

SYLLABUS

ART

ART APPRECIATION

I. COURSE TITLE

ART 102

BASIC DESIGN II

3 Semester Hours

II. PREREQUISITES

ART 101

III. TEXTBOOK

Oevirck, Stinson, Wigg, Bone and Cayton. (Eighth edition) Art Fundamentals: Theory and Practice. 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

Art Fundamentals 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 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. Review the material presented in the text and related literature in the field.
- B. Explore a variety of three dimensional media and materials.
- C. Render compositions in contrasting subjects, ideas and motifs.
- D. Demonstrate competency in the manipulation of spatial relationships and compositional construction and control.
- E. Compile a notebook/tear-file concurrent with the material being presented.
- F. Construct a photo/portfolio of current works finished with matting and cover.
- G. Attend exhibits to view works relative to course study.
- H. Prepare sketches for each of the two- and three- dimensional productions.
- I. Analyze and relate design components, elements and principles to all other art courses, to the world of art and to the world of work and commerce.
- J. Be prepared for review and evaluation on material covered in class by way of written exams, pop quizzes and verbal questioning.

VII. COURSE TOPICS

- A. The major topics to be considered are:
- B. Introduction and historical considerations of design.
- C. Form
- D. Line
- E. Shape

- F. Value
- G. Texture
- H. Color
- I. Space

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

- A. Methods and activities for instruction will include:
- B. Lecture & Illustration
- C. Demonstration
- D. Critiques & Evaluations
- E. Assignments & Notebook

IX. ASSIGNMENTS

- A. All assignments for this course will be two-dimensional
- B. Assignments will use a variety of methods and media.
- C. All assignments are founded in the application of the elements and principles of design.
- D. There is a research notebook.
- E. There will be preliminary sketches for each assignment.

X. EVALUATION

- A. The student will be responsible for the following:
- B. Notebook, Sketchbook and Tear-File combination
- C. Studio Art Projects
- D. Assignments, Quizzes and Class Participation
- E. Unit Tests
- F. Final Project
- G. Final Examination
- H. Extraneous Class Contributions

XI. GRADING SCALE

- A. = 93-100
- B. = 85-92
- C. = 76-84
- D. = 65-75
- F. = 0-64
- I. = "Incomplete may be given to a student who has been providentially hindered from completing work required in a course, provided that:
 1. Semester attendance requirements have been met;
 2. Most of the required work has been done;
 3. The student is doing passing work and the student has made prior arrangements with the faculty member to complete the remaining work at a later date.

The grade of I must be removed promptly or it becomes an F; it cannot be removed by repeating the course." (2000-2001 Undergraduate Catalog, p. 41).

XII. LIST OF MATERIALS

- A. Sculpting material such as wood, cloth, wire, plaster, cardboard and clay; to include fasteners of all kinds such as glue, staples, nails and screws; and surface treatments such as paint gesso, paper, sand, and other textures.
- B. Dress and clean-up materials such as a smock, apron, or old shirt; and clean-up materials such as sponges and rags.
- C. A carrying case for supplies.
- D. A notebook for sketches and tear files.

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.
Wedd, J. A. D., Pattern and Texture: Sources if Design.

B. Other References

C. General Reference Works