ART C110: COLOR AND DESIGN: 2-D

Item	Value
Curriculum Committee Approval Date	02/22/2008
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	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)
Local General Education (GE)	• CL Option 1 Arts and Humanities (CC1)

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Introduction to the concepts, applications, and historical references related to two-dimensional art and composition, including the study of the basic principles and elements of line, shape, texture, value, color and spatial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. Transfer Credit: CSU; UC. C-ID: ARTS 100.**C-ID:** ARTS 100.

Course Level Student Learning Outcome(s)

1. Evaluate unique designs by analyzing how the visual elements and principles of two-dimensional design are used.
2. Apply the principles of design to the creation of original compositions and original compositions expressing intentional personal content.
3. Compare and contrast visual designs from a variety of design disciplines in terms of their historical, social, and cultural contexts.
4. Solve visual problems involving craftsmanship by using the creative process.

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 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.
• 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.

Lecture Content

Fundamental theoretical concepts and terminology common to all two-dimensional art activities, including the basic elements of line, shape, value, texture, color, spatial illusion. Organizing principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement. 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

Assignments based upon the elements of design. Assignments based upon the principles of design. Problem-solving visual exercises that develop two-dimensional awareness and require exploration and manipulation of the basic two-dimensional elements. Studio projects that explore the dynamic relationships of two-dimensional elements and organizing principles. 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. Discuss, critique and evaluate their own two-dimensional compositions, as well as those of their classmates.

Method(s) of Instruction

• Lecture (02)
• DE Online Lecture (02X)
• Lab (04)
• DE Online Lab (04X)

Instructional Techniques

Image Presentations Material Demonstrations Group Projects/ Assignments Peer Review Reading Assignments Video Presentations Studio time

Reading Assignments

Contemporary Art Publications Historical Biographical Artist Research Instruction Demonstrations

Writing Assignments

A compare and contrast paper based on designs and designers. Active participation in online discussions. Personal Journaling

Out-of-class Assignments

Video Analysis Visual Literacy Assessments Image Collection   Journal Reading

Demonstration of Critical Thinking

The creating of a competent series of designs that can communicate a clear message to the viewer.

Required Writing, Problem Solving, Skills Demonstration

Compare and contrast design paper. The creating of a competent series of designs that can communicate a clear message to the viewer. Clean presentation of a finished portfolio of designs.

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., 12 ed. New York: Mc Graw Hill, 2013 Rationale: This textbook "set the standard for art foundations courses across the country, Art Fundamentals has guided generations of students through both the essential elements of art and the rich and varied history of their uses…" Created to "stimulate without locking students into a restricted mind-set or mechanical copying of ideas." Legacy Textbook Transfer Data: Legacy text

Other Resources

1. Coastline Library