Bemidji State University

TADD 1200: Two-Dimensional Visual Foundations

A. COURSE DESCRIPTION

   Credits: 2
   Lecture Hours/Week: 0
   Lab Hours/Week: 0
   OJT Hours/Week: *.*
   Prerequisites: None
   Corequisites: None
   MnTC Goals: Goal 06 - Humanities/Fine Arts

   This course is a foundation-level study of the elements of art and principles of design related to two-dimensional visual literacy. Students will explore the concepts of composition through guided projects and demonstrations, discovering a working creative process, an awareness of design in our culture, and awareness of current art and design issues. Students will experience both traditional and digital studio practices. Students will discuss, analyze, and critique their original drawings and 2D design work with a group of their peers using standard critique procedures. [**Core Curriculum Goal Area(s) 6, BSU Focus: Performance and Participation]**

B. COURSE EFFECTIVE DATES:  07/30/2022 - Present
C. OUTLINE OF MAJOR CONTENT AREAS

1. What is 2D Design?
2. Historical Overview
3. Visual Elements of Art:
   - Line
   - Shape
   - Texture
   - Value
   - Time and Motion
4. Principles of Design:
   - Gestalt
   - Unity and Variety
   - Balance
   - Scale and Proportion
   - Repetition and Rhythm
   - Emphasis
5. Spatial Devices
6. Directional Forces
7. Determining Priorities
8. Two-Dimensional Materials and Methods
9. Concepts and Critical Thinking
   Cultivating Creativity, Creative Process
   Developing Critical Thinking
   Problem Seeking and Solving, Sketch Process
   Meaning: Subject, Form, and Content,
   Visual Metaphor Critique
10. Introduction to Digital Design Programs and Processes
11. Introduction to Color
12. Introduction to Theory of Color
13. Introduction to Philosophy of Color
14. Introduction to Color Research
15. Introduction to Defining Color
16. Introduction to Color Physics
17. Introduction to Color Schemes
18. Introduction to Color Composition
19. Introduction to Color Meaning

D. LEARNING OUTCOMES (General)

1. apply the terms and concepts common to two-dimensional art and design to evaluate works of art in a variety of media.
2. create two-dimensional compositions using the principles and elements of two-dimensional design using the basic tools found in art and design-related software programs.
3. explain the cultural/social/historical contexts that influence two-dimensional art and design.
4. demonstrate awareness of the scope and variety of works in the arts and humanities.
5. engage in the creative process or interpretive performance.
6. articulate an informed personal reaction to works in the arts and humanities.
7. participate cooperatively in group athletic activity or artistic performance.
E. Minnesota Transfer Curriculum Goal Area(s) and Competencies
   Goal 06 - Humanities/Fine Arts
   1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
   2. Engage in the creative process or interpretive performance.
   3. Articulate an informed personal reaction to works in the arts and humanities.

F. LEARNER OUTCOMES ASSESSMENT
   As noted on course syllabus

G. SPECIAL INFORMATION
   None noted