

Las Positas College
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Course Outline for ARTS 23

2-D DESIGN

Effective: Spring 2019

I. CATALOG DESCRIPTION:

ARTS 23 — 2-D DESIGN — 3.00 units

Introduction to the concepts, applications, and historical references related to 2-dimensional art and composition. Topics include the basic principles and elements of design. In this course, students will develop their visual vocabulary for creative visual expression through lectures and problem solving studio projects. Students explore aspects of 2-D Design through visual art assignments.

1.50 Units Lecture 1.50 Units Lab

Grading Methods:

Letter or P/NP

Discipline:

- Art

	MIN
Lecture Hours:	27.00
Expected Outside of Class Hours:	54.00
Lab Hours:	81.00
Total Hours:	162.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 1

III. PREREQUISITE AND/OR ADVISORY SKILLS:

IV. MEASURABLE OBJECTIVES:

Upon completion of this course, the student should be able to:

- Produce visual compositions and problem-solving projects that successfully incorporate the basic elements and principles of 2-dimensional design.
- Identify, describe and utilize the basic elements of 2-dimensional art, including line, shape, texture, value, color and spatial illusion.
- Identify, describe, and utilize the elements of design and the importance of craftsmanship and how it is essential to the art-making process
- Identify, describe, and utilize the organizing principles of 2-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement.
- Examine, compare and analyze historical and contemporary examples of 2-dimensional art, within a global context
- Discuss and write a critical evaluation of 2-dimensional art using the appropriate vocabulary and terminology pertaining to the basic elements and organizing principles of 2-dimensional art
- Discuss, critique and evaluate 2-dimensional compositions, as well as those of their classmates
- Utilize a variety of artistic materials, techniques and technological tools to create 2-dimensional art
 - Make individual aesthetic decisions and judgments related to their own artwork

V. CONTENT:

- Fundamental theoretical concepts and terminology common to all 2-dimensional art activities, including the basic elements of line, shape, value, texture, color, spatial illusion.
- Organizing principles of 2-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement.
- Problem solving visual exercises that develop 2-dimensional awareness and require exploration and manipulation of the basic 2-dimensional elements.
- Dynamic relationships of 2-dimensional elements and organizing principles.
- Introduction and development of skills using a variety of media including technology if applicable.
- Translation of ideas and visual experience into images using both formal and conceptual approaches.
- Evaluation and critique of examples of 2-dimensional art from various cultures, historical periods, and aesthetic sensibilities.
- Assignments in which students must clearly articulate comprehension of the basic elements and principles of 2-dimensional art.
 - Examination of contemporary trends, materials, and approaches in 2-dimensional art.

VI. METHODS OF INSTRUCTION:

- Lecture** -

- B. **Audio-visual Activity** - Slides, videos to illustrate techniques and course concepts
- C. **Critique** - Students will critique their own work and the work of one another
- D. **Demonstration** - Instructor and student demonstration of various techniques.
- E. **Field Trips** - Observe works of art

VII. TYPICAL ASSIGNMENTS:

- A. Apply aerial, amplified, and linear perspective techniques to a drawing using a school building as subject matter.
- B. Develop a work that demonstrates artistic use of vertical, horizontal, and diagonal lines.
- C. Create a two dimensional work that emphasizes elements of space and rhythm.
- D. Write an analysis of 1, 2 and 3 point perspective to understand the differences among these.
- E. Write an analysis on how line, shape, color, form and texture function in a 20th century work of art.
- F. Utilize painted color in an assignment involving generating repeating pattern.
 - 1. Utilize limited color palettes: value matching, neutralizing compliments, analogous colors, and monochrome color.

VIII. EVALUATION:

Methods/Frequency

- A. Portfolios
 - 1 per semester
- B. Projects
 - weekly, daily, monthly
- C. Class Participation
 - daily
- D. Class Work
 - daily
- E. Home Work
 - daily, weekly
- F. Lab Activities
 - daily, weekly
- G. Other
 - 1. Individual and group critiques. Lab refers to art studio (design projects completed in class). Textbook readings and written analysis of design elements and principles discussed in the text.

IX. TYPICAL TEXTS:

1. Gonella, R., & Navetta, C. (2015). *Design Fundamentals: Notes on Visual Elements and Principles of Composition* (1st ed.). San Francisco, California: Peachpit Press (Pearson Education).
2. Fichner-Rathus, L. (2015). *Foundations of Art and Design* (2nd ed.). Boston, MA: Cengage Learning.
3. Pentak, S., & Lauer, D.A. (2016). *Design Basics* (9 ed.). Boston, MA: Cengage Learning.
4. Stewart, M. (2019). *Launching the Imagination 2D* (6th ed.). Columbus, OH: McGraw-Hill.

X. OTHER MATERIALS REQUIRED OF STUDENTS:

- A. Student may be required to purchase paints, papers, drawing and craft materials such as glue, pens, crayons, scissors, cutting mat, craft knife etc.