



COURSE NAME: TWO-DIMENSIONAL DESIGN

COURSE NUMBER: ART* 121

CREDITS: 3

CATALOG DESCRIPTON: An exploration of the concepts underlying visual organization in fine art and graphic design. Students will undertake a series of studio projects aimed at uncovering basic design elements, properties, and principles. Experiences in visual thinking will enable students to improve their skill in productive problem solving.

PREREQUISITES: NONE

COURSE OBJECTIVES:

General Education Competencies Satisfied:

HCC General Education Requirement Designated Competency Attribute Code(s):

AESX **Appreciation of the Aesthetic Dimensions of Humankind**

Additional CSCU General Education Requirements for CSCU Transfer Degree Programs:

None

Embedded Competency(ies):

None

Discipline-Specific Attribute Code(s):

FINA **Fine Arts elective**

Course objectives:

General Education Goals and Outcomes:

Appreciation of the Aesthetic Dimensions of Humankind: Students will understand the diverse nature, meanings, and functions of creative endeavors through the study and practice of literature, music, the theatrical and visual arts, and related forms of expression.

Course Specific Outcomes:

1. Demonstrate competence in the application of basic design elements, properties and principles.
2. Demonstrate the process of visual thinking that leads to productive problem solving.
3. Recognize the aesthetic and expressive qualities of fine art and graphic design.
4. Demonstrate a knowledge of artistic trends and styles acquired through visual examination and historic references that focus on social, political, and cultural contexts.



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5. Investigate and articulate ethical choices when communicating through the visual medium.

COURSE CONTENT:

Design Elements

- A. Line
- B. Shape
- C. Form
- D. Texture
- E. Value
- F. Color
- G. Space

Design Principles

- A. Repetition
- B. Variety
- C. Unity
- D. Emphasis
- E. Economy
- F. Proportion

Color in composition

- A. Color terminology
- B. Color Interaction
- C. Symbolic and expressive characteristics

Design as communication

- A. Shapes as visual forces
- B. Gestalt principles

Problem Solving

- A. Practical Projects (graphic design)
- B. Imaginative projects (fine arts)

Problem Solving Procedures

- A. Research (making connections)
- B. Preliminary studies
- C. Prioritizing range of solutions
- D. Final product

Art Appreciation



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- A. Aesthetic criterion
- B. Relevance to class projects