

Common Course Outline
Arts 102
Elements of Visual Thinking I (Design)
3 Semester Hours

The Community College of Baltimore County

Description

Elements of Visual Thinking I (Design)

Develops the use of formal elements and principles in projects conceived and executed from the individual student's point of view; provides preparation for additional art courses involving applications for the concepts developed in two-dimensional design. Students with no prior art experience are encouraged to take ARTS 101.
3 credits: 2 lecture hours and 2 laboratory hours per week.

Overall Course Objectives

Upon completion of this course the student will be able to:

1. identify, define, and apply the elements and principles of design to production of balanced compositions. (see ART 101 review)
2. identify, define, and produce examples of leveling and sharpening.
3. identify, define, and produce examples of figure ground relationships; illusionism, spatial ambiguity, and equivocal space.
4. identify, define, and produce value transitions and shape transitions from 2-D to 3-D illusion.
5. identify, define, and produce kinetic effects by kinetic restructuring, retinal fatigue, and moire.
6. produce accidental textures and shapes, and employ them in construction of specific effects.
7. redesign a representational or realistic image by stylization and abstraction.
8. arrange dissimilar elements to create a sense of unity.
9. control pen & ink techniques, and tracing & enlarging techniques.
10. originate and maintain a portfolio.

Major Topics

Line
Shape/Volume
Rhythm
Balance
Scale/Proportion
Texture
Illusion of space
Illusion of Motion

Course Requirements

Attendance (and punctuality)

Participation: class work, clean-up, group critiques and discussion

Completion of all assignments

Good craftsmanship

Come prepared to each class – have appropriate supplies.