I. Basic Course Information

A. Course number and Title: ARTS 105- Two-Dimensional Design

B. New or Modified Course: modified

C. Date of Proposal: Semester: Spring Year: 2013

D. Sponsoring Department: Visual and Performing Arts

E. Semester Credit Hours: 3

F. Weekly Contact Hours: 4  Lecture: 2  Lab: 2

G. Prerequisites/Corequisites: none

H. Laboratory Fees: yes

I. VAPA Chair: Ann Tsubota, (908) 526-1200 x8373, atsubota@raritanval.edu

II. Catalog Description

This course is an introduction to the various aspects of art and design. Using a combination of traditional and digital media, students explore the basic elements used in art-making and the design principles that guide visual form. Topics will focus on the relationship of visual form to meaning and interpretation. Students will purchase some art supplies.

III. Statement of Course Need

A. Two-Dimensional Design is generally recognized as the first or basic course in the fine arts or graphic design. Along with Basic Drawing, it serves as a prerequisite for many studio courses in two-and four-year institutions. Students in any of these degree programs need to be exposed to traditional as well as digital design processes.

B. This course has a lab component because it is a studio art course and requires students to use special facilities such as a computer lab and studio areas, and to use artistic materials under the guidance of the instructor.
C. This course generally transfers as a required studio foundations course.

IV. Place of Course in College Curriculum

A. Free elective.
B. This course serves as a specific core program requirement in the A.F.A. Graphic Design, A.F.A. Visual Art, A.A. Studio Art, A.A.S. Multimedia Communications and Digital Media/Film Studies A.S. degrees.
C. To see course transferability: a) for New Jersey schools, go to the NJ Transfer website, www.njtransfer.org; for all other colleges and universities, go to the individual websites.

V. Outline of Course Content

A. Principles of Design
   1. Unity in Art: Subject, Form, Content
   2. Elements of Form: Line, Shape, Value, Color
   3. Principles of Composition: Harmony, Variety, Balance, Proportion, Dominance, Movement, Economy
   4. Space in Two-Dimensional Design: Depth, Scale, Picture Plane / Picture Frame, Visual hierarchy

B. Meaning and Interpretation
   1. Context
   2. Interpretation
   3. Appropriation
   4. Artist Statements
   5. Critique

C. Art and Design History
   1. Principles will be contextualized through major art historical movements or artists

D. Digital Media
   1. Basic file types and sizes
   2. Layers
   3. Raster vs. Vector imaging

VI. General Education and Course Learning Outcomes

A. General Education Learning Outcomes:
   Students will:
   1. Use both traditional and digital media in producing various art projects (GE-NJ 4)
   2. Demonstrate critical thinking skills in both written and visual assignments (GE-NJ 1, *)
3. Analyze, identify and critique the formal elements and their bearing on the meaning of various types of artwork orally and in writing (GE-NJ 1, 6, ER, *)
4. Analyze and critique one’s own work and classmates’ work in classroom discussion and weekly critiques using critical analysis, ethical reasoning and constructive comments (GE-NJ 1, ER, *)
5. Employ creative problem-solving to develop an idea into a finished artwork *

B. **Course Learning Outcomes:**

The student will be able to:
1. Produce a portfolio of artworks which employ the formal elements and principles of design
2. Employ various art and design materials to visually express ideas

*Embedded critical thinking*

VII. Modes of Teaching and Learning

A. Lecture/discussion
B. Tutorials
C. Research
D. Studio work time

VIII. Papers, Examinations, and other Assessment Instruments

A. Art Work
B. Portfolios
C. Essays
D. Exams
E. Quizzes
F. Exercises
G. Online Written Discussions
H. Oral Discussions
I. Presentations
J. Critiques

IX. Grade Determinants

A. Projects
B. Exercises
C. Essays
D. Exams
E. Oral and/or written critiques
F. Effort and participation
G. Attendance

X. Text and Materials

A. Textbook, such as: Barrett, *Making Art: Form and Meaning*, latest edition and Berger, *Ways of Seeing*
B. Hand-outs
C. Web Sites
D. Slide Examples
E. The Lion’s Den
F. Videos/DVDs

(Please Note: The course outline is intended only as a guide to course content and resources. Do not purchase textbooks based on this outline. The RVCC Bookstore is the sole resource for the most up-to-date information about textbooks.)

XI. Resources

A. Computer Lab with design software (latest versions), internet
B. Projection screen or display monitor
C. Scanners
D. Printers
E. Studio with drawing surfaces for each student
F. Sinks
G. Marker board
H. Media player
I. Digital projector with high resolution imaging capabilities, screen