ART C111 50 - 2D DESIGN

FINAL PROJECT - Art / Design Packet

Due Date: Monday, 5/12/14 at 5:00pm

For your final you will be asked to put together a painting / drawing packet. This assignment will be broken down into three parts, all of which are necessary to receive a passing grade.

Part 1 A variety of <u>art / design projects</u> have been made available. The instructor will decide which of these you will need to complete and hand in as part of your packet.

Part 2 You must turn in a brief <u>written explanation</u> of how you used the tools of 2-Dimensional Design in your completed paintings and drawings (prompt below).

Part 3 During the final critique on 5/12/14, 5:00pm-7:00pm you must have your work hung up at 5:00pm sharp and you must take brief critique notes on your fellow classmates artwork which you will hand in.

PART 1 - ART / DESIGN PROJECTS:

The instructor will tell you which of the projects you will be required to complete. A successful project will be one that meets all the requirements outlined in the project prompt and any additional requirements requested by the instructor.

PART 2 - WRITTEN EXPLANATION:

In 2-3 pages explain how you used the principles of design to successfully complete your paintings and drawings. You should correctly use each of the following terms at least once in your explanation (If you are unclear on any of these terms refer to your class handouts, any notes you have taken during class explanations and/or your textbook).

- balance - proportion - repetition - contrast

- harmony - unity - point of emphasis - visual movement

- line - color range - value range - texture

spatial illusion

PART 3 - CRITIQUE PARTICIPATION:

On <u>5/12/14 from 5:00pm-7:00pm</u> we will have our final critique of the work in your Art / Design Packet. To receive full credit <u>you must have your work up in the classroom before class begins</u>, otherwise we will not have time to critique it. You will also be required to <u>take a single page of notes on the critique discussion</u>.