COAR 1600: Color and Design

A. COURSE DESCRIPTION

Credits: 3
Lecture Hours/Week: 3
Lab Hours/Week: *
OJT Hours/Week: *
Prerequisites: None
Corequisites: None
MnTC Goals: None

Color is the major focus of this course, which examines the importance of color along with the other elements of design. The learner studies the science of color, the history of color, the experience of color, and how to mix and use color. Watercolors and computers are used to create color exercises. The learner experiments with color systems and thinks creatively with color using design principles. Prerequisite: A laptop with one of the following software: InDesign, Illustrator, FreeHand, or Coral Draw is required. Use of the software is not taught in this course; therefore, students must have a working proficiency of whatever software they choose to use. Students not enrolled in the Communication Art and Design program require the instructors approval.

B. COURSE EFFECTIVE DATES: 05/19/2014 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Discuss color evolution through various times in history.
2. Examine and create color wheels.
3. Examine hue, intensity, temperature, chroma, value, tone, achromatic hues, and tertiary hues.
4. Examine a variation of color texture effects.
5. Complete a series of exercises that explore color and its use.
6. Develop ways to accomplish color expression in individual works.

D. LEARNING OUTCOMES (General)

1. The learner will be able to solve a color problem and defend his/her findings verbally to the group.
2. The learner will recognize and classify color relationships and palettes given a series of color laboratory experiments.
3. The learner will be able to resolve a color-mixing problem by demonstrating an understanding of color relationships.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted