

Course Outcome Guide (COG)

Course:	Art 122 –Two-Dimensional Design	Credits:	3	Date Edited:	Fall 2015
Course Description:	A basic course in the study of two-dimensional design for the studio artist.				
Concepts and Issues	Process Skills	Assessment Tasks	Intended Outcomes		
			Course	General Education or Program	Institutional
<ul style="list-style-type: none"> • Apply • Introduce • Develop • Observe • Experience 	<p>Apply the formal elements of art: line, value, texture, shape, volume/mass, composition, spatial illusion and color.</p> <p>Introduce and develop various media and materials for visual translation of ideas.</p> <p>Observe differences in diverse materials and discuss their effects on the communication of an idea. Examine the different applications of experimental media for personal expression.</p> <p>Experience the relationship of two-dimensional vs. three-dimensional concerns.</p>	<p>Projects based on developing knowledge and understanding of design elements and principles.</p> <p>Sketchbook will be required to execute preliminary drawings for projects.</p> <p>Projects will be used to measure understanding of vocabulary and design concepts.</p>	<ul style="list-style-type: none"> • Demonstrate knowledge a verbal and visual vocabulary of art; • Demonstrate an applied understanding of 2-D design; • Apply knowledge of skills that will provide a solid foundation for future art study; • Demonstrate visualization skills as applied to the elements and principals of design; • Apply self and group critiquing skills of artwork. 	<p>Students will demonstrate knowledge of diverse cultures and value systems.</p>	<p>Students will demonstrate knowledge of diverse cultures and value systems.</p>