

ART 5A: 2-D FOUNDATIONS

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2025
Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Area 3: Arts & Humanities
Transferable:	CSU/UC
Grade Type:	Letter Grade Only
Repeatability:	Not Repeatable

Student Learning Outcomes

- A successful student will be able to use design principles and elements effectively in design projects.
- A successful students will be able to use the design principles and elements terminology in design discussions, written reflections and assessments.

Description

Introduction to the concepts, applications, and historical and contemporary references related to two-dimensional art and composition, including the study of the basic principles and elements of line, shape, texture, value, color, and spatial illusion. Development of a visual vocabulary for creative expression through lecture presentations, studio projects, problem solving, and written assignments.

Course Objectives

The student will be able to:

1. Demonstrate a working knowledge and understanding of the basic elements of two-dimensional art, including line, shape, texture, value, color, and spatial illusion
2. Demonstrate a working knowledge and understanding of the organizing principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement
3. Independently produce visual compositions and problem-solving projects that successfully incorporate the basic elements and organizing principles of two-dimensional art
4. Make individual aesthetic decisions and judgments related to their own artwork
5. Skillfully use a variety of artistic materials, techniques, and tools
6. Translate ideas and visual experience into images, using both formal and conceptual approaches
7. Discuss, critique, and evaluate their own two-dimensional compositions, as well as those of their classmates
8. Discuss and write a critical evaluation of two-dimensional art using the appropriate vocabulary and terminology pertaining to the basic elements and organizing principles of two-dimensional art
9. Examine, compare, and analyze historical and contemporary examples of two-dimensional art, within a global context

Course Content

1. Fundamental theoretical concepts and terminology common to all two-dimensional art activities, including the basic elements of line, shape, value, texture, color, spatial illusion
2. Organizing principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement
3. Problem-solving visual exercises that develop two-dimensional awareness and require exploration and manipulation of the basic two-dimensional elements
4. Dynamic relationships of two-dimensional elements and organizing principles
5. Introduction and development of skills using a variety of media
6. Translation of ideas and visual experience into images, using both formal and conceptual approaches
7. Evaluation and critique of examples of two-dimensional art from various cultures, historical periods, and aesthetic sensibilities
8. Written assignments in which students must clearly articulate comprehension of the basic elements and principles of two-dimensional art
9. Critical evaluation and critique of class projects
10. Examination of contemporary trends, materials, and approaches in two-dimensional art

Lab Content

1. Assignments based on the elements of design
2. Assignments based on the principles of design
3. Problem-solving visual exercises that develop two-dimensional awareness and require exploration and manipulation of the basic two-dimensional elements
4. Studio projects that explore the dynamic relationships of two-dimensional elements and organizing principles
5. Development of skills using a variety of artistic materials, techniques, and tools appropriate to an introductory study in art, including but not exclusive to pencils, markers, inks, paints, glues, and cutting tools
6. Students discuss, critique, and evaluate their own two-dimensional compositions, as well as those of their classmates

Special Facilities and/or Equipment

1. 24" x 30" table space for each student.
2. When taught via Foothill Global Access, ongoing access to a computer or smartphone with email address, internet access, and teleconferencing software/apps (e.g., Zoom).

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Portfolio review: each design will be evaluated for technical ability, craftsmanship, and personal creative and conceptual approaches
 Written critiques
 Written essays
 Written participation in lectures of historical and contemporary two-dimensional works of art
 Design revisions

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentation using the language of the principles and elements of design

Discussion using the language of the principles and elements of design

Demonstration of using two-dimensional design tools, techniques, and methods

Critique and group presentation of major two-dimensional design projects followed by in-class discussion and evaluation

Representative Text(s) and Other Materials

Ocvirk, Otto G.. Art Fundamentals: Theory and Practice, 12th ed.. 2012.

Lauer, David A.. Design Basics, 9th ed.. 2015.

Although these texts are older than the suggested "5 years or newer" standard, they remain seminal texts in this area of study.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Make a two-dimensional design that uses one of the principles of design (emphasis or focal point)
2. Read required texts or modules connected to the principles and elements of design
3. Write an essay or paper describing an artwork
4. Write a self critique describing the process of making a design that uses a design principle

Discipline(s)

Art