



Syllabus

ART 105 Design II

General Information

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Department Visual and Performing Arts

Course Prefix ART

Course Number 105

Course Title Design II

Course Information

Catalog Description In this course students will understand and use three-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 to use as positive tools within the creative process.

Credit Hours 3

Lecture Contact Hours 4

Lab Contact Hours 0

Other Contact Hours 0

Grading Scheme Letter

Prerequisites

ART 104

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 categories

None

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 3D design.
2. Explore visual problem solving through the use of the principles and elements of 3D design.
3. Create finished work that exhibits proficiency in the formal aspects of 3D design: media, application, and craftsmanship.
4. Critically evaluate finished work.

Outline of Topics Covered

I. Continuation of Design I

I. Introduction

- Materials
- Equipment
- Methods

II. Use of Elements

- Mass
- Volume
- Plane
- Line
- Shape
- Value
- Texture
- Color

III. Use of Principles

- Unity

- **Variety**
- **Hierarchy**
- **Elaboration**
- **Economy**
- **Proportion**
- **Balance**

II. Principles of Color

- **Formulation**
- **Application**

III. Portfolio Review

Program Affiliation

This course is required as a core program course in the following program(s)

AAS Graphic Design and AS Fine Arts