

Revised by: D. Rodenhauer  
Reviewed by: G. Smith  
Date revised: October 26, 2016  
Text Update: November 11, 2016  
C&GE Approved: November 14, 2016  
Board Approved: December 14, 2016  
Semester Effective: Fall 2017

Art (ART) 1600 Basic Design (3 Units) CSU:UC  
[formerly Art 12A]

Prerequisite: None

Total Hours: 24 hours lecture; 72 hours lab (96 hours total)

Catalog Description: The creative use of principles of color and design are covered in this course, stressing development of two-dimensional and three-dimensional form, including the use of natural, abstract and historical design motifs, additional art supplies maybe required. Field Trip to a museum is required. C-ID: ARTS 100

Type of Class/Course: Degree Credit

Text: Pentak, Stephen, et al. *Design Basics: 2D and 3D*. 8<sup>th</sup> ed. Wadsworth/Cengage, 2012.

Additional Required Materials: A list of required art materials will be provided to each student with the syllabus on their first day of attendance.

Course Objectives:

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

1. explain the basic principles of design,
2. identify ways to achieve good design as covered in the course,
3. identify tools of visual language as covered in the course,
4. project solutions to assigned problems in design through the application of basic elements and design principles,
5. assess critically outcomes of his or her own designs as well as those of other students,
6. select from alternative solutions the better design and explain the reason for the selection based on basic elements and principles of design,
7. demonstrate a moderate skill in painting and composition,
8. define terms associated with design and various art techniques,
9. explain basic principles of color theory,
10. identify families of shape and ways to relate shape,
11. anticipate problems of design when specific limitations are imposed, and
12. extrapolate solutions to design in the wide variety of practical art as practiced in the home, commerce, communications and industry.

Course Scope and Content:

Unit I Two-dimensional Design Fundamentals

- A. Unity
- B. Balance
- C. Value and Contrast
- D. Emphasis
- E. Harmony
- F. Repetition (rhythm, pattern)
- G. Variety

Unit II Elements of Art

- A. Line Quality
- B. Shape Relation
- C. Texture
- D. Color theory
- E. Negative and Positive Shape
- F. Subject and Symbol

Unit III Exploration of Materials

- A. Gouache
- B. Ink Charcoal, Pencil
- C. Acrylic Paint
- D. Collage/Montage

Unit IV Critiques and evaluation

- A. Contemporary trends, materials and approaches to 2 D design
- B. Over view of different aesthetic sensibilities as demonstrated in global and contemporary examples of 2 dimensional design
- C. Historical and global examples of 2 D design
- D. Student assignments
- E. Writing an artists' statement and written critiques of their projects

Course Scope and Content (Laboratory):

Unit I Safety Hazards

- A. Tools such as X-ACTO knives and scissors
- B. Proper storage and disposal of hazardous material

Unit II Application of Knowledge

- A. Application of knowledge of design principles in projects

- B. Application of knowledge of elements of art in projects

### Unit III Skill Practice

- A. Skill practice of elements of art and principles of design
- B. Skill practice of materials

### Learning Activities Required Outside of Class:

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

1. Skill practice
2. Completing required reading
3. Problem solving activity or exercise

### Methods of Instruction:

1. Assigned projects
2. Individual criticism
3. Group criticism in open discussions
4. Student exhibitions

### Methods of Evaluation:

1. Skill demonstrations, including:
  - a. design projects in class
  - b. written analysis of use of basic elements and principles of two-dimensional design

### Laboratory Category: Extensive Laboratory

Pre delivery criteria: All of the following criteria are met by this lab.

1. Curriculum development for each lab.
2. Published schedule of individual laboratory activities.
3. Published laboratory activity objectives.
4. Published methods of evaluation.
5. Supervision of equipment maintenance, laboratory setup, and acquisition of lab materials and supplies.

During laboratory activity of the laboratory: All of the following criteria are met by this lab.

1. Instructor is physically present in lab when students are performing lab activities.
2. Instructor is responsible for active facilitation of laboratory learning.
3. Instructor is responsible for active delivery of curriculum.
4. Instructor is required for safety and mentoring of lab activities.
5. Instructor is responsible for presentation of significant evaluation.

Post laboratory activity of the laboratory: All of the following criteria are met by this lab.



1. Instructor is responsible for personal evaluation of significant student outcomes (lab exercises, exams, practicals, notebooks, portfolios, etc.) that become a component of the student grade that cover the majority of lab exercises performed during the course.
2. Instructor is responsible for supervision of laboratory clean- up of equipment and materials.

Supplemental Data:

TOP Code:	100200: Art (Painting, Drawing, and Sc
SAM Priority Code:	E: Non-Occupational
Distance Education:	Not Applicable
Funding Agency:	Y: Not Applicable(funds not used)
Program Status:	I: Program Applicable
Noncredit Category:	Y: Not Applicable, Credit Course
Special Class Status:	N: Course is not a special class
Basic Skills Status:	N: Course is not a basic skills course
Prior to College Level:	Y: Not applicable
Cooperative Work Experience:	N: Is not part of a cooperative work experience education program
Eligible for Credit by Exam:	NO
Eligible for Pass/No Pass:	C: Pass/No Pass
Taft College General Education:	LHUM: Local GE Humanities