

SYLLABUS

I. COURSE TITLE

ART 102

BASIC DESIGN II

3 Semester Hours

II. PREREQUISITES

ART 101

III. TEXTBOOK

Ocvirk, Stinson, Wigg, Bone and Cayton. Art Fundamentals: Theory and Practice (eleventh edition). McGraw-Hill, School of Art; Bowling Green State University, KY.

IV. COURSE DESCRIPTION

Studies and exercises in two- and three- dimensional design principles including an introduction to basic drawing methods.

V. RATIONALE

Basic Design II is a continuation of Basic Design I 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-dimensional presentations.

VI. LEARNING OBJECTIVES AND OUTCOMES

- A. Understanding of how line can be used to describe, model, or translate all of visual reality for studio and commercial applications.
- B. Basic drawing skills developed which enable the student to visualize concepts more accurately, quickly, and methodically for studio and commercial applications.
- C. Complete drawings that work the basic principles of one and 2-point perspective in order to render 3-D objects more accurately.
- D. Knowledge and use of the vocabulary dealing with projects of 3-D design.
- E. Knowledge of 2 and 3-dimensional art work from the past and present in order to be used as inspiration for future projects.

VII. COURSE TOPICS

The major topics to be considered are:

- A. Vocabulary of space
- B. Spatial properties of the elements of design
- C. Spatial indicators
- D. Spatial perception
- E. Types of space
- F. Three-dimensional applications of space
- G. Vocabulary of time and motion
- H. Pictorial representations of movement in time
- I. Three-dimensional applications of time and motion

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

- A. Lectures and Demonstrations
- B. Critiques
- C. Visual examples

IX. ASSIGNMENTS

- A. Studio Projects
- B. Resource Notebook including Preliminary Sketches of ALL Assignments and Class Notes
- C. Tests

X. EVALUATION

Assignment:			Semester Percentage:
Studio Projects:	A. Interpenetration/Perspective Project	/100	80%
	B. Transformation Project	/300	
	C. Time and Motion Project	/300	
	D. Caricature Project	/200	
	E. Portfolio Project	/300	
Resource Notebook	Preliminary Sketches Class Notes Reference Materials for Ideation	/100	10%
Tests	Chapter 8	/100	10%
	Chapter 9	/100	

XI. GRADING SCALE

- A. = 93-100
- B. = 85-92
- C. = 76-84
- D. = 65-75
- F. = 0-64

XII. LIST OF MATERIALS

- A. 48 set of Prismacolor or Crayola Color Pencils (Project A, B, & E)
- B. Pencil Sharpener
- C. 100 pound Vellum Bristol Paper – 8 ½” x 11” (Approximately 20 sheets) (Project B)
- D. 100 pound Vellum Bristol Paper – 18” x 24” (Project A)
- E. Kneaded Eraser
- F. Ruler at least 24”
- G. Scissors
- H. Glue
- I. Plastic Bags
- J. Container for Supplies
- K. Plastic Tray
- L. Masking tape

Other items may be necessary as the course progresses.

XIII. REFERENCES

A. Bibliography

Anderson, Donald M., Elements of Design.

Bates, Kenneth Francis, Basic Design: Principles and Practice.

Belvin, Marjorie Elliot, Design Through Discovery.

Downer, Marion, The Story of Design.

Feldsted, C. J., Design Fundamentals.

Grillo, Paul Jacques, What is Design?

Lauer, David A., Design Basics

McInlhany, Sterling, Art as Design; Design as Art; A Contemporary Guide.

Rand, Paul, Design, Form, and Chaos.

Smith, Janet K., Design: An Introduction.