COURSE SYLLABUS
ARTS 1311 Design I

VPARTS Division Office
Room: L129
Phone: 972-273-3450
Hours: 8:00 a.m.-6:00 p.m. Mon-Thurs, 8:00-4:30 Fri

This course syllabus is intended as a set of guidelines for this class. Both North Lake College and your instructor reserve the right to make modifications in content, schedule, and requirements as necessary to promote the best education possible within prevailing conditions affecting this course.

Instructor Information:
Professor: Byron Black
Email Address: bblack@dcccd.edu
Office Phone Number: 972-273-3563
Office Location: G338
Office Hours:
MW 8:45-9:30AM;
MW 12:15PM-1:00PM.
TR 8:45AM-9:30AM.
TR 4:15PM-4:30PM.
If I am not in G338, look for me in G301-G306
Other hours by appointment

Course Information
Course title: 2D Design I
Course number: ARTS 1311
Section number: 73002
Credit hours: 3
Class meeting time: Tue/Thur, 1:30pm - 4:15pm.
Course description: An introduction to the fundamental terminology, concepts, theory, and application of two-dimensional design.

Course Prerequisites: None.

Required or Recommended Textbooks and Materials:

Recommended Textbook:

Required Course Materials: (See Appendix C)
A supply kit is available for purchase in the NLC Bookstore. It includes:
• bristol-board, b&w and gray paper, acrylic paint (mars black, titanium white, cadmium red light hue, cadmium yellow light hue, ultramarine blue), matte medium, white eraser, ruler, knife+blades, sharpie, scissors, glue stick, white glue, rubber cement, .5” flat brush, small round brush, color wheel, palette knife.
You will also need:
• book board (we will discuss purchasing this in class)

Suggested Course Materials:
• Additional: Alizarin Crimson
• Paints: Lemon or Hansa Yellow; Pthalo Blue (Green Shade)
• Illustration board and/or watercolor paper,
• Kneaded eraser
• Rubber cement eraser
• Range of graphite pencils (HB, 2B, 6B, 8B etc.)
• Range of brushes (flats, rounds, large and small)
• Tracing paper
• Camera (digital helps)
• Variety of media like markers, pastels, ink, conté crayons, charcoal, stamp pads, shoe polish, latex house paint, liquid paper pen, tempera paint, etc.

Recommended Hardware/Software:
Students should have access to a computer and Adobe Illustrator/Photoshop to complete some of the class assignments. Students may use the computers and software in the G306 lab, or may acquire their own. It is recommended that students have the ability to work on their digital assignments and projects at home. There will be open lab times available throughout the semester, but there may not be enough time in the lab to complete all assignments, especially for students with transportation and other hardships. Adobe usually offers a download of Illustrator and Photoshop for a trial period of about thirty days. Remember, students can receive a discount on software through educational software vendors.

PROGRAM-LEVEL OBJECTIVES FOR ARTS 1311:
ARTS 1311 develops the following objectives from the Texas Higher Education Coordinating Board:
2. Critical Thinking Skills
4. Teamwork
6. Social Responsibility

Course Objectives
The purpose of 2D Design I is to provide each student with foundation working knowledge of two-dimensional design on which to build the visual thinking skills, knowledge of historical and contemporary art forms, technical approach to materials and the methods for channeling creative energies that enable a life-time of personal artistic expression. (http://www.tasart.org/transfer/Design%201.htm)

COURSE-LEVEL STUDENT LEARNING OUTCOMES:
ARTS 1311 supports the following learning outcomes from the Texas Higher Education Coordinating Board:
1. Identify and apply the elements of art and principles of two-dimensional design.
2. Employ discipline specific vocabulary in the evaluation of two-dimensional design problems.
3. Demonstrate creative skill in aesthetic problem solving within assigned parameters.
4. Demonstrate an appropriate level of professional practice, including safety, craft and presentation.
### Specific Course Learning Outcomes and Means of Assessment

