



## DESIGN FUNDAMENTALS — ARTS 1301

### A. Course Description

- **Credits:** 3.00
- **Lecture Hours/Week:** 2.00
- **Lab Hours/Week:** 1.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:**
  - 06 – Humanities/Fine Arts

This course covers the elements and principles of design: line, shape and form, space, texture, color and balance, proportion and scale, unity and harmony, and emphasis, in two dimensional and three dimensional formats through application. Color will be a focus, including the study of hue, saturation, and intensity, and how color affects people demonstrated through project work.

### B. Course Effective Dates: 8/22/16 – Present

### C. Outline of Major Content Areas

As noted on course syllabus

### D. Learning Outcomes

1. Create value and intensity scales
2. Define the concept of shape and form
3. Demonstrate an understanding of balance
4. Demonstrate an understanding of unity and harmony
5. Describe the structure of positive and negative space
6. Identify how the fundamentals of design have influenced culture and society
7. Identify the elements and principles of design
8. Illustrate the use of proportion in the design scheme
9. Introduce color theories
10. Understand the principle of emphasis
11. Understand the use of texture
12. Utilize design process and creative problem solving techniques

## **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. Understand those works as expressions of individual and human values within an historical and social context.
3. Respond critically to works in the arts and humanities.
4. Engage in the creative process or interpretive performance.
5. 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