

**RARITAN VALLEY COMMUNITY COLLEGE
ACADEMIC COURSE OUTLINE**

ARTS 105 TWO-DIMENSIONAL DESIGN

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: Fall Year: 2023

D. Effective Term: FALL 2024

E. Sponsoring Department: Arts & Design

F. Semester Credit Hours: 3

G. Weekly Contact Hours: 4

Lecture: 2 Lab: 2

Out of class student work per week: 5

H. Pre-requisites: none

I. Additional Fees: none

J. Name and E-Mail Address of Department Chair and Divisional Dean at time of approval:

Virginia Smith Virginia.Smith@raritanval.edu

Darren McManus Darren.McManus@raritanval.edu

Patrice Marks Patrice.Marks@raritanval.edu

II. Catalog Description

No prerequisites and/or co-requisites required.

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 visual art program requirement dependent on the institution.

IV. Place of Course in College Curriculum

- A. Free elective.
- B. This course does not serve as a General Education course.
- C. This course serves as a specific core program requirement in the A.F.A. Graphic and Interactive Design, A.F.A. Visual Art, A.S. Game Art degrees.

This course serves as a Specialization Elective for the Interface Design and Web Development A.S., A.A.S. and Certificate programs

- D. 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. Course Learning Outcomes:

At the completion of the course, students will be able to:

1. Use both traditional and digital media in producing various art projects (GE 4)
2. Analyze, identify and critique the formal elements and their bearing on the meaning of various types of artwork orally and in writing (GE 1, 6,)
3. Produce a portfolio of artworks which employ the formal elements and principles of design

B. Assessment Instruments

1. Art work
2. Portfolios
3. Essays
4. Exams
5. Quizzes
6. Exercises
7. Online Written Discussions
8. Oral Discussions
9. Presentations
10. Critiques

VII. Grade Determinants

- A. Projects
- B. Exercises
- C. Essays
- D. Exams

- E. Oral and/or written critiques
- F. Effort and participation
- G. Attendance

Primary formats, modes and methods for teaching and learning:

- A. Lecture/ Discussion
- B. In class studio work
- C. Computer lab digital work
- D. Group critique of students works
- E. Student oral presentation
- F. Independent research of artworks/ artist/ art movement

VIII. Texts 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. Film and video

(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.)

IX. 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

X. ☐ Honors Course ☐ Honors Options ☒ N/A