

Lassen Community College Course Outline

ART-1A Two-Dimensional Design

3.0 Units

I. Catalog Description

An introductory studio design course based on communicating visually through practical applications of design and composition including: line, shape, form, texture, value, color, and spatial illusion in two dimensions. Traditional mediums and digital imaging using industry standard Adobe Creative Cloud software will be emphasized. Graphic design, commercial art, and fine art principles will be explored from historical, aesthetic and cultural points of view. This course has been approved for hybrid and online delivery. To cover the costs of printing each project assignment, a \$10.00 lab fee will be charged at the time of registration. Students must provide additional materials and supplies at an estimated cost of \$25.

Recommended Preparation: Successful completion of ENGL105 or equivalent multiple measures placement.

Transfers to both UC/CSU

General Education Area: C

CSU GE Area: C1

C-ID ARTS 100

25.5 Hours Lecture, 76.5 Hours Lab, 51 Expected Outside Class Hours, 153 Total Student Learning Hours

Scheduled: Fall

II. Coding Information

Repeatability: Not Repeatable, Take 1 Time

Grading Option: Graded or Pass/No Pass

Credit Type: Credit - Degree Applicable

TOP Code: 100200

III. Course Outcomes/Objectives

A. Course Student Learning Outcomes

Upon completion of this course the student will be able to:

1. Solve basic problems of visual expression, using the elements of art and principles of design.
2. Describe two-dimension artwork using appropriate art and design terminology.
3. Demonstrate basic knowledge of two-dimensional design principles (past and present) used in historical and cultural societies globally.

B. Course Objectives

Upon completion of this course the student will be able to:

1. Discuss a wide range of design applications.
2. Demonstrate an ability to imagine visual alternatives, to decide among, and make qualification judgements of visual alternatives, and to explain the basis of those decisions and judgements.
3. Demonstrate through studio projects an ability to organize a given area of two-dimensional space with respect to specific, clearly stated, aesthetic and/or communicative purpose.

4. Demonstrate through studio projects an ability to impose strict standards of craftsmanship upon their visual constructions and meet required deadlines.
5. Demonstrate through studio projects an ability to incorporate within their designs elements of chance and surprise. (A matter of discovery)
6. Demonstrate an increased personal awareness of two-dimensional design, color and composition.
7. Examine two-dimensional design in a global holistic context.
8. Use the vocabulary of design to describe artworks.
9. Use their knowledge of design to describe, analyze, and interpret art.
10. Demonstrate an increased awareness of the interrelationships between culture and two-dimensional design.
11. Discuss the works of significant design artisans both past and present.
12. Compare and contrast various art periods and cultures in terms of their uses of two-dimensional design.
13. Use vector (object-based) Adobe Illustrator and bitmap (pixel-based) Adobe Photoshop software to create projects using basic two-dimensional design principles.
14. Understand and use the six-step Design Process: define the problem, collect information, brainstorm and analyze ideas, develop solutions, present ideas for feedback, and improve final design.

IV. Course Content

A. Visual Images

1. Constructions of line, shape, form, texture, ~~tone~~, value, color, positive and negative space.
2. Relationships of size, proportion, location within a visual field
3. Structures based upon repetition.
4. Balanced hierarchies of emphasis

B. Specialized Language Pedagogy used in the area of design

C. Formal Principles of Design for Composition (balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement)

D. History of design

1. Non-western design (African, Middle Eastern, and Asian design)
2. Western design (Bauhaus, Modernism, and Postmodernism)
3. Culture as it relates to design

E. Artisans/Designers

1. Significant contributions to the field
2. Artisans and their works

F. The Critical Evaluation of Two-Dimensional Design

1. Application of design and color concepts
2. Analysis of design: art aesthetics vs. art preference

G. Personal Discovery through Visual Problem Solving

1. Traditional mediums (pencil, pen and ink, charcoal, gauche etc.)
2. Digital Imaging (Adobe CC software)

V. Assignments

A. Appropriate Readings

Reading will include handouts and recommended text.

B. Writing Assignments

Students will be required to take notes of lectures to be used as study guides for projects and final exam. Student will write a critique of their work and other student work.

C. Expected Outside Assignments

Students will be expected to relate the concepts of and the vocabulary used in two-dimensional design to forms and environments out of the classroom.

D. Specific Assignments that Demonstrate Critical Thinking

Students will be expected to make judgements and critiques about artistic endeavor, their own work and the work of other students.

VI. Methods of Evaluation

Traditional Classroom Instruction

Portfolio of completed projects utilizing the elements of art and principles of design. Students will be evaluated on the critiques of their own work and works of other students. Mixed format exams, quizzes, written and oral reflections will be used for formative and summative assessment.

Hybrid Evaluation

All quizzes and exams will be administered during the in-person class time. Students will be expected to complete online assignments and activities equivalent to in class assignments and activities for the online portion of the course. Electronic communication, both synchronous and asynchronous (chat/forum) will be evaluated for participation and to maintain effective communication between instructor and students.

Online Delivery

A variety of methods will be used, such as: research papers, asynchronous and synchronous (chat/forum) discussions, online quizzes and exams, posting to online website and email communications.

VII. Methods of Delivery

Check those delivery methods for which, this course has been separately approved by the Curriculum/Academic Standards Committee.

Traditional Classroom Delivery Correspondence Delivery

Hybrid Delivery Online Delivery

Traditional Classroom Instruction

Lectures, illustrated lectures, demonstrations, group discussions and critiques, and project assignments.

Hybrid Delivery

A combination of traditional classroom and online instruction will be utilized. Each semester a minimum of 17 hours, or 1/3 of the lecture hours, will be taught face-to face by the instructor and the remaining hours will be instructed online through the technology platform adopted by the District. Traditional class instruction will consist of exercises/assignments, lectures, visual aids, and practice exercises. Online delivery will consist of exercises/assignments, lecture posts, discussions, adding extra resources and other media sources as appropriate.

Online Delivery

Participation in forum-based discussions. Online exercises/assignments contained on website. Web based video vignettes with discussion paper, email communications, postings to forums, online lecture notes and web links will compromise the method of instruction.

VIII. Representative Texts and Supplies

Why Design Matters: Conversations with the World's Most Creative People,
Debbie Millman, February 22, 2022, Harper Design, ISBN-10 : 0062872966, ISBN-
13 : 978-0062872968, Page numbers source ISBN : 0062872966

Materials and supplies needed: estimated cost: \$25
USB Memory Stick/Flash Drive - 8G minimum*
Sketch Book*
#2 Pencil*

**May be used in other related courses*

IX. Discipline/s Assignment

Art

X. Course Status

Current Status: Active

Original Approval Date: 3/3/1990

Revised By: James Kleckner

Latest Curriculum/Academic Standards Committee Revision Date: 05/02/2023