General Information

Date May 2nd, 2019
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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
This course is required as a core program course in the following program(s)
AAS Graphic Design