

ARTS124G : Art, Design, and Color

Through the hands-on exploration of traditional media, this course focuses on the principles of design and color theory as they are applied to 2D and 3D projects. The art elements of line, shape, form, space, and texture, as well as the design principles of balance, proportion, perspective, contrast, focal point, white space, unity, and color theory will be demonstrated in the layout of real-world graphic communication projects. Students will experience the design process from brainstorming to presentation, as they develop an understanding of the challenges inherent in integrating exemplary design through visual media.

Credits 3

Theory Hours 2

Lab Hours 2

Semester Offered

Fall semester