

TWO-DIMENSIONAL FUNDAMENTALS

I. Course Description:

This course is a studio class exploring the fundamentals of the formal systems and basic elements of visual organization through two-dimensional design principles and theories using a variety of tactile and digital media.

II. **Credit Hours:** Three (3) A studio class meeting six (6) clock hours per week

III. Media:

Emphasis on a variety of two-dimensional black and white and color drawing, painting, collage, and digital media which may include:

Pencil	Markers	Ink	Acrylics
Tempera	Various papers	image software	

IV. Concepts and skills should include, but not be limited to:

Figure/ground	Value/Hue/Intensity	Space/shallow/deep
Surface effects	Shape	Composition
Pattern/repetition/motif	Color Principles	Color mixing
Contrast	Implied lines	Balance
Unity/harmony	Expressive lines	Implied Movement
Dominance/subordination	Expression/interpretation/meaning	
Intentionality/audience awareness		Global/multi culturalism

Computer generated practice in 2-D imaging applications such as raster or vector software is encouraged in this class.

Note: It is strongly recommended that students maintain sketchbooks for this class.

V. Critical Analysis:

Class and individual critiques providing for understanding the criteria and standards used in assessing performance.

VI. Historical Reference:

Connect various contemporary, historical, and multi-cultural models to this particular studio/aesthetic practice in the development of visual literacy

VII. Health and Safety:

Students should be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

VIII. Suggested references/texts, current editions of the following:

<i>Launching the Imagination</i> - Stewart	<i>Design Dimensions</i> - Dantzie
<i>Design Basics</i> - Lauer, Pentak	<i>Visual Forces</i> - Martinez, Block
<i>Principles of Two-Dimensional Design</i> - Wong	<i>Elements of Art</i> - Pumphrey
<i>Art Fundamentals</i> - Ocvirk, Stinson, Wigg, Bone, Clayton	

Revised by IHEAA, 10-27-2017

Revised by IHEAA, 4-20-2012

Adopted by IHEAA, 4-16-1999

Revision Endorsed by the IAI Art Major Panel, _____

Revision Endorsed by the IAI Art Major Panel, 10-19-2012

Endorsed by IAI Art Major Panel, 10-29-99

The Illinois Higher Education Art Association (IHEAA) and the IAI Art Major Panel both recognize that each discipline within an art program has specific objectives that are routinely formulated by faculty within the discipline. These objectives are further defined and implemented by each faculty member during the course of teaching a class. It is not the intention of these skills and content outlines to impose specific course objectives or approach or to prescribe projects - the domain of each individual instructor. These skills and content outlines, however, are intended to suggest a set of minimum expectations or standards from which specific individual objectives and approaches can be developed. Instructors may provide additional experiences, content and skills, but they should cover what is outlined to assure continuity among courses with similar titles.