

ART160 : Painting I

General Information

Author:	<ul style="list-style-type: none">April Bey
Course Code (CB01) :	ART160
Course Title (CB02) :	Painting I
Department:	ART
Proposal Start:	Spring 2025
TOP Code (CB03) :	(1002.10) Painting and Drawing
CIP Code:	(50.0705) Drawing.
SAM Code (CB09) :	Non-Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000316903
Curriculum Committee Approval Date:	05/22/2024
Board of Trustees Approval Date:	07/16/2024
Last Cyclical Review Date:	05/22/2024
Course Description and Course Note:	ART 160 develops skill, technique, and composition in drawing and painting, using media such as oils and acrylics. Students learn to deal with problems including representation and abstraction.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none">Credit
Mode of Delivery:	
Author:	<ul style="list-style-type: none">April Bey
Course Family:	

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Art
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08) Course is not a basic skills course.	Course Special Class Status (CB13) Course is not a special class.	Grading Basis <ul style="list-style-type: none">Grade with Pass / No-Pass Option
<input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	Pre-Collegiate Level (CB21) Not applicable.	Course Support Course Status (CB26) Course is not a support course

General Education and C-ID

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

C-ID	Area	Status	Approval Date	Comparable Course
ARTS	Studio Arts	Approved	02/17/2015	ARTS 210 - Introduction to Painting

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	72
Total Course Out-of-Class Hours	90
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2.5	5
Laboratory Hours	1.5	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	54
Course In-Class (Contact) Hours	
Lecture	45
Laboratory	27
Studio	0
Total	72
Course Out-of-Class Hours	
Lecture	90
Laboratory	0

Studio	0
Total	90

Time Commitment Notes for Students

Students are expected to have 4-6 hours of painting practice outside of the classroom.

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Prerequisite

ART150 - Fundamentals of Drawing

Objectives

- Utilize a variety of lines and mark making in drawing.

OR

Co-Requisite

ART150 - Fundamentals of Drawing

(ART 150 may be taken concurrently)

Entry Standards

Entry Standards

Observe and accurately render three-dimensional objects on a two-dimensional surface.

Create drawings that demonstrate the basic principles of spatial illusion through the application of linear, atmospheric, and other perspective systems.

Organize spaces and objects within a drawing according to basic principles of design and composition.

Describe forms and space through gradations of value.

Utilize and apply a wide range of drawing materials and techniques.

Develop expressive content through manipulation of line, form, value, and composition.

Evaluate and critique class projects using relevant terminology in oral or written formats.

Examine and describe historical and contemporary developments, trends, materials, and approaches in drawing.

Course Limitations

Cross Listed or Equivalent Course	Description
No value	No value

Specifications

Methods of Instruction

Methods of Instruction	Lecture
Methods of Instruction	Laboratory
Methods of Instruction	Discussion
Methods of Instruction	Multimedia
Methods of Instruction	Collaborative Learning
Methods of Instruction	Demonstrations

Methods of Instruction

Presentations

Out of Class Assignments

- Create a monochromatic value scale using one color plus black and white

Methods of Evaluation

Rationale

Project/Portfolio

Studio projects

Project/Portfolio

Portfolio review

Presentation (group or individual)

Oral presentations

Exam/Quiz/Test

Examinations

Exam/Quiz/Test

Slide identification

Writing Assignment

Written exercises

Exam/Quiz/Test

Final examination

Textbook Rationale

This is a classic text, and the publication date does not matter as the essentials of painting have not changed appreciably over time

Textbooks

Author

Title

Publisher

Date

ISBN

Robertson, Jean

Painting as a Language:
Material, Technique, Form,
Content

Harcourt College

2000

9780155056008

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

A material/lab fee may be required for this course.

Learning Outcomes and Objectives

Course Objectives

Create paintings that evince a working knowledge of the physical properties of painting materials.

Organize and apply the basic formal elements and principles of design in paintings.

Apply the principles of perceptually and theoretically based color theory to painting projects.

Construct and prepare painting surfaces and supports.

Develop expressive content through manipulation of mark, color, value, and composition.

Examine and describe historical and contemporary developments, trends, materials, and approaches in painting.

Assess and critique paintings in group, individual, and written contexts using relevant critique formats, concepts and terminology.

Safely handle and use studio painting materials and equipment.

