

Reviewed by: Rodenhauser  
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Art (ART) 1610 Advanced Design (3Units) CSU:UC  
[formerly Art 12B]

Prerequisite: Successful completion of Art 1600 with a grade of “C” or higher

Prerequisite knowledge and skills: Before entering this course, a student should 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 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 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.

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

Catalog Description: The creative use of principles of color and design in three-dimensional forms, including the use of natural, abstract and historical design motifs, provide the subject matter for this course. Additional art supplies may be required. C-ID: ARTS 101

Type of Class/Course: Degree Credit

Text: Pentak, Stephen, Richard Roth, and David A. Lauer. *Design Basics: 2D and 3D*. 8<sup>th</sup> ed. Boston, Cengage, 2013. Print.

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 design principles and

- three-dimensional form,
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 principles of design,
  7. demonstrate a moderate skill in painting and construction of three-dimensional projects,
  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            Three-dimensional Design Fundamentals

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

Unit II           Problems in Real and Illusionary Space

- A.    Shallow Relief
- B.    5-Sided Relief
- C.    Three-dimension
- D.    Three-dimension and Transparency
- E.    Three-dimension and Movement

Unit III          Exploration of Materials

- A.    Paper
- B.    Cardboard
- C.    Wood
- D.    Plaster
- E.    Metal

Course Scope and Content (Laboratory):

Unit I            Safety Hazards

- A.    Proper use of tools such as files, and X-ACTO knives
- B.    Proper storage and disposal of materials such as glue and plaster

Unit II           Application of Knowledge

- A.    Application of knowledge of elements of art and design principles while

- completing assignments.
- B. Application of knowledge about the different materials used for three dimensional works of art.

Unit III Skill Practice

- A. Skill practice with the appropriate tools
- B. Skill practice with the appropriate 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. class performance,
  - b. design problems in class
  - c. portfolio
2. Other examinations, including:
  - a. true/false
  - b. short answer

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:	1: 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
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