Date: February 10th 2015

ROSE STATE COLLEGE

Division Course Syllabus

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<th>Division</th>
<th>Humanities</th>
<th>Course Prefix and Number</th>
<th>Art 1323</th>
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<tr>
<td>Course Title</td>
<td>Color I</td>
<td>Semester and Year Submitted</td>
<td>Spring 2015</td>
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<tr>
<td>Prepared by</td>
<td>Suzanne Thomas</td>
<td>Hours Per Week: Class</td>
<td>3</td>
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<td>Course Description (as it appears in Catalog)</td>
<td>Color I is a study of color theories and perception and the application of color principles to a variety of design problems. Color mixing, composition, color harmonies, and rendering techniques through a variety of materials and mediums will be addressed. Knowledge of basic drawing and design assumed. Required for all art majors.</td>
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| Prerequisites | None |
| Text(s): | Design Basics |
| Author | David A Lauer and Stephen Pentak |
| Publisher | Thomson and Wadsworth |
| Copyright Date | 2014 |
| ISBN # | 0-534-62559-2 |

Supplemental Materials: (Other books, audio visual aids, etc.)
- Slides
- Videos
- Color Wheel
- Internet
- Color Studies 3rd edition Feisner and Reed
- Color Workbook 2nd edition Koenig
Outline for Remainder of Syllabus:

Rationale: Rose State College offers ART 1323, Color I not only because it is a prerequisite for most college courses, but also because it is fundamental to other art processes. The student will explore techniques and approaches that will be applicable to future art related careers, such as graphic and visual communication, illustration, crafts, interior and fashion design, and fine art.

Expected Outcomes:
1. Students should be able to demonstrate a working knowledge of the color wheel and theory and learn to apply that knowledge.

2. Learn and demonstrate the properties of color and color mixing.

3. Demonstrate an awareness of the principles of design as used in two-dimensional design and three-dimensional design. Unity, space balance, rhythm, motion, emphasis, focal point and Scale/proportion.

4. Recognize the potential role color and design plays in the community and in the personal environment of the student.

5. Learn to apply individual approaches and techniques in solving creative problems that the student will create as he learns to express his individuality and uniqueness.

6. Demonstrate the ability to use creative judgment in creating and solving a variety of design problems using many different media and techniques.

Methods of Instruction:
1. Lecture
2. In class demonstration
3. In class critiques
4. Display of projects

Assessment (Including Critical Thinking measurements):
Students will be primarily evaluated on the following:
1. Interpretation of assignments (following the criteria for assignments)

2. Presentation (craftsmanship)

3. Creativity (using the subject/assignments in a creative and/or personally expressive manner)

4. Composition, style, technique and skill

5. Grades should be given on each project, which may include outside exercises.
6. Attendance and promptness, being in class with projects and with the necessary materials are a partial consideration for the semester grade, but are not as important as having the projects required.

Learning Objectives:
1. Continue to strengthen an awareness of the fundamental elements of arts using color.

4. Demonstrate an awareness of the principles of design used in 2-dimensional format. Unity, space-balance, rhythm, motion, emphasis, focal point and scale/proportion.

5. Learn to utilize and perform within a studio environment while working cooperatively with other students.

6. Learn to apply individual approaches and techniques in solving creative problems that the students will create as they learn to express their individuality and uniqueness.