SUFFOLK COUNTY COMMUNITY COLLEGE
EASTERN CAMPUS

2D DESIGN ART 130-301 93136            FALL     2010
MONDAY 12:30-4:40 PM    BETH GILES
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COURSE DESCRIPTION
Lecture and studio exercises in visual perception. Two Dimensional Design is the art of picture making and the basis of visual communication. This is a studio oriented class with critique, open discussion of assigned projects and readings.

COURSE OBJECTIVES
By the completion of the course, each student will be able to:
Have a basic understanding of the principals and elements of design.
Understand the component FORM in order to investigate the theories and the structural principles of visual order.
Discover the variety of visual, as well as expressive qualities LINE may possess.
Identify the aesthetic concepts of order, unity and balance, and utilize them in forming creative judgments.
See the world as a structure of intertwined visual relationships as distinct from signs and symbols, “objects and things”.
Recognize any visually perceived area of value, texture, color or line as SHAPE in relation to the picture plane.
Use VALUE both chromatically and chromatically as an integral part of a composition.
Use both the visual and tactile characteristics of TEXTURE.
Understand the implications and functions of SPACE as it is created by the use of the art elements.
Manipulate and use COLOR to give form and create sensations in a composition.

STUDENT REQUIREMENTS
Attendance and participation in class activities. TWO absences will be cause for withdrawing the student from class.
Timely completion of home and class assignments.
A text is not required: Art Fundamentals, by Ocvirk, Stinson, Wigg and Bone, McGraw Hill,0-07-240700-x is recommended.
GRADING CRITERIA
Attendance, punctuality and participation in class. 30% of grade
Completion of assigned weekly projects in class and at home. 30% of grade
A oral presentation relating to a studio project. 20% of grade
A mid-term and final exam. 20% of grade.

RECOMMENDED READING
1. Vision and Invention, Calvin Harlan, Prentice Hall
2. Design Basics, by David Lauer, Holt, Rhinehart, Winston
4. Point and Line to Plane, Vassily Kandinsk, Guggenheim Foundation
5. Basic Design: The Dynamics of Visual Form, Maurice DeSausmarez, Reinhold Studio Vista