

## Department of Art Syllabus

- I. ART 102 *Basic Design II*, 3 Credit Hours
- II. PREREQUISITES  
ART 101
- III. TEXTBOOK  
Hornung, D. (2012). *Color 2<sup>nd</sup> edition. A Workshop for artists and designers.*  
London, UK: Laurence King Publishing.
- IV. COURSE DESCRIPTION  
This course is a lecture and laboratory course in color theory that extends the topics and concepts introduced in ART 101. Exploration of the history and principles of color, as well as trends in contemporary art and design are used in creative problem solving, developing concept statements, and analyzing works of art.
- V. RATIONALE  
ART 102 is a continuation of ART 101 that focuses on the application of design elements and principles. These elemental constructs provide a basis for all the art disciplines as they are applied by the students, regardless of their major area of interest. This course is foundational in content and provides the students of art with methodologies for composition and quality performance in two- and three-dimensional presentations.
- VI. LEARNING OBJECTIVES AND OUTCOMES
  - A. Understand how the elements of art can be used to describe, model, or translate visual reality in two- and three-dimensional art.
  - B. Comprehend how the elements of art can be used to describe, model, or mimic non-visual reality in commercial or non-commercial applications.
  - C. Complete drawings that work the basic principles of one-point and two-point perspective in order to render a three-dimensional object accurately.
  - D. Understand and utilize the vocabulary of the Elements of Art (line, shape, form, value, texture, and color) as they apply to three-dimensional design.
  - E. Create works of art, which show an understanding of the major characteristics of color and how these characteristics are used to enhance works of art.
  - F. Explore and create color relationships and/or color schemes to enhance two- and three-dimensional works of art.

- G. Understand how the principles of organization can be used to describe, model, or translate visual reality.
- H. Understand how the principles of organization can be used to describe, model, or mimic non-visual reality in commercial or non-commercial works of art.
- I. Complete works of art that demonstrate the basic principles of organization on three-dimensional design.
- J. Understand and utilize the vocabulary of the Principles of Organization (harmony, variety, balance, proportion, dominance, movement, and economy) as they apply to three-dimensional design.
- K. Understand and utilize the major tenants of good composition.
- L. Analyze works of two-dimensional art created by themselves and others.
- M. Study two and three-dimensional art from the past and present in order to gain knowledge and inspiration for future projects.
- N. Practice basic drawing skills, which will enable the student to visualize concepts more accurately, quickly, and methodically for studio and commercial applications.

VII. COURSE TOPICS

- A. Properties of color
- B. Color mixing
- C. Color: emotional responses and conceptual qualities
- D. Color: use of media and applications
- E. Vocabulary of space
- F. Spatial indicators and perception
- G. Spatial properties and the elements of design
- H. Types of space

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

- A. Lecture/demonstration
- B. Classroom discussion
- C. Instructional videos and presentations
- D. Hands-on projects
- E. Critiques
- F. Outside readings and research
- F. Critique and aesthetic information

IX. GRADING SCALE

*See Department of Art Syllabus Addendum for Grading Scale and Evaluation.*

- X. LIST OF MATERIALS
- A. One 12 inches by 12 inches gallery wrapped canvas
  - B. Two 18 inches by 24 inches gallery wrapped canvases
  - C. One 24 inches by 36 inches gallery wrapped canvas
  - D. Cardstock: white, black, and gray
  - E. Five pieces of 9 inches by 12 inches Bristol Board or five 9 inches by 12 inches canvas boards
  - F. 9 inches by 12 inches sketchbook
  - G. Scissors
  - H. White glue
  - I. Plastic tray (palette)
  - J. Masking tape
  - K. Basic set of acrylic paints (no craft paint, please)
  - L. Acrylic brushes (Artist Loft brand is acceptable)
  - M. Palette knife
  - N. Xacto knife
  - O. Ruler: at least 12 inches

XI. REFERENCES

- Anderson, D. M. (1961). *Elements of design*. New York: Holt, Rinehart, and Winston.
- Bates, K. F. (1979). *Basic design: Principles and practice*. New York: Barnes & Nobel.
- Belvin, M. E. (1993). *Design through discovery*. Fort Worth, TX: Harcourt Brace College Publishers.
- Downer, M. (1963). *The story of design*. New York: Lothrop, Lee, & Shepard.
- Grillo, P. J. (1960). *What is design?* Chicago, IL: Paul Theobald and Company.
- Lauer, D. A. (2015). *Design basics* (9<sup>th</sup>). Boston, MA: Cengage Learning.
- McInlhany, S. (1970). *Art as design; Design as art: A contemporary guide*. New York: Van Nostrand Reinhold Company.
- Ocvirk, O. G. (2005). *Art fundamentals: Theory and practice*. New York: McGraw-Hill.
- Rand, P. (1993). *Design, form, and chaos*. New Have, CT: Yale University Press.

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