College of San Mateo
Official Course Outline

1. **COURSE ID:** ART 301 **TITLE:** Two-Dimensional Design **C-ID:** ARTS 100
   Units: 3.0 units **Hours/Semester:** 32.0-36.0 Lecture hours; 48.0-54.0 Lab hours; and 64.0-72.0 Homework hours
   Method of Grading: Letter Grade Only

2. **COURSE DESIGNATION:**
   Degree Credit
   Transfer credit: CSU; UC
   AA/AS Degree Requirements:
   CSM - GENERAL EDUCATION REQUIREMENTS: E5d. Career Exploration and Self-Development

3. **COURSE DESCRIPTIONS:**
   Catalog Description:
   This course emphasizes critical examination of basic principles and elements of design. Students acquire fundamental design and compositional skills, while exploring basic theoretical and practical concepts of 2-D design. Students apply visual solution strategies to solve design problems in a series of projects.

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 and principles of two-dimensional art.
   2. Conceptualize, formulate and analyze strategies to manifest ideas into visual images.
   3. 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, drawing, painting and digital media.
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.

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 textbook, 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.

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:
A. Weimer, J.. *Navigating Design: A Practical Guide to the Principles and Elements of Design (Navigating Business Series)*, ed. Simple Group, 2021

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