the effective use of form and content in the conceptual development of 2-dimensional compositions.

Course Objectives

- 1. Demonstrate a working knowledge and understanding of the basic elements of a two-dimensional art, including line, shape, texture, value, color and spatial illusion;
- 2. Demonstrate effective use of the elements and principles of basic design by the creation of art compositions.
- 3. Independently produce visual compositions and problem-solving projects that successfully incorporate the basic elements and organizing principles of two-dimensional art;
- 4. Make individual aesthetic decisions and judgments related to their own artwork;
- 5. Skillfully use a variety of artistic materials, techniques and tools;
- 6. Translate ideas and visual experience into images using both formal and conceptual approaches;
- 7. Discuss, critique and evaluate their own two-dimensional compositions, as well as those of their classmates;

- 8. Discuss and write a critical evaluation of two-dimensional art using the appropriate vocabulary and terminology pertaining to the basic elements and organizing principles of two-dimensional art;
- 9. Examine, compare and analyze historical and contemporary examples of two-dimensional art, within a global context.
- 10. Demonstrate a working knowledge and understanding of the organizing principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement;
- 11. Identify and differentiate between color systems, color variations and color schemes.
- 12. Explore and experiment with variations in visual problem solving to expand their design skills and visual awareness.
- 13. Evaluate verbally, in writing, and by art execution the expressive and structural aspects of a design.
- 14. Compile, through active participation in class, a portfolio of designs.
- 15. Demonstrate craftsmanship and technical skill in the accurate manipulation of a variety of selected art materials.
- 16. Identify styles of color application.

Lecture Content

1. Fundamental theoretical concepts and terminology common to all two-dimensional art activities, including the basic elements of line, shape, value, texture, color, spatial illusion. 2. Organizing principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement. 3. Problem solving visual exercises that develop two-dimensional awareness and require exploration and manipulation of the basic two-dimensional elements. 4. Dynamic relationships of two-dimensional elements and organizing principles. 5. Introduction and development of skills using a variety of 2D media. 6. Translation of ideas and visual experience into images using both formal and conceptual approaches. 7. Written assignments in which students must clearly articulate comprehension of the basic elements and principles of two-dimensional art. 8. Critical evaluation and critique of class projects. 9. Examination of contemporary and historical trends, materials, and approaches in two-dimensional art from various cultures, and aesthetic sensibilities. Definition of 2D Design as Foundation for all 2-Dimensional visual art. Fundamental theoretical concepts and terminology common to all two-dimensional art activities, including the basic elements of line, shape, value, texture, color, spatial illusion. Elements of design Point Types of Line: including weight and variation Value: Gray scale Lightness and darkness (tints and shades) Color Dimension: Warm/cool Dark/light Bright/dull Transparent/opaque, Shape: (geometric and organic) Contour linear edge Value or color Stated or implied Texture Combination of elements and principles Tactile Visual Rough Reflective Transparent Principles of design, Organizing principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement. Proportion: relative size relationships between parts of the whole Scale: size in relation to an existing normal size Space: perspective and negative space, figure to ground relationship Rhythm and Repetition: (structure and similarity) the harmony of repeated elements, proximity, continuation Balance: harmonious or dissonant, symmetry or asymmetry, radial, modular. Harmony of opposition: active/passive, dark/light hard/soft, smooth/rough, straight/curved, up/down etc. Geometric organization: square, triangular, axial, diagonal, serpentine. Emphasis Dominance and subordination Variation Transitional changes Focal center of

interest Unity and variety: contrast and elaboration Design Materials and techniques: Painting mediums, including: Gouache, Acrylic, Tempera Color aid paper Inks Drawing: pencil gradations (6B-8H), ink. Brushes: filberts/rounds/flats, stiff/soft/synthetic. Design aids: rulers, protractors, compass, the copy machine, color wheel. Concepts of Color Theory:

How we see color Color systems: additive/subtractive Dimensions of Color quality: Hue/local color Value (light and dark) < / Chroma-saturation (brightness and dullness) Transparency/opacity/undertones Warm/cool Color wheel: Color schemes and relationships Complements, split-complements Triad High/low contrast Blue/yellow attraction Monochromatic Analogous Neutralized color by complementary mixing. Value relationship (grayscale) Achromatic De-saturation of color into tints and shades Color as an emotional response or a sense of structure. Critical Analysis of a Design: Evaluate by written or verbal critique, the materials, techniques, color usage, compositional elements and principles, and conceptual concerns of a 2-dimensional work of art. Problem solving visual exercises that develop two-dimensional awareness and require exploration and manipulation of the basic two-dimensional elements. Problem solving visual exercises that develop two-dimensional awareness and require exploration and manipulation of the basic two-dimensional elements. Dynamic relationships of two-dimensional elements and organizing principles. Introduction and development of skills using a variety of media. Translation of ideas and visual experience into images using both formal and conceptual approaches. Evaluation and critique of examples of two-dimensional art from various cultures, historical periods, and aesthetic sensibilities.

Written assignments in which students must clearly articulate comprehension of the basic elements and principles of two-dimensional art. Critical evaluation and critique of class projects. Examination of contemporary trends, materials, and approaches in two-dimensional art.

Lab Content

1. Assignments based upon the elements of design.
 2. Assignments based upon the principles of design.
 3. Studio projects that explore the dynamic relationships of two-dimensional elements and organizing principles.
 4. Development of skills using a variety of artistic materials, techniques and tools appropriate to an introductory study in art, including but not exclusive to pencils, markers, inks, paints, glues and cutting tools.
 5. Discuss, critique and evaluate their own two-dimensional compositions, as well as those of their classmates.
- A. Demonstration of organization of visual elements and principles in the composing of two-dimensional designs, which include use of:
1. Elements:
 - a. line
 - b. value
 - c. color
 - d. shape
 - e. texture
 - f. light
 2. Principles
 - a. Rhythm and Repetition
 - b. Unity and Variety
 - c. Balance
 - d. Scale
 - e. Proportion
 - f. Emphasis and visual economy
 - g. Space
 - h. geometric and organic organization
- B. Explore and manipulate a variety of two dimensional construction materials and techniques including:
1. Additive materials
 2. Subtractive materials
 3. Mixing paint

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

1. Lectures.
2. Visual examples by slides, books, video, computer, or DVD.
3. Demonstrations of methods and material usage.
4. Class discussions and critiques.
5. Field trips to galleries and museums.

Reading Assignments

various art related readings that are provided by instructor

Writing Assignments

written report on a museum or gallery visit

Out-of-class Assignments

Museum and gallery visit/library research for an artwork

Demonstration of Critical Thinking

Students must demonstrate the ability to conceptualize and complete projects. This work must be completed on time and in a manner outlined in the student assignment handouts or by the instructor. Portfolio of completed work; Group and individual critiques in oral or written formats;

Required Writing, Problem Solving, Skills Demonstration

Written assignments, which may include quizzes, essays, exams, or reports.

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.

Textbooks Resources

1. Required Ocvirk, Otto G.. Art Fundamentals: Theory and Practice, ed. HSSL, 2012 Rationale: the last pub. date
2. Required David Lauer, Steohen Pentak. Design Basics, 13th ED ed. Harcourt Pub, 2015 Rationale: Common text

Other Resources

1. Students will supply art materials. Instructor will provide handouts and special resources (DVDs, video, etc.)