<table>
<thead>
<tr>
<th>Learning Activity</th>
<th>Specific Course Learning Outcomes (located on pg 1)</th>
<th>Means of Assessment</th>
<th>State Core Curriculum Outcomes (pg 1)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Projects:</strong> Execution of studio assignments in which elements of art, principles of design, application of materials, and rules for organization are the focus.</td>
<td>1. Identify and apply the elements of art and principles of two-dimensional design. 2. Employ discipline specific vocabulary in the evaluation of two-dimensional design problems. 3. Demonstrate creative skill in aesthetic problem solving within assigned parameters. 4. Demonstrate an appropriate level of professional practice, including safety, craft and presentation.</td>
<td>The projects will be critiqued by your peers and instructor and will be graded on a letter scale from on these criteria:  • formal design qualities (25%)  • technique/skill/use of media (25%)  • craftsmanship/directions (25%)  • content / creativity (25%)</td>
<td>1.3, 1.4, 2</td>
</tr>
<tr>
<td><strong>Critiques:</strong> Participation in group and individual critiques of student projects. During select critiques, the students will make notes on a ‘critique sheet’ that will be turned in at the completion of the activity to verify participation.</td>
<td>1. Identify and apply the elements of art and principles of two-dimensional design. 2. Employ discipline specific vocabulary in the evaluation of two-dimensional design problems. 3. Demonstrate creative skill in aesthetic problem solving within assigned parameters. 4. Demonstrate an appropriate level of professional practice, including safety, craft and presentation.</td>
<td>Observation of students as they interact in peer/group critiques; Completion of Critique Sheet. The critique activities of the class will be factored into the ‘Participation’ grade.</td>
<td>1.1, 1.2, 1.3, 1.4, 2, 4, 6</td>
</tr>
<tr>
<td><strong>Museum/Gallery Experience/Scrapbook:</strong> the class will participate in a Museum/Gallery Experience filed trip that will have a written component and will include an analysis of a work of art. Alternately, the student may submit a scrapbook of at least 80 artworks or graphics gathered from various sources (internet, magazines, photocopies from books, etc.). Each work must be labeled with the name of the artist and title of the work.</td>
<td>1. Identify and apply the elements of art and principles of two-dimensional design. 2. Employ discipline specific vocabulary in the evaluation of two-dimensional design problems.</td>
<td>Museum/Gallery Experience will be graded on participation and thoughtful written reflection. Scrapbooks will be assessed according to: Variety of sources and imagery (20%); and quantity (80%).</td>
<td>1.1, 1.3, 2</td>
</tr>
<tr>
<td><strong>Vocabulary Quiz/Worksheet:</strong> the student will be given an examination over the vocabulary introduced and concepts within this course. This will take the form of either a written test, -OR- a worksheet that is to be filled out in conjunction with the final project and will include an analysis of a work of art.</td>
<td>1. Identify and apply the elements of art and principles of two-dimensional design. 2. Employ discipline specific vocabulary in the evaluation of two-dimensional design problems.</td>
<td>Written testing or worksheet.</td>
<td>1.1, 2</td>
</tr>
<tr>
<td><strong>Portfolio Review/Matting:</strong> At the end of the semester students will submit a collection of the semester’s projects in a portfolio. Taking note of the instructor’s suggestions during critique will give the student ideas for making improvements to their work before final submission. The final portfolio should be submitted in a visually attractive manner and annotated to reference the refinements and corrections you have made to the work. If work was not turned in on time originally, resulting in a zero, it may now be turned in as part of the portfolio grade. Select the best pieces (preferably, not value scale or color wheel). <strong>One piece must be properly matted and ready for presentation.</strong> Students may frame their matted piece for extra credit.</td>
<td>1. Identify and apply the elements of art and principles of two-dimensional design. 2. Employ discipline specific vocabulary in the evaluation of two-dimensional design problems. 3. Demonstrate an appropriate level of professional practice, including safety, craft and presentation.</td>
<td>Formal Design Quality (20%)  Technical Skills/Use of Media (20%)  Craftsmanship (20%)  Creativity/Content (20%)  Following Directions/Advice (20%)</td>
<td>1.1, 1.2, 1.4, 2</td>
</tr>
<tr>
<td><strong>Participation:</strong> Student will be expected to attend class regularly, be attentive, and interact with the instructor during class.</td>
<td>4. Demonstrate an appropriate level of professional practice, including safety, craft and presentation.</td>
<td>Observation of students as they interact in peer critiques, in discussions, in lectures, and how they participate in the studio involvement in general</td>
<td>1.1, 1.2, 1.4, 2, 4, 6</td>
</tr>
</tbody>
</table>
**Evaluation Procedures / Exams and Assignments**

