



COURSE OUTLINE : ART 130
D Credit – Degree Applicable
COURSE ID 001025
Cyclical Review: August 2020

COURSE DISCIPLINE : ART

COURSE NUMBER : 130

COURSE TITLE (FULL) : 2-D Foundations

COURSE TITLE (SHORT) : 2-D Foundations

CALIFORNIA STATE UNIVERSITY SYSTEM C-ID : ARTS 100 – 2-D Foundations

ACADEMIC SENATE DISCIPLINE: Art

CATALOG DESCRIPTION

ART 130 is an introduction to the concepts, history and application of two-dimensional art and composition. The course includes the study of the basic principles of line, shape, texture, value, color and spatial illusion. Students will develop a visual vocabulary for creative expression. The course includes lecture demonstrations, studio projects, and written assignments.

Total Lecture Units: 2.00

Total Studio Units: 1.00

Total Course Units: 3.00

Total Lecture Hours: 36.00

Total Studio Hours: 36.00

Total Laboratory Hours To Be Arranged: 0.00

Total Contact Hours: 72.00

Total Out-of-Class Hours: 90.00

Prerequisite: None.



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ENTRY STANDARDS

	Subject	Number	Title	Description	Include
1				N/A	No

EXIT STANDARDS

- 1 demonstrate a working knowledge of the basic elements of a two-dimensional art, including line, shape, texture, value, color and spatial illusion;
- 2 apply the organizing principles of composition including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement;
- 3 produce original studio projects that successfully incorporate the basic elements and organizing principles of two-dimensional art;
- 4 make individual aesthetic decisions related to their own artwork, and give constructive feedback to peers via group critique;
- 5 use a variety of artistic materials, techniques and tools; including graphite, pen and ink, acrylic, watercolor, and collage;
- 6 write a critical evaluation of two-dimensional art using the basic vocabulary of two-dimensional design;
- 7 analyze and compare historical and contemporary examples of two-dimensional art, within a global context.

STUDENT LEARNING OUTCOMES

- 1 define foundational design terms, theories, systems and strategies
- 2 demonstrate and execute traditional techniques of pen, ink, and/or acrylic
- 3 demonstrate and execute knowledge of color theories

COURSE CONTENT WITH INSTRUCTIONAL HOURS

	Description	Lecture	Studio	Total Hours
1	Basic Concepts in Two-Dimensional Design <ul style="list-style-type: none"> • line • shape • form • value • texture • color • spatial illusion 	4.5	4.5	9



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2	Organizing principles of composition, <ul style="list-style-type: none"> • including balance • proportion • repetition • contrast • harmony • unity • point of emphasis • visual movement 	4.5	4.5	9
3	Approaches to visual problem solving	4.5	4.5	9
4	Introduction of a variety of media including <ul style="list-style-type: none"> • graphite • pen and ink • acrylic • watercolor • pastel/charcoal • collage 	4.5	4.5	9
5	Translation of ideas into images using formal and conceptual approaches	4.5	4.5	9
6	Examples of two- dimensional artworks from <ul style="list-style-type: none"> • various cultures • historical periods • aesthetic sensibilities 	4.5	4.5	9
7	Approaches to analyzing contemporary artworks via the elements of two-dimensional design.	4.5	4.5	9
8	Methods of aesthetic critique	4.5	4.5	9
				72

OUT OF CLASS ASSIGNMENTS

- 1 independent projects (e.g. execute independent original artworks);
- 2 museum and gallery visits.

METHODS OF EVALUATION

- 1 portfolio review;
- 2 oral presentations;
- 3 examinations;
- 4 written exercises;
- 5 final examination.



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METHODS OF INSTRUCTION

- Lecture
- Laboratory
- Studio
- Discussion
- Multimedia
- Tutorial
- Independent Study
- Collaboratory Learning
- Demonstration
- Field Activities (Trips)
- Guest Speakers
- Presentations

TEXTBOOKS

Title	Type	Publisher	Edition	Medium	Author	ISBN	Date
Art Fundamentals: Theory & Practice	Required	New York: McGraw Hill:		Print	Ocvirk, Otto G.	978- 007337927 2	2013