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Art (ART) 1625 Color Theory (3 Units) CSU:UC

Prerequisite: None

Total Hours: 32 hours lecture; 48 hours lab (80 hours total)

Catalog Description: This course focuses on the principles, theories, and applications of additive and subtractive color in two dimensions. Topics will include major historical and contemporary color systems, production of projects in applied color, and utilize the elements and principles of design as they apply to color. Additional art materials may be required. C-ID: ARTS 270

Type of Class/Course: Degree Credit

Text: Zilanski, Paul J. and Mary Pat Fisher. *Color*. 6<sup>th</sup> ed. New York: Prentice Hall, 2010. Print.

Additional Required Materials: A list of required art materials will be presented to the student the first day of attendance.

Course Objectives:

By the end of the course, a successful student will be able to:

1. Create aesthetically complete designs and images that demonstrate a working knowledge of color systems and color organization, while concentrating on the elements and principles of design,
2. Successfully use principles of color perception in light, vision, and understand how the brain processes color,
3. Apply value, hue, intensity (chroma), and color temperature in compositions,
4. Demonstrate additive and subtractive color (light and paint) in works of art,
5. Explain the relationships between color and composition,
6. Explain color usage in contemporary art and design,
7. Make individual aesthetic decisions and judgments related to their own artwork,
8. Skillfully use a variety of artistic materials, techniques and tools,
9. Independently produce finished color assignments that demonstrate an understanding of color theory and principles in the history of art,
10. Comprehend and describe how color is perceived biologically, psychologically, culturally, symbolically, and intuitively,
11. Demonstrate skill in a variety of drawing and painting media, and
12. Identify elements and principles of design in a visual composition.

Course Scope and Content:

Unit I History of Color and the Development of the Color Palette  
A. Color systems and color organization

- B. Colors, palettes and materials
- C. Identifying and understanding color mixtures

- Unit II The Perception of Color
- A. Light, vision, and how the brain understands color
  - B. Value, hue, intensity (chroma), and color temperature
  - C. Additive and subtractive color (light and paint)
  - D. Color and composition

- Unit III Cultural Influences on Color Usage
- A. Color usage in contemporary art and design
  - B. Color and Technology

- Unit IV Creative Use of Color
- A. Ascertaining personal technique
  - B. Relating personal technique with appropriate subject matter
  - C. Critical evaluation and critique of class projects

Course Scope and content (Laboratory):

- Unit I Safety Hazards
- A. Safe use of drawing and painting tools
  - B. Safe storage and disposal of drawing and painting materials and fixatives
- Unit II Application of Knowledge
- A. Appropriate use of drawing and painting tools
  - B. Appropriate use of supports when using drawing and painting media
- Unit III Skill Practice
- A. Skill practice with drawing and painting tools
  - B. Skill practice with drawing and painting media

Learning Activities Required Outside of Class:

The students in this class will spend a minimum of 3-5 hours per week outside of the regular class time doing the following:

1. Skill and technique practice
2. Problem solving activity or exercise

Methods of Instruction:

1. Activity and assigned projects
2. Individual and group criticism
3. Class Discussions
4. Demonstrations

5. Student exhibitions

Methods of Evaluation:

1. Skill demonstrations, including:
  - a. Participation and performance on projects in class
  - b. Projects written assignments, quizzes, essays and reports
  - c. Oral presentation group and individual critiques in oral and written formats
  - d. Class work portfolio
  - e. Student Exhibition/Culminating Project