1. **COURSE ID:** ART 301  
   **TITLE:** Two-Dimensional Design  
   **Semester Units/Hours:** 3.0 units; a minimum of 32.0 lecture hours/semester; a minimum of 48.0 lab hours/semester; a minimum of 16.0 tba hours/semester  
   **Method of Grading:** Letter Grade Only  
   **Recommended Preparation:**  
   Eligibility for ENGL 838 or 848.

2. **COURSE DESIGNATION:**  
   **Degree Credit**  
   **Transfer credit:** CSU; UC

3. **COURSE DESCRIPTIONS:**  
   **Catalog Description:**  
   Introduction to the concepts, applications, and historical references related to two-dimensional art and composition, including the study of the basic principles and elements of line, shape, texture, value, color and spatial illusion. Development of a visual vocabulary for creative expression through lecture presentations, studio projects, problem solving, and written assignments.

4. **STUDENT LEARNING OUTCOME(S) (SLO’S):**  
   Upon successful completion of this course, a student will meet the following outcomes:  
   1. Demonstrate a working knowledge and understanding of the basic elements of a two-dimensional art, including line, shape, texture, value, color and spatial illusion.  
   2. Demonstrate a working knowledge and understanding of the organizing principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement.  
   3. Independently produce visual compositions and problem-solving projects that successfully incorporate the basic elements and organizing principles of two-dimensional art.  
   4. Make individual aesthetic decisions and judgments related to their own artwork.  
   5. Skillfully use a variety of artistic materials, techniques and tools.  
   6. Translate ideas and visual experience into images using both formal and conceptual approaches.  
   7. Discuss, critique and evaluate their own two-dimensional compositions, as well as those of their classmates.  
   8. Discuss and write a critical evaluation of two-dimensional art using the appropriate vocabulary and terminology pertaining to the basic elements and organizing principles of two-dimensional art.  
   9. Examine, compare and analyze historical and contemporary examples of two-dimensional art, within a global context.

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**  
   Upon successful completion of this course, a student will be able to:  
   1. Apply fundamental theoretical concepts and terminology common to all two-dimensional art activities, including the basic elements of line, shape, value, texture, color, spatial illusion.  
   2. Organize principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement.  
   3. Problem solve visual exercises that develop two-dimensional awareness and require exploration and manipulation of the basic two-dimensional elements.  
   4. Utilize dynamic relationships of two-dimensional elements and organizing principles.  
   5. Develop art making skills using a variety of media.  
   6. Translate ideas and visual experience into images using both formal and conceptual approaches.  
   7. Evaluate and critique examples of two-dimensional art from various cultures, historical periods, and aesthetic sensibilities.  
   8. Write assignments in which students must clearly articulate comprehension of the basic elements and principles of two-dimensional art.  
   9. Critically evaluate and critique class projects.  
   10. Identify and examine contemporary trends, materials, and approaches in two-dimensional art.

6. **COURSE CONTENT:**  
   **Lecture Content:**  
   1. Definition and Examples of Two-Dimensional Design
A. Design Elements
B. Design Principles

2. Element of Line
   A. Organizational, Gesture, Contour, Exquisite, Implied and Psychic lines
3. Element of Shape/Volume (Realism to Abstraction)
4. Principles of Balance and Rhythm
5. Principle of Figure/Ground Relationships and Balance
   A. Symmetrical, Asymmetrical, Radial and Crystallographic Balance
6. Value and Tension in Space
7. Compartmental Design and Distortion
8. Principles of Unity and Emphasis/Focal Point
9. Element of Value: Representational and Light Theory
10. Element of the Illusion of Space (Perspective)
11. Principle of Scale/Proportion
12. Element of Illusion of Motion
13. Element of Texture
14. Element of Color
   A. Includes the history of Color theories, color wheel, color and value, temperature, intensity,
      modeling form with color, modulating color, color harmonies, emotional color, personal color
      palettes
15. Final Projects: Putting It All Together
16. Final Exam: Analyze and write about specific Design concepts and solutions as
    presented in various images.

Lab Content:
1. Assignments and exercises related to all of the design elements listed in the lecture content: line,
   shape/volume, figure/ground relationship, value, illusion of space, illusion of motion, texture and color.
2. Assignments and exercises related to all of the design principles listed in the lecture content: balance,
   rhythm, unity, emphasis/focal point, scale/proportion.
3. The use and application of various materials, including paper collage, graphite drawing and acrylic
   painting.
4. Weekly critique and evaluation of design assignments and exercises.
5. Weekly quizzes on the assigned reading, lectures and content of the course.
6. Final exam requiring students to show proficiency in identifying and articulating design elements and
   principles.

TBA Hours Content:
The student may typically fulfill the required "To Be Arranged Hours" with the following suggested
activities to take place in the art studios at CSM:
1. Directed projects to design specific types of images, subjects, compositional techniques, or other artistic
   objectives.
2. Directed technical exercises to improve design skills, techniques and use of materials.
3. Critique and evaluation of design assignments and exercises.
4. Collaborative projects with other students to investigate artistic endeavors using the various design
   media.
5. Any other design projects approved by the instructor.

7. REPRESENTATIVE METHODS OF INSTRUCTION:
Typical methods of instruction may include:
A. Lecture
B. Lab
C. Activity
D. Critique
E. Directed Study
F. Discussion
G. Field Trips
H. Individualized Instruction
I. Observation and Demonstration
J. Other (Specify): 1. Out-of-class assignments: students will complete all assignments that were begun in
   class. 2. Reading assignments: students will read the Design Basics and Notan required textbooks, as well
   as the online workbook, which includes handouts and exercises. 3. Writing assignments: students take
   weekly quizzes on specific reading and lecture content, as well as a final requiring in-depth critical
analysis of design elements and principles. 4. Critical thinking: students participate in slide lectures/discussions identifying elements and principles of design in visual media: architecture, fine art, fashion, landscape design, graphics. 5. Group Work: students critique each others' assignments using design vocabulary weekly.

8. REPRESENTATIVE ASSIGNMENTS
Representative assignments in this course may include, but are not limited to the following:

Writing Assignments:
Weekly quizzes are given on the course content from the lectures and lab assignments, as well as from the assigned reading from the textbooks and handouts.

Reading Assignments:
Reading is assigned from the textbooks and handouts.

To be Arranged Assignments (if applicable):
The student may typically fulfill the required "To Be Arrangement" with the following suggested activities to take place in the art studios at CSM:
1. Directed projects to draw specific types of images, subjects, compositional techniques, or other artistic objectives.
2. Directed technical exercises to improve drawing skills, techniques and use of materials.
3. Critique and evaluation of drawing assignments and exercises.
4. Collaborative projects with other students to investigate artistic endeavors using the drawing media.
5. Any other projects approved by the instructor.

9. REPRESENTATIVE METHODS OF EVALUATION
Representative methods of evaluation may include:
A. Class Participation
B. Class Performance
C. Class Work
D. Exams/Tests
E. Field Trips
F. Final Class Performance
G. Group Projects
H. Homework
I. Lab Activities
J. Portfolios
K. Projects
L. Quizzes
M. Written examination
N. 1. Design assignments including drawing, painting and collage reflect students' ability to solve design problems, exercise learned skills, execute a clean visual presentation, use materials in an appropriate way, and demonstrate a working understanding of 2-D design principles. 2. Written quizzes and final exam test reflect students' understanding of design elements and principles. 3. Participation reflects students' active involvement in class discussions and critiques of assignments.

10. REPRESENTATIVE TEXT(S):
Possible textbooks include:

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Effective Term: Fall 2014
Course Originator: Rebecca Alex