



COWLEY COLLEGE

& Area Vocational Technical School

COURSE PROCEDURE FOR

<p>FOUNDATION DESIGN 2D ART2130 3 Credit Hours</p>
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Student Level:

This course is open to students on the college level in either the freshman or sophomore year.

Catalog Description:

ART 2130 - FOUNDATION DESIGN 2D (3 hrs)

This foundation studio course will provide a solid background in compositional principles and design vocabulary as they apply to two-dimensional problems. The course will focus on the development of research skills, technical applications, execution skills, perceptual understandings, conceptual ideation, plus visual and verbal communication and presentation skills. Studio activities will be developmental and sequential in nature to foster creative thinking and problem solving skills. This course is required of all art and graphic design majors.

Prerequisites:

None

Controlling Purpose:

This foundation studio course will provide a solid background in compositional principles and design vocabulary as they apply to two-dimensional problems. The course will focus on the development of research skills, technical applications, execution skills, perceptual understandings, conceptual ideation, plus visual and verbal communication and presentation skills. Studio activities will be developmental and sequential in nature to foster creative thinking and problem solving skills.

Learner Outcomes:

The student will:

- Understand and use the vocabulary of visual design in discussing works of art.
- Understand and apply the general concepts of visual design to the creation of works of art.
- Show evidence through application the use of the elements of design.
- Show evidence through application the use of the principles of design.
- Develop craft skills in the creation of works of art.

Units Outcomes and Criterion Based Evaluation Key for Core Content:

The following defines the minimum core content not including the final examination period. Instructors may add other content as time allows.

Evaluation Key:

DISCLAIMER: THIS INFORMATION IS SUBJECT TO CHANGE. FOR THE OFFICIAL COURSE PROCEDURE CONTACT ACADEMIC AFFAIRS.

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- A = All major and minor goals have been achieved and the achievement level is considerably above the minimum required for doing more advanced work in the same field.
- B = All major goals have been achieved, but the student has failed to achieve some of the less important goals. However, the student has progressed to the point where the goals of work at the next level can be easily achieved.
- C = All major goals have been achieved, but many of the minor goals have not been achieved. In this grade range, the minimum level of proficiency represents a person who has achieved the major goals to the minimum amount of preparation necessary for taking more advanced work in the same field, but without any major handicap of inadequacy in his background.
- D = A few of the major goals have been achieved, but the student's achievement is so limited that he is not well prepared to work at a more advanced level in the same field.
- F = Failing, will be computed in GPA and hours attempted.
- N = No instruction or training in this area.

UNIT 1: APPLICATION OF THE VISUAL ELEMENTS OF ART						
Outcomes: The student will understand and use line, form and color to solve visual problems.						
A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Explore and experiment with the use of line in existing and original compositions.
						Explore and experiment with the use of shape and form in existing and original compositions.
						Explore and experiment with the use of space in existing and original compositions.
						Explore and experiment with the use of texture in existing and original compositions.
						Explore and experiment with the use of value in existing and original compositions.

UNIT 2: APPLICATION OF THE VISUAL PRINCIPLES OF ART**Outcomes: The student will understand and use the principles of design to solve visual problems.**

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Explore and experiment with the use of repetition in existing and original compositions.
						Explore and experiment with the use of rhythm in existing and original compositions.
						Explore and experiment with the use of space in existing and original compositions.
						Explore and experiment with the use of economy in existing and original compositions.
						Explore and experiment with the use of emphasis in existing and original compositions.

UNIT 3: INTRODUCTION TO CREATIVE PROBLEM SOLVING IN DESIGN**Outcomes: The student will understand and use an iterative process in the creation of original design solutions.**

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Develop and execute a research plan in response to a design problem.
						Will generate a variety of original and creative ideas in response to a design problem.
						Will critique and analyze the ideas and select appropriate ones to explore further in response to a design problem.
						Will fully develop and craftily execute the chosen solution to a design problem.
						Will present the solution to peers for critique.

UNIT 4: INTRODUCTION TO APPLICATION OF COLOR IN DESIGN**Outcomes: The student will understand and use color to solve visual problems.**

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:

						Explore and experiment with the characters of color in existing and original compositions.
						Explore and experiment with psychological implications of color in existing and original compositions.
						Explore and experiment with the sociological implications of color existing and original compositions.
						Explore and experiment with color interactions in existing and original compositions.

Projects Required:

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Textbook:

Contact Bookstore for current textbook.

Materials/Equipment Required:

Attendance Policy:

Students should adhere to the attendance policy outlined by the instructor in the course syllabus.

Grading Policy:

The grading policy will be outlined by the instructor in the course syllabus.

Maximum class size:

Based on classroom occupancy

Course Time Frame:

The U.S. Department of Education, Higher Learning Commission and the Kansas Board of Regents define credit hour and have specific regulations that the college must follow when developing, teaching and assessing the educational aspects of the college. A credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally-established equivalency that reasonably approximates not less than one hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work for approximately fifteen weeks for one semester hour of credit or an equivalent amount of work over a different amount of time. The number of semester hours of credit allowed for each distance education or blended hybrid courses shall be assigned by the college based on the amount of time needed to achieve the same course outcomes in a purely face-to-face format.

Refer to the following policies:

[402.00 Academic Code of Conduct](#)

[263.00 Student Appeal of Course Grades](#)

[403.00 Student Code of Conduct](#)

Disability Services Program:

Cowley College, in recognition of state and federal laws, will accommodate a student with a documented disability. If a student has a disability, which may impact work in this class which requires accommodations, contact the Disability Services Coordinator.