**Expectations:** Much of class time will be dedicated to lectures and the execution of the assigned projects. It is essential that you attend class on time and fully. It is during studio time that you will be able to receive assistance from the instructor, that the instructor is able to see your growth, and that you can interact with other artists. However, you will find it is necessary to work outside of class to finish work on time. It is imperative that you come to class prepared to work. This means keeping up with the required assignments and having supplies ready for class. After each project or group of projects, we will have a group critique (discussion) about the work. This is your opportunity to express opinions and views. Your participation in these critiques is mandatory. You are expected to take notes from class lectures and be in attendance. *A good grade starts with interest and engagement. It is your responsibility to get inspired and stay inspired. You will get out of this class what you put into it.*

<table>
<thead>
<tr>
<th>Grade Calculation</th>
<th>Possible % Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Projects</td>
<td></td>
</tr>
<tr>
<td>Technique / Skills / Use of Media (25%)</td>
<td></td>
</tr>
<tr>
<td>Craftsmanship (25%)</td>
<td></td>
</tr>
<tr>
<td>Formal Design (25%)</td>
<td></td>
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<tr>
<td>Content / Expression / Original Application of Idea (25%)</td>
<td></td>
</tr>
<tr>
<td>70%</td>
<td></td>
</tr>
<tr>
<td>Scrapbook or Museum Experience</td>
<td></td>
</tr>
<tr>
<td>Variety of sources and imagery (20%); and quantity (80%) -or- Event participation and completion of museum/gallery experience worksheet.</td>
<td>5%</td>
</tr>
<tr>
<td>Quiz or Final Project Worksheet</td>
<td></td>
</tr>
<tr>
<td>Quiz over vocabulary/concepts -OR- thoughtful written reflection on elements, principles, and components of design as they pertain to the final project of the semester.</td>
<td>5%</td>
</tr>
<tr>
<td>Portfolio Review</td>
<td></td>
</tr>
<tr>
<td>Technique / Skills / Use of Media (20%)</td>
<td></td>
</tr>
<tr>
<td>Craftsmanship (20%)</td>
<td></td>
</tr>
<tr>
<td>Formal Design (20%)</td>
<td></td>
</tr>
<tr>
<td>Creativity/Content (20%)</td>
<td></td>
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<tr>
<td>Following Directions/Advice (20%)</td>
<td></td>
</tr>
<tr>
<td>10%</td>
<td></td>
</tr>
<tr>
<td>Presentation: Bookmaking/Matting/ Framing</td>
<td></td>
</tr>
<tr>
<td>Craftsmanship</td>
<td></td>
</tr>
<tr>
<td>Following Directions</td>
<td></td>
</tr>
<tr>
<td>5%</td>
<td></td>
</tr>
<tr>
<td>Participation</td>
<td></td>
</tr>
<tr>
<td>Grade Scale A = outstanding; far exceeds expectations</td>
<td></td>
</tr>
<tr>
<td>B = good; meets expectations</td>
<td></td>
</tr>
<tr>
<td>C = minimally acceptable</td>
<td></td>
</tr>
<tr>
<td>D= poor; lacking somewhat in behaviors that contribute to success</td>
<td></td>
</tr>
<tr>
<td>F= failure to perform within studio setting</td>
<td></td>
</tr>
<tr>
<td>•Personal contribution to a healthy, creative studio atmosphere</td>
<td></td>
</tr>
<tr>
<td>•Willingness to explore, to try new ideas, and to listen to the ideas of others</td>
<td></td>
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<tr>
<td>•Constructive use of time</td>
<td></td>
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<tr>
<td>•Active, thoughtful oral and written participation in class critiques</td>
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<tr>
<td>•Missing a critique will result in the loss of up to 25% of your participation grade.</td>
<td></td>
</tr>
<tr>
<td>5%</td>
<td></td>
</tr>
<tr>
<td>Absences and Tardies</td>
<td></td>
</tr>
<tr>
<td>Grade will drop 3% for every absence after the second unexcused absence.</td>
<td></td>
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<tr>
<td>Three tardies equals one absence. Leaving early w/o permission = an absence.</td>
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<tr>
<td>X</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td>100</td>
</tr>
</tbody>
</table>

