

2D DESIGN ART FUNDAMENTALS

ART 2401 2D DESIGN COLOR AND COMPOSITION: PRINTMAKING

Color and Composition is a required course to be taken by all SAAH students in their first year of study. It is a problem-solving course that introduces the fine arts major to the fundamental elements and principles of two-dimensional design as a foundation for all of the visual arts. The course broadens the understanding of compositional dynamics, compositional methods, and shape theory. The class involves the study of color theories in conjunction with studio problems allowing the student to investigate the physical, perceptual, psychological, and organizational properties of color. Color is explored as a phenomenon of light, pigment, and as an expressive and symbolic element. In addition, students strive to develop critical thinking and research skills.

OBJECTIVES

- To demonstrate a working knowledge of:
 - Color usage and mixture
 - Shape Theory
 - Figure-ground relationships
 - Compositional devices
- To develop critical thinking and research skills

TOPICS

- Color Theory and Applied Color
 - Mutual intensification: Principles of interaction in value, chroma, and hue (temperature and complements)
 - Color/space
- Color Usage (optical, psychological, local color)
- Color Mixing (additive, subtractive)
- Figure-Ground Relationships
 - Figure/ground reversal, Figure/ground tension, Figure/ground pulse, Convex/concave edges
- Shape interaction—Positive and Negative
- Visual Organization
 - Harmony, Variety, Balance, Proportion, Dominance, Movement, Economy

REQUIRED TEXT

- Art Fundamentals: Theory and Practice
- Color, Zelanski and Fisher