

**CUYAMACA COLLEGE**  
COURSE OUTLINE OF RECORD

**ART 120 – TWO-DIMENSIONAL DESIGN**

2 hours lecture, 4 hours laboratory, 3 units

**Catalog Description**

Introduction to the two-dimensional arts. Students will study the great works of the human imagination while focusing on those of historical, theoretical and cultural relevance. Students will examine form and content through the application of art elements and principles of design.

**Prerequisite**

None

**Course Content**

- 1) Works of historical, theoretical and cultural importance
- 2) Historical and global overview of two-dimensional arts
- 3) Art elements
- 4) Principles of design
- 5) Visual communication
- 6) Composition, spatial relationships, and form
- 7) Media techniques
- 8) Vocabulary

**Course Objectives**

Students will be able to:

- 1) Analyze, compare and contrast key works of two-dimensional design throughout history and cultures.
- 2) Analyze the interrelationship between designers and society; examine how art reflects sociocultural values and how designers influence society.
- 3) Describe and analyze the art elements (line, shape, value, color, texture, repetition, form) and their role in visual language.
- 4) Identify the principles of design (harmony, variety, balance, movement, proportion) and describe how they help control the art elements to create a unified design.
- 5) Demonstrate through studio projects the application of spatial relationships and fundamentals of composition.
- 6) Experiment with and implement wet and dry design media and techniques to produce two-dimensional designs.
- 7) Create two-dimensional designs that demonstrate critical thinking, problem solving, insight and individual expression to visually communicate ideas.
- 8) Evaluate and critique the artwork of peers in a constructive manner utilizing art concepts and vocabulary.
- 9) Apply formal art vocabulary in describing, evaluating and analyzing works of art including the artwork of peers.

**Method of Evaluation**

A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration, or where appropriate, the symbol system.

- 1) Quizzes and exams that measure students' ability to define, describe and apply formal art vocabulary, principles of design and art elements to works of art; compare and contrast key works in design history and diverse cultures.
- 2) Written assignments and classroom activities including art presentations, group discussions and oral critiques that demonstrate students' ability to apply art concepts and elements to evaluate and critique the artwork of peers.
- 3) Classroom participation in studio and performance activities that require the design and application of wet and dry design media and techniques.

### **Special Materials Required of Student**

Electronic storage media, sketchbook, drawing board, ruler, media such as pencils, erasers, charcoal, paint, ink, collage

### **Minimum Instructional Facilities**

- 1) Smart classroom studio with drawing tables, easels, ventilation system, storage space
- 2) Wall space for hanging and critiquing artwork
- 3) Adequate lighting including overhead lights, natural lights, adjustable lamps
- 4) Sinks with hot and cold water as well as traps
- 5) Audiovisual: digital video projector, computer, opaque and slide projector, screen

### **Method of Instruction**

- 1) Lecture
- 2) Laboratory demonstration
- 3) Field trips
- 4) Group discussions and activities
- 5) Individual and group critiques

### **Out-of-Class Assignments**

- 1) Readings
- 2) Writing reports or journaling
- 3) Collect reference and/or art materials
- 4) Research assigned themes or concepts
- 5) Computer searches
- 6) Museum or gallery visits

### **Texts and References**

- 1) Required (representative examples):
  - a. Bothwell, D., and Mayfield, M., Nothan: *The Dark Light Principles of Design*. Dover Publications. 2012.
  - b. Wong, W., *Principles of Form and Design*., 9th edition. Van Nostrand Reinhold, 1993.
  - c. Pentak, S., and Lauer, S., *Design Basics*. 9th edition. Cengage Learning. 2015.
- 2) Supplemental: film, handouts and other reference materials as assigned

### **Exit Skills**

Students having successfully completed this course exit with the following skills, competencies and/or knowledge:

- 1) Analyze, compare and contrast key works of two-dimensional design throughout history and cultures.
- 2) Analyze the interrelationship between designers and society; examine how art reflects sociocultural values and how designers influence society.
- 3) Describe and analyze the art elements (line, shape, value, color, texture) and their role in visual language.
- 4) Identify the principles of design (harmony, variety, balance, movement, proportion) and describe how they help control the art elements to create a unified design.

- 5) Demonstrate through studio projects the application of spatial relationships and fundamentals of composition.
- 6) Experiment with and implement wet and dry design media and techniques to produce two-dimensional designs.
- 7) Create two-dimensional designs that demonstrate critical thinking, problem solving, insight and individual expression to visually communicate ideas.
- 8) Evaluate and critique the artwork of peers in a constructive manner utilizing art concepts and vocabulary.
- 9) Apply formal art vocabulary in describing, evaluating and analyzing works of art including the artwork of peers.

**Student Learning Outcomes**

Upon successful completion of this course, students will be able to:

- 1) Create two-dimensional designs that demonstrate and apply both the principles of design and the elements of art.
- 2) Identify artistic qualities, major works, or significant individuals in art from various historical periods.