



Syllabus

ART 104 Design I

General Information

Date May 2nd, 2019

Author Lacey McKinney

Department Visual and Performing Arts

Course Prefix ART

Course Number 104

Course Title Design I

Course Information

Catalog Description In this course students will understand and use two-dimensional design in the creation of a physical product in order to communicate verbally and visually. Students will develop ways to persevere through giving and receiving critical feedback as part of the creative process.

Credit Hours 3

Lecture Contact Hours 4

Lab Contact Hours 0

Other Contact Hours 0

Grading Scheme Letter

Prerequisites

None

Co-requisites

None

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category

The Arts

FLCC Values

Institutional Learning Outcomes Addressed by the Course

Vitality, Inquiry, Perseverance, and Interconnectedness

Course Learning Outcomes

Course Learning Outcomes

1. Identify the principles and elements of 2D design.
2. Explore visual problem solving through the use of the principles and elements of 2D design.
3. Create finished work that exhibits proficiency in the formal aspects of 2D design, media application and craftsmanship.
4. Critically evaluate finished work.

Outline of Topics Covered

I. Introduction

Materials
Equipment
Methods

II. Use of Elements

Line
Shape
Size
Texture
Value

III. Use of Principles

Unity
Balance
Focal point
Dominance
Contrast
Repetition

Motion

Program Affiliation

This course is required as a core program course in the following program(s)
AAS Graphic Design