IDES 1600: Design Basics

A. COURSE DESCRIPTION

Credits: 4
Lecture Hours/Week: 4
Lab Hours/Week: 0
OJT Hours/Week: *
Prerequisites: None
Corequisites: None
MnTC Goals: None

This course introduces students to the elements of art and the principles of form organization. Students learn to develop unified compositions in both two- and three-dimensional forms. These skills are carried through all design activities.

B. COURSE EFFECTIVE DATES: 02/19/2021 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Develop a vocabulary of art.
2. Identify the components of a work of art.
3. Identify applications of proportion, dominance, movement, and economy in art.
4. Examine the concept of shape.
5. Describe the nature of texture.
6. Examine and identify 3-D art forms.
7. Discuss color theory.
8. Develop examples of complementary color relationships.
9. Develop examples of complex complementary relationships.
10. Develop examples of monochromatic color relationships.
11. Develop examples of analogous color relationships.
12. Develop examples of achromatic color relationships.

D. LEARNING OUTCOMES (General)

1. Learners will learn the language of the visual arts and use it to describe the elements and principles of design.
2. Learners will create unique solutions to design problems citing the works of others when used to draw inspiration.
3. Given specific media and the concepts associated with form organization, the learner will be able to develop an illustration of the concept.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus
G. SPECIAL INFORMATION

None noted