

## Department of Art Syllabus

- I. ART 101 *Basic Design I*, 3 Credit Hours
- II. PREREQUISITES  
None
- III. TEXTBOOK  
Lauer and Pentak. (2015). *Design basics* (9<sup>th</sup> ed.). Boston, MA: Cengage Learning.
- IV. COURSE DESCRIPTION  
This course is a lecture and laboratory course introducing the formal and communicative aspects of two-dimensional composition and design. The elements and principles of design are used to solve compositional problems and analyze works of art.
- V. RATIONALE  
ART 101 is a basic course in design elements and design 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. This course is foundational in content and provides the students of art with methodologies for composition and quality performance in two-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-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. Understand and utilize the vocabulary of the Elements of Art.
  - D. Understand how the principles of organization can be used to describe, model, or translate visual reality.
  - E. 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.
  - F. Complete works of art that demonstrate the basic principles of organization on two-dimensional design.
  - G. Understand and utilize the vocabulary of the Principles of Organization (harmony, variety, balance, proportion, dominance, movement, and economy).
  - H. Understand and utilize the major tenants of good composition.

- I. Analyze works of two-dimensional art created by themselves and others.
- J. Study two and three-dimensional art from the past and present in order to gain knowledge and inspiration for future projects.
- K. 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. Design
- B. Line
- C. Shape
- D. Value
- E. Texture
- F. Color

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. Sharpie markers: black (extra fine, fine, broad tip, and chisel tip)
- B. Drawing paper: 8 ½ inches by 11 inches and 18 inches by 24 inches
- C. Sketchbook: 8 ½ inches by 11 inches
- D. Cardstock: white and black
- E. White plastic eraser and kneaded eraser
- F. Ruler: at least 12 inches
- 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
- M. Carrying case for supplies

- N. 3 inch binder and seven tabbed dividers to serve as resource notebook
- O. Clear plastic page protectors
- P. Ebony pencil or set of drawing pencils
- Q. Basic set of 24 count colored pencils
- R. Set of 12 soft pastel (good quality)
- S. Palette knife
- T. Xacto knife
- U. Bristol board: 11 inches by 24 inches package or pad

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> ed.). 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.
- Smith, J. K. (2015). *Design: An introduction*. Victoria, Australia: Leopold Classic Library.