ART G107: COLOR AND DESIGN: 2D

Item	Value
Curriculum Committee Approval Date	04/07/2020
Top Code	100210 - Painting and Drawing
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)	• GWC Arts, Lit, Phil, Lang (GC)
California State University General Education Breadth (CSU GE-Breadth)	• CSU C1 Arts (C1)

Course Description

This course is an introduction to the concepts, applications, and historical references related to two-dimensional art and design. Topics covered include the study of the basic elements and principles of line, shapes, texture, value, color, and spatial illusion. Students will cultivate their composition skills using the principles of harmony, repetition, proportion, rhythm and movement, emphasis, and focal point. Students will also develop 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. Course Outcomes
2. Use a broad range of two-dimensional design vocabulary.
3. Differentiate between symmetrical, approximately symmetrical, and asymmetrical balance.
4. Utilize the elements and principles of design as they relate to the second dimension.

Course Objectives

- 1. Use the basic elements of a two-dimensional work of art, including line, shape/plane, pattern/texture, value, color, and space.
- 2. Use the organizing principles of two-dimensional art, including balance, proportion, repetition, harmony, emphasis and focal point, and rhythm and movement.
- 3. Produce visual compositions 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. Use a variety of artistic materials, techniques, and tools.
- 6. Translate ideas and visual experience into images using both formal and conceptual approaches.
- 7. Evaluate their own two-dimensional compositions, as well as those of their classmates.
- 8. Form critical evaluations of two-dimensional art using the appropriate vocabulary and terminology pertaining to the basic elements and organizing principles of two-dimensional art.
- 9. Analyze historical and contemporary examples of two-dimensional art within a global context.

Lecture Content

Safety Handling of media Handling of studio equipment Media Various media and supports to create designs The elements of design Line Line weight Types of line Line character Defining boundaries of shape The emotive qualities of line Shape/Plane Organic/Biomorphic shapes Mechanical/Geometric shapes Implied shape Amorphous shape Planes of 3D objects Volumetric shapes Pattern/Texture Regular patterns Irregular patterns Actual and implied textures Tesselation Motif Space Positive and Negative Space Five layers of space extreme foreground, foreground, middle-ground, background, infinity Seven techniques to establish depth overlapping, diminishing size, vertical location, diminishing detail, color shifts, value shifts, edge quality Five types of space flat space, flat fluctuating space, shallow space, moderate space, deep or infinite space Linear Perspective 1 point, 2 point, 3 point Value Value scale Local value Tints and shades High contrast and low contrast Chiaroscuro Value in Atmospheric Perspective The role of value in compositions Value as it describes form and mass Light logic Color Basic color theory 12 step color wheel Color properties hue, value, intensity Color mixing tints, tones, shades, and chromatic grays Color Harmonies monochromatic, analogous, complimentary, triadic Color temperature Color in Fine Art historical and contemporary Color applications in commercial art Expressive qualities of color Color relativity How the eye and brain perceive color The Principles of Design Harmony Unity and Variety Balance Symmetry Approximate symmetry Asymmetry Visual weight Repetition Multiple occurance to create cohesion Rhythm/Movement Sequencing and intervals Eye movement Emphasis/Focal point Dominance and Subordination Placement Contrast Isolation Rule of Thirds Golden Ratio Proportion Scale Variety of interest Hieratic scaling Gestalt Theories of Perception Figure/Ground Similarity Closure Proximity Continuation- alignment Composition Positive and negative space Organizing the picture plane Compositional structures radial circular triangular S curve L shaped Historical to Contemporary Design Various approaches and applications of design throughout the ages from a global perspective 2D Design in fine and commercial art Realism Representational art/design Abstraction Non-representational art/design Design Process Thumbnail sketches Preliminary sketches Final sketches Value sketches Color compositi ons Final execution of design Evaluation and Critical Judgment Group and individual critiques

Lab Content

Design process: Procedures in solving and presenting design problems Thumbnail sketches Preliminary sketches Final sketches Value studies Color Compositions Final execution of design Positive/negative space Various explorations of the organization of positive, negative, and ambiguous space Line Studies of various line qualities and characteristics: straight, bent, curved, convoluted, and zig zagged Lines as textures Lines to create shapes Lines to create a range of values Shape/plane Biomorphic shapes Geometric shapes Shapes as planar analysis of three-dimensional forms Pattern/texture Irregular patterns Regular patterns Value Value scale High contrast Compositions that contain a full range of value Space Overlapping Diminishing

size Diminishing detail Vertical location Value shifts Color shift Edge quality Color 12 step color wheel Tints, tones, and shades Chromatic grays: 11 step scale Color relativity Exploration of color harmonies: monochromatic, complementary, analogous Composition Utilize several different compositional structures implementing the principles of design Harmony Balance Repetition Rhythm/movement Emphasis/Focal point Proportion Media Collage Painting Drawing Pen and ink Critique and evaluation of design assignments and exercises

Method(s) of Instruction

- Lecture (02)
- Lab (04)

Instructional Techniques

Demonstrations Lectures Slide shows Videos Field trips Guest speakers Group critiques Handouts One on one demonstrations/consultations Readings

Reading Assignments

Various reading assignments from subject relevant book excerpts, articles, handouts, and websites.

Writing Assignments

Formal analysis of either a current or historical design of the students choosing. Self-Assessment.

Out-of-class Assignments

A variety of study-oriented projects leading to involvement in Visual Arts as informed, engaged, and caring viewers, such as: A collection of design projects that utilize all of the elements and principles of design. Technique problem solving exercises- may include collage, drawing, painting. Projects that reflect an understanding of contemporary and historical approaches to design. Designs that demonstrate critical thinking in form, subject, and content coherence.

Demonstration of Critical Thinking

Solve visual problems through logically designed and constructed projects. Students must make clear and reasoned judgments about how they are using design in all of its various applications; lines, shapes/planes, patterns/textures, spatial concerns, values, and complex color harmonies; tints, tones, shades, chromatic grays, and pure hues. Use the principles of design to demonstrate an understanding of simple and complex compositional strcutures. Students must analyze visual data and interpret that data rationally through various design approaches. Students must synthesize what they understand about the elements and principles of design into coherent and harmonious compositions.

Required Writing, Problem Solving, Skills Demonstration

Students may be asked to write self-assessments about the work that they have completed. These assessments require that they consider their problem solving and skills performance on an assignment. They are asked to readdress the stated criteria and learning outcomes and how they achieved or did not achieve the goals of the assignment. They must identify the elements and principles of design that they used and justify how they applied them. Students will have to create and construct several design projects using various media that demonstrate their understanding each projects elements and principles of design objective. Each project will be considered a design challenge, with specific criteria for each student to meet.

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. Art Fundamentals: Theory and Practice, 12th ed. McGraw-Hill, 2012 Rationale: Most recent edition of this text 2. Required Noyes Vanderpoel, Emily. Color Problems: A Practical Manual for the Lay Student of Color, 5th ed. (Classic): The Circadian Press, 2018 3. Required Itten, Johannes. The Elements of Color: A Treatise on the Color System, Ebook ed. John Wiley Sons, 2009 Rationale: This is a classic text on color theory, a vital part of two-dimensional design.