**COURSE OUTLINE OF RECORD**

**Number:** ART G107  
**TITLE:** Color and Design: 2D  

<table>
<thead>
<tr>
<th><strong>ORIGINATOR:</strong> Amy Runyen</th>
<th><strong>EFF TERM:</strong> Fall 2011</th>
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<td><strong>FORMERLY KNOWN AS:</strong></td>
<td><strong>DATE OF OUTLINE/REVIEW:</strong> 03-07-2019</td>
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<td><strong>CROSS LISTED COURSE:</strong></td>
<td><strong>TOP NO:</strong> 1030.00</td>
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<td><strong>CID:</strong> ARTS 100</td>
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**SEMESTER UNITS:** 3.0  
**HRS LEC:** 36.0  
**HRS LAB:** 72.0  
**HRS OTHER:** 0.0  
**CONTACT HRS TOTAL:** 108.0  
**STUDY NON-CONTACT HRS RECOMMENDED:** 72.0

**CATALOG DESCRIPTION:**

A basic course in the application and appreciation of the art principles and art elements as they relate to two dimensional design. Selected problems using line, color, shape, value, and texture. Required for art majors.

**JUSTIFICATION FOR COURSE:**

**PREREQUISITES:**

**COREQUISITES:**

**ADVISORIES:**

**ASSIGNED DISCIPLINES:**

- Art

**MATERIAL FEE:** Yes [ ] No [X] Amount: $0.00

**CREDIT STATUS:** Noncredit [ ] Credit - Degree Applicable [X] Credit - Not Degree Applicable [ ]

**GRADING POLICY:** Pass/No Pass [X] Standard Letter [X] Not Graded [ ] Satisfactory Progress [ ]

**OPEN ENTRY/OPEN EXIT:** Yes [ ] No [X]

**TRANSFER STATUS:** CSU Transferable[ ] UC/CSU Transferable[X] Not Transferable[ ]

**BASIC SKILLS STATUS:** Yes [ ] No [X]  
**LEVELS BELOW TRANSFER:** Not Applicable

**CALIFORNIA CLASSIFICATION CODES:** Y - Not Applicable

**NON CREDIT COURSE CATEGORY:** Y - Not applicable, Credit Course

**OCCUPATIONAL (SAM) CODE:** D

**REPEATABLE ACCORDING TO STATE GUIDELINES:** No [X] Yes [ ]  
**NUMBER REPEATS:**

**REQUIRED FOR DEGREE OR CERTIFICATE:** No [ ] Yes [X]

- Art History AA-T
- Studio Arts AA-T
- Art Major
- Design Certificate of Achievement

- ART HISTORY(Associate in Arts for Transfer)
- ART HISTORY(Associate in Arts for Transfer)
- Art(Associate in Arts)
- Art(Associate in Arts)
- Associate of Arts: Liberal Arts: Emphasis in Arts and Humanities(Associate in Arts)
- Design(Certificate of Achievement)
- STUDIO ARTS(Associate in Arts for Transfer)
- STUDIO ARTS(Associate in Arts for Transfer)
GE AND TRANSFER REQUIREMENTS MET:
CSU GE Area C: Arts, Literature, Philosophy and Foreign Languages
  C1 - Arts, Dance, Music, Theater
GWC AA - Area C Arts, Literature, Philosophy, and Languages other than English
  Area C Arts, Literature, Philosophy, & Languages other than English

COURSE LEVEL STUDENT LEARNING OUTCOME(S) Supported by this course:

1. demonstrate life-long learning strategies that are based on on-going self-assessment, education, and acceptance of personal responsibility.
2. demonstrate an ability to understand, evaluate, interpret, and appreciate human creations in the visual arts.
3. design, construct, and evaluate art work using line, form, color and principles of 2D design.

COURSE OBJECTIVES:

1. be introduced to the art elements of line, mass (shape or form), texture, and color through observation of natural and man-made forms.
2. learn how to develop a design idea from thumbnail sketch through to completed design.
3. complete a series of design problems that explore composition line, mass, abstraction, texture, and collage.
4. study color theory as an integrated part of each design problem.
5. become familiar with the vocabulary of art and design.
6. learn to use a variety of art media.
7. learn to present art work in a professional manner.
8. learn to recognize design elements in the visual arts and in the environment.

COURSE CONTENT:

LECTURE CONTENT:

A. The concept of negative-positive or figure-ground relations
B. The art elements:
  1. Line
  2. Mass (shape/form)
  3. Texture
  4. Color
     a. Aspects
        i. Hue
        ii. Value
        iii. Chroma/Intensity
     b. Harmony:
        i. Monochromatic
        ii. Analogous
        iii. Complementary
C. The concept of abstraction from realistic forms
D. Procedures in solving and presenting design problems
   1. Thumbnails
   2. Comprehensive
   3. Finished work
E. Mechanics and properties of materials
   1. Papers
      a. Tracing
      b. Newsprint
ART G107-Color and Design: 2D

c. White drawing
d. Illustration board

2. Tools
   a. Brushes
   b. Paints
   c. Compass, inking pen, straight edge, matt, and X-acto knives

F. Design application Films, slides and discussion will relate design principles to all areas of the visual arts.

LABORATORY CONTENT:

1

METHODS OF INSTRUCTION:

A. Lecture:
B. Lab:
C. Independent Study:

INSTRUCTIONAL TECHNIQUES:

COURSE ASSIGNMENTS:

Reading Assignments

Required readings in the textbook of one or two chapters per each related design assignment.

Out-of-class Assignments

1. Field trips to galleries and museums.
2. Assigned viewing in the college art gallery located in the Visual Arts Building on campus.

Writing Assignments

1. Complete approximately six design projects during the semester.
2. Work with design elements to solve specific compositional objections.
3. Study a specific color problem with each design project.
4. Demonstrate competent skill level with hands-on experience drawing and painting the design problems.

METHODS OF STUDENT EVALUATION:

Midterm Exam
Final Exam
Short Quizzes
Projects (ind/group)
Oral Presentations

Demonstration of Critical Thinking:

Each design problem will require the learner to: 1. Recognize shapes, lines, directions in space, negative and positive shapes. 2. Compare and construct symmetrical and asymmetrical systems of composition. 3. Analyze shape, form and space and create two dimensional design compositions that relate and unify these elements into an organized whole. 4. Read the text and lecture notes and apply color and design principles to each specific assignment. 5. Evaluate his/her own designs and the designs of others by participating in oral discussion and critique of each project assignment.

Required Writing, Problem Solving, Skills Demonstration:

1. Complete approximately six design projects during the semester. 2. Work with design elements to solve specific compositional objections. 3. Study a specific color problem with each design project. 4. Demonstrate competent skill level with hands-on experience drawing and painting the design problems.
TEXTS, READINGS, AND RESOURCES:
   TextBooks:

LIBRARY:
   Adequate library resources include:

Comments:

Attachments:
   Attached Files