SLOs

Define essential painting terms.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Communicate clearly, ethically, and creatively; listen actively and engage respectfully with others; consider situational, cultural, and personal contexts within or across multiple modes of communication.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Studio Arts	Discuss and apply visual concepts and aesthetics from art history, contemporary art, and popular culture.

Complete color-scheme project using basic mixing techniques.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Studio Arts	Demonstrate intermediate mastery in a range of 2D/3D visual media Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks
<i>ART</i> Visual Arts: Graphic Design - A.A. Degree Major (NIC)	Develop and incorporate critical elements of Graphic Design curriculum Develop and incorporate industry standards of technical elements of Graphic Design
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Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No

Is this proposal submitted in response to learning outcomes assessment data?

No

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

Exploration of Physical Properties of Painting Materials (6 Hours)

- Understanding the chemical makeup and carriers of various paints (Watercolor, oil paint, inks, egg tempera etc.)
- Technical assignments testing various techniques with various painting mediums.

Organization an Application of the Basic Formal Elements and Principles of Design as They Relate to Painting (6 Hours)

- Value
- Contrast
- Line
- Color Theory
- Shape
- Perspective

Observationally and Theoretically Based Investigation of Color Theory as it Relates to Painting Practice (5 Hours)

- Layered painting techniques (Grisaille, color schemes etc.)
- Color Theory in contemporary painting
- Natural versus synthetic pigment

Construction and Preparation of Painting Surfaces and Support (5 Hours)

- Canvas construction.
- Painting Panel construction.
- Gesso application
- Painting finishes

Use and Application of Materials and Tools of Painting (5 Hours)

- Painting mediums
- Paint thinners and carriers.
- Paint brushes and contemporary applications of paint

Development of Expressive Content Through Manipulation of Mark, Color, Value, and Composition (5 Hours)

- Contemporary painter study
- Major assignment
- Perspective study

Historical and Contemporary Developments, Critical Trends, Materials, and Approaches in Painting, Including Representational, Expressive, Abstract, or Non-Objective Approaches (5 Hours)

- Contemporary abstract painting study
- Introductory Still life painting practice
- Contemporary mixed-media study

Critical Evaluation and Critique of Class Projects Using Relevant Terminology in Oral or Written Formats (4 Hours)

- Group critique after every major assignment
- Research presentation

Studio, Equipment, and Material Use and Safety (4 Hours)

- Paint and medium chemical safety
- Green paint studio supply introduction
- Wood shop safety

Total hours: 40

Laboratory/Studio Content**Exploration of Physical Properties of Painting Materials (4 Hours)**

- Understanding the chemical makeup and carriers of various paints (Watercolor, oil paint, inks, egg tempera etc.)
- Technical assignments testing various techniques with various painting mediums.

Organization and Application of the Basic Formal Elements and Principles of Design as They Relate to Painting (3 Hours)

- Value
- Contrast
- Line
- Color Theory
- Shape
- Perspective

Observationally and Theoretically Based Investigation of Color Theory as it Relates to Painting Practice (3 Hours)

- Layered painting techniques (Grisaille, color schemes etc.)
- Color Theory in contemporary painting
- Natural versus synthetic pigment

Construction and Preparation of Painting Surfaces and Support (3 Hours)

- Canvas construction.
- Painting Panel construction
- Gesso application
- Painting finishes

Use and Application of Materials and Tools of Painting (4 Hours)

- Painting mediums
- Paint thinners and carriers.
- Paint brushes and contemporary applications of paint

Development of Expressive Content Through Manipulation of Mark, Color, Value, and Composition (4 Hours)

- Contemporary painter study
- Major assignment
- Perspective study

Historical and Contemporary Developments, Critical Trends, Materials, and Approaches in Painting, Including Representational, Expressive, Abstract, or Non-Objective Approaches (2 Hours)

- Contemporary abstract painting study
- Introductory Still life painting practice
- Contemporary mixed-media study

Critical Evaluation and Critique of Class Projects Using Relevant Terminology in Oral or Written Formats (2 Hours)

- Group critique after every major assignment
- Research presentation

Studio, Equipment, and Material Use and Safety (2 Hours)

- Paint and medium chemical safety
- Green paint studio supply introduction
- Wood shop safety

Total hours: 27

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

Yes

If yes, who is your departmental library liason?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

Did you contact the DEIA liaison?

Yes

Were there any DEIA changes made to this outline?

No

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- Library Acquisitions

If additional resources are needed, add a brief description and cost in the box provided.

No Value