

Revised by:D. RodenhauserReviewed by:G. SmithDate revised:October 26, 2016Text Update:November 11, 2016C&GE Approved: May 8, 2017Board Approved:June 14, 2017Semester Effective:Spring 2018

# 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 may be required. C-ID: ARTS 100

Type of Class/Course: Degree Credit

Text: Pentak, Stephen, et al. Design Basics: 2D and 3D. 8th ed. Wadsworth, 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 |                              |
|---------|-------------------------------------|------------------------------|
|         | А.                                  | Unity                        |
|         | В.                                  | Balance                      |
|         | C.                                  | Value and Contrast           |
|         | D.                                  | Emphasis                     |
|         | E.                                  | Harmony                      |
|         | F.                                  | Repetition (rhythm, pattern) |
|         | G.                                  | Variety                      |
| Unit II | Elements of Art                     |                              |
|         | A.                                  | Line Quality                 |
|         | В.                                  | Shape Relation               |
|         | C.                                  | Texture                      |
|         | D.                                  | Color theory                 |
|         | E.                                  | Negative and Positive Shape  |
|         | Б                                   | Subject and Symbol           |

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:                 | 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   |
|                                 |   |