

# ART A145: EXHIBITION DESIGN 1

Item	Value
Curriculum Committee Approval Date	12/02/2020
Top Code	100900 - Applied 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)
Associate Arts Local General Education (GE)	• OC Active Participation - AA (OC2)
Associate Science Local General Education (GE)	• OCC Arts - AS (OSC1)
California State University General Education Breadth (CSU GE-Breadth)	• CSU C1 Arts (C1)

## Course Description

Includes the solving of design problems related to gallery and museum exhibits. Emphasis on spatial planning, crowd flow and thematic presentation based on curatorial criteria. Development of skills related to art handling, lighting and signage graphics. Development of skills for framing, pedestal construction and model making for exhibition presentation. Recommended for all visual art and architecture students. Transfer Credit: CSU.

## Course Level Student Learning Outcome(s)

1. Demonstrate working knowledge of exhibition practices, including the handling of art, hanging an exhibit and lighting the exhibit.
2. Demonstrate the successful management of an art opening.

## Course Objectives

- 1. Describe and define the financial necessities of operating a gallery or museum.
- 2. Describe and define the legal responsibilities of operating a gallery or museum.
- 3. Demonstrate the basics of exhibition design and gallery techniques.
- 4. Design an exhibition with a scaled model.
- 5. Organize the nomenclature for an exhibition (working with the curator).
- 6. Interpret and use language of the trade.
- 7. Manage opening night events.

## Lecture Content

Visitation and excursions to southland galleries and contact with area artists Exposure to various exhibition, gallery, and design techniques Craftsmanship as related to the professional approach to display Art handling, transportation and packing. Exhibition techniques of both 2D and 3D work. Methods of fabrication. Framing Traditional Modern alternative Mounting and hanging Construction of display panels and pedestals for 3D work Model and Marquette making. Paint surfaces and exhibition wall prep. Lighting and sound effects as related to the individual exhibition Types of lighting Direct Spots Floods Indirect Natural Directionally diffused Halogen High intensity Sound Stereo 5.1 CD/ Audio Tours Streaming Audio formats Brochure Preparation Layout Printing and printers Post office regulations (bulk mail) Size Style expense Management of art openings and receptions Creative use of space Design criteria based on goal Cultural awareness/program development Materials and equipment Installation methods Presentation of educational materials/labels and signage Curatorial Processes Thematic concerns Cultural Social issues in the Museum Content development Care and conservation issues Formal issues in Art Registrar protocols Formal issues in Art

## Lab Content

Faculty input required.

## Method(s) of Instruction

- Lecture (02)
- Lab (04)

## Instructional Techniques

Lecture, Critique of student progress Field trips Lab practices

## Reading Assignments

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## Writing Assignments

Student produced brochures/bulletins of exhibitions in the gallery Scale models of the exhibits Written Review of two exhibition spaces

## Out-of-class Assignments

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## Demonstration of Critical Thinking

Effective team work and student involvement Critique of individual projects and scale models of the exhibits Student produced brochures/bulletins of exhibitions in the gallery Written review comparing and contrasting two exhibition spaces

## Required Writing, Problem Solving, Skills Demonstration

Student produced brochures/bulletins of exhibitions in the gallery Scale models of the exhibits Written Review of two exhibition spaces

## Other Resources

1. Instructor provided handouts College provided tools