

Department of Art Syllabus

- I. ART 6101 *Graduate Design*, 3 Credit Hours
- II. PREREQUISITES
None
- III. TEXTBOOK
None
- IV. COURSE DESCRIPTION
This course is an advanced theory exploration and application course structured to guide the graduate student toward the utilization of advanced philosophical thought and application of higher-level theory production in the student's work.
- V. RATIONALE
The disciplines of art history, studio art, art criticism, and aesthetics provide the framework for structuring the content of this course. Considerable emphasis will be placed on the historical aspect of design, including many of the classical theories of order, harmony, proportion, and scale that we still draw upon today, which were originally recognized and utilized by practicing artists, architects/builders, and utilitarian craftsmen. These visual theories and concepts, incorporated as major design elements, still assist in the creation of art forms, buildings, and commercial products. The studio component of Graduate Design is a continuing problem-solving process delineated by the progressive steps of defining, analyzing, ideating, selecting, implementing, and evaluating. The dialogue prompted within the arena of art criticism will provide criteria for evaluation of the involvement leading to an enhanced understanding of the comprehensive application of the elements and principles of design on a more sophisticated level of deployment.
- VI. LEARNING OBJECTIVES AND OUTCOMES
Upon completion of this course, the student will be able to:
 - A. Discuss the major art historical approaches to visual design.
 - B. Apply formal design concepts and principles to creative activities.
 - C. Utilize drawing as a vital component in design as a means of communicating.
 - D. Discuss formal approaches to drawing, painting, and sculpture.
 - E. Demonstrate ability to recognize and use the elements and principles of form.
 - F. Solve formal problems by exploration of formal possibilities in creation of an artwork.

- G. Apply the visual and physical attributes of form in an artwork.
- H. Employ advanced color combinations and applications in an artwork.
- I. Demonstrate ability to use advanced applications of space, depth, and distance.
- J. Demonstrate ability to use advanced applications of symmetry and dynamic symmetry.

VII. COURSE TOPICS

- A. Historical: survey and research related to the historical development of Design.
- B. Theoretical: lecture, discussion, and analysis to learn and recognize formal elements and principles.
- C. Studio production: reaffirmation and application of the elements and principles of design.
- D. Criticism: developing personal and methodological criteria for evaluating design productions.
- E. Aesthetics: developing qualitative and systemic format for the understanding, analysis, and deployment of works of art as they relate to and align with personal and public acceptances and/or rejections of artworks existing and arriving on the scene both local and world-wide.

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

- A. Lecture/discussion
- B. Studio activities and assignments
- C. History of design research
- D. Written critiques and class report presentations
- E. Community resource personnel

IX. GRADING SCALE

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

X. LIST OF MATERIALS

General materials:

- A. Paints
- B. Surfaces
- C. Brushes and applicators
- D. Adhesives
- E. Tools
- F. Drawing media
- G. Containers
- H. Cleaners and sprays
- I. Carrying and storage containers

J. Matting and presentation capabilities

XI. REFERENCES

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