

Course Code: ART 121 (IAI ART 907)

Course Title: Two-Dimensional Design

Department: Arts, Media, and Social Sciences

Effective Date: Summer 2026

PCS Code: 1.1 - Baccalaureate/Transfer

CIP Code: 50.0401

Repeatability: 0

Credit Hours

Catalog Notation: 1-5-3

Credit Hour Distribution:

Lecture: 1

Lab: 5

Clinical: 0

Total: 3

General Course Information

Catalog Description

Foundation course in two dimensional design principles: unity, variety, balance, movement, emphasis, proportion, and space. Exploration of different compositional strategies in a variety of media. Examination of the creative process: design research, ideation, production, evaluation, and revision.

General Course Objectives

Students develop problem solving strategies to create original compositions through the manipulation of the elements (line, shape, value, color) and principles (unity, variety, balance) of design. Traditional and digital media will be learned, as will presentation articulation and fundamental compositional skills.

Minimum Placement Levels

English

None

Reading

Placement out of CCS 098

Math

None

Prerequisites

None

Methods of Evaluation

7-10 design assignments. Ongoing evaluations of individual student work via group and individual critiques, and at least 1 written assignment and/or written examination/quizzes and final portfolio review.

Instructional Materials and Additional Supplies

Additional supplies and materials approximately \$125-\$150.

Course Content

General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Principles of Art and Design: unity, variety, balance, movement/rhythm, emphasis, scale/proportion, and space	<ol style="list-style-type: none"> 1. Review and discuss the use of principles in historically significant modern and contemporary artworks. 2. Examine each design principle in a series of original artworks. 3. Analyze and evaluate a design's effectiveness at communicating the desired outcome. 	5	15	0
Elements of Art and Design: line, shape, value, color, and texture	<ol style="list-style-type: none"> 1. Identify and discuss the manipulation of art elements in historically significant modern and contemporary artworks. 2. Solve visual problems through the manipulation of art elements in a series of design projects. 	2	10	0
Traditional and Digital Studio Materials and Techniques	<ol style="list-style-type: none"> 1. Review various digital and traditional painting and drawing techniques. 2. Practice digital and traditional painting and drawing techniques in a series of design projects. 3. Apply best practices in studio safety involved in working with art materials and techniques. 	5	25	0
Creative Process for Resolving Design Problems	<ol style="list-style-type: none"> 1. Employ the use of ideation through sketching, journaling, and brainstorming at the beginning of a project. 2. Select the most effective solution from a series of sketches. 3. Invite feedback on design from instructor and peers. Use this feedback to formulate revisions. 4. Follow deadlines and develop good studio work habits. 	2	15	0
Objective Criticism and Group Discussion	<ol style="list-style-type: none"> 1. Analyze and evaluate the quality of a design based on the principles of design and craftsmanship using design terminology. 	1	10	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
15	75	0