

**I. CATALOG DESCRIPTION:**

A. Department Information

Division: Humanities  
Department: Art  
Course ID: ART 120  
Course Title: Two-Dimensional Design  
Units: 3  
Lecture: 2 Hours  
Laboratory: 3 Hours  
Prerequisite: None

- B. Catalog and schedule description: A progressive study of the elements and principles of two-dimensional design. Focus on the concepts, tools, and techniques intrinsic to visual communication. Included are color theory and the use of color to manipulate the illusion of space on a two-dimensional plane.

**II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: One**

**III. EXPECTED OUTCOMES FOR STUDENTS:**

Upon completion of the course, the student will be able to:

- A. Increase comprehension of the basic elements of design on a two-dimensional plane, such as shape, line, texture, value, and color.
- B. Distinguish and use the principles of design, such as balance, harmony, direction, and repetition, with a variety of tools and techniques
- C. Explain the various color theories.
- D. Analyze the use of color as a design element in art work
- E. Use the language of art to communicate their comprehension of the principles of design
- F. Compare and contrast the uses of design elements in contemporary art, the art of the past, and the art of cultures other than our own
- G. Incorporate the styles, techniques, and processes of art from the past and other cultures in their own artistic work
- H. Create a personal, expressive language for their own designs
- I. Explain differences between industrial, product, architectural and contemporary art design.

**IV. COURSE CONTENT:**

- A. Value and Line
  1. Value as expression
  2. Line as direction
  3. Line as gesture
- B. Shape and Space
  1. Shape as mass
  2. Shape as volume
  3. Shape used to define space
- C. Color and Value in Color
  1. Controlling the value of color
  2. Color intensity
- D. Color and Space
  1. Cool and warm colors controlling space
  2. Colors that advance and recede into space
- E. Texture in Design
  1. The use of pattern
  2. The use of tactile surface for expression

- F. Color Mixing
    - 1. Mixing secondary colors
    - 2. Mixing complementary colors
  - G. Color Theory and color in Composition
    - 1. Color as expression and mood
    - 2. Color as identification
  - H. Pattern, Repetition and Color
    - 1. Pattern and rhythm
    - 2. Repetition of color to express unity
  - I. Space, Volume, Mass
    - 1. Space and volume used to express distance
    - 2. Mass used to express weight and volume
  - J. Non-traditional Materials
    - 1. Collage
    - 2. Incorporating objects into a design
  - K. Balance, symmetry and asymmetry
    - 1. Symmetry as stable centered balance
    - 2. Asymmetry as dynamic active balance
  - L. Presentation of mechanical methods of design
    - 1. Matting design for presentation
    - 2. Framing designs for presentation
  - M. Presentation of cultural diversity in design concepts
    - 1. Writing a description of the concept behind the visual presentation
    - 2. Including culture issues in the choice of subject matter
- V. METHODS OF INSTRUCTION:**
- A. Lecture
  - B. Discussion
  - C. Demonstrations
  - D. Audio Visual: slides and films
  - E. Group discussions and critiques
  - F. Assigned projects
- VI. TYPICAL ASSIGNMENTS:**
- A. Use six cutout, valued geometric shapes to manipulate and create a working relationship between the shapes. Create a seventh shape as a negative shape. Explore by overlapping, touching, and almost touching the shapes
  - B. Use the same shapes to create various rhythmic paths, upbeat moods, and tranquil moods.
  - C. Paint one-inch squares with the primary, secondary, and tertiary colors and arrange in a color wheel.
  - D. Paint a value scale of the three primary colors: red, yellow and blue.
  - E. Paint intensity scales using complementary colors.
- VII. EVALUATION(S):**
- A. Objective evaluation:
    - 1. Successful completion of assigned projects
    - 2. Active participation in class discussions and critiques
    - 3. Sketchbook assignments
  - B. Frequency of evaluation
    - 1. Projects in progress – weekly
    - 2. Critiques – weekly
    - 3. Sketch book assignments – due weekly

San Bernardino Valley College  
Curriculum Approved: February 10, 2003  
Last Updated: January 2003

**VIII. TYPICAL TEXT(S):**

A Design Manual, 3<sup>rd</sup> ed., Shirl Brainard, Prentice Hall, Upper Saddle River, New Jersey, 2003

Design Basics, 5<sup>th</sup> ed., Lauer and Pentak, Harcourt, San Diego, Ca., 2000

Using Design Basics to get Creative Results, Bryan Peterson, How Designs, Cincinnati, Ohio, 1996

**IX. OTHER SUPPLIES REQUIRED OF STUDENTS:**

- A. Paints
- B. Paint brushes
- C. Sketchbook
- D. Utility knife
- E. Drawing Pencils
- F. Eraser
- G. Metal Ruler
- H. India Ink