

ART 115 : BASIC DESIGN: 2-D

Transcript title

Basic Design: 2-D

Credits

3

Grading mode

Standard letter grades

Total contact hours

60

Other hours

60

Course Description

Introduces concepts and principles of visual language and basic design in two dimensions. Applies the elements of art and principles of design to communicate ideas and solve problems. Emphasizes critical thinking and creative problem solving in a variety of two-dimensional artistic media.

Course learning outcomes

1. Use two-dimensional design as a form of visual communication.
2. Articulate two-dimensional design concepts, including the use of discipline specific visual arts vocabulary.
3. Apply the elements of art and principles of design in the creation of two-dimensional compositions in a variety of artistic media.
4. Creatively solve design problems through the processes of risk-taking, experimentation, drafting, and re-drafting.
5. Analyze two-dimensional design compositions.
6. Contextualize work produced within the historical and cultural traditions of two-dimensional design.
7. Use media-specific terminology to receive and provide feedback.

Content outline

1. Beginning concepts and vocabulary of two-dimensional art and design
2. Application of the elements of art: line, shape, space, form, value, texture, and color
3. Application of the principles of design: unity, variety, emphasis, balance, movement, pattern, and proportion
4. Compositional structure, positive/negative space, value range, rhythm, repetition, distal cues, illusion of space, motion, and transparency
5. Constructive critiques, receiving and giving feedback between instructor and classmates

Required materials

Students will need to provide specific materials used in this course; please see the syllabus for a detailed list.

General education/Related instruction lists

- Arts and Letters