**Grading Scale**

Final grades are reported for each student according to the following grading system:

<table>
<thead>
<tr>
<th></th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>F</th>
<th>I</th>
</tr>
</thead>
<tbody>
<tr>
<td>100-90</td>
<td>excellent</td>
<td>89-80</td>
<td>good</td>
<td>79-70</td>
<td>passing</td>
<td>69-60</td>
</tr>
</tbody>
</table>

**Course Outline**

See Appendix A
**DISCIPLINE/COURSE/DEPARTMENT POLICIES**

**ATTENDANCE**
Attendance is important and required in this class. In some cases the Lab portion of this class may be made up at alternative times with arrangements and approval of the instructor. The student is expected to complete each lab assignment using either their own computer or the computers at North Lake College. To aid in record keeping: applications for excused absences should be made in writing preferably in advance and with documentation
- For every excused absence after the second, the student’s grade will drop 3%.
- Three tardies will be counted as one absence.
- Leaving early w/o permission is an absence.

Students are still responsible for all in-class and out-of-class assignments regardless of the reason for the absence. It is possible to make-up 1-3 absences by creating extra projects or by attending open lab times (with lab attendants signature). Discuss these options with your instructor first.

**DUE DATES AND LATE WORK**
Due Dates are stated in the class calendar. Any variations must be discussed with your instructor.

All late work is penalized ten points for every day past the due date, including weekends and holidays.

Late work will not be accepted after one week past its due date. Exceptions may be granted by the instructor for extraordinary circumstances on an individual basis. Not having supplies, a book and/or software and/or a computer is not an acceptable excuse for late work!

**TURNING IN ASSIGNMENTS**
Studio assignments will be turned in to instructor in class. Digital projects will be turned in to the assigned folder on the MacLab (nlceduart) server. Your instructor will provide you with a username and password to access the server.

**CLASSROOM POLICIES**
- **Music:** If you would like to listen to music during class, bring your own personal listening device with earphones.
- **Breaks:** Except when the structure of the class necessitates structured breaks, students are free to take short breaks as appropriate.
- **Continuing Education Students:** Requirements and expectations are the same for Continuing Education students as for Credit students.
- **WEOTA is our NLC art club.** All students enrolled in art classes and those others who are interested in art are considered members. Meetings are held during the fall and spring semesters.
- **Annual Portfolio Review:** is held at the end of the fall semester for those art students who wish to have their work rated by the faculty and juried for competitions and scholarships. Work is returned at the beginning of spring semester.
- **Annual Student Spring Exhibition:** is held at the end of the spring semester. All art students are eligible to enter their work. An outside juror makes award selections.
- **Lost and Found:** Ask your instructor or an instructional associate to check the classroom lost and found. If necessary, see the police, C204.
- **Degrees and Certificates:**
  - Computer Graphics Degree (AAS)
  - Computer Graphics Certificate
  - Computer Graphics Specialist Certificate
- **Storage of Student Art Materials and Supplies:**
  - Lockers (located in the J Hall) are provided for art students on a first-come basis. Students are expected to share a locker and provide their own locks. Each locker should be labeled with ELECTRICAL tape with this information: Name, Teacher Name, and Semester/Year. If lockers are not labeled correctly, the locks will be cut and the contents removed.
  - Storage for portfolios and paintings is provided in G301. The room is used by many classes so this storage is unsecured.
- **Studio Clean Up:** Students are expected to clean up after themselves at the end of each class. Straighten the desktop and your work area in the studios/computer labs. Make sure to push your chair in. Turn off your computer when you leave the computer lab. In art studios, easels should be wiped down to remove charcoal, pastel, or paint; and the easels should be returned to a circular configuration in the room without blocking sinks or storage areas. Painting students should wipe up any paint from the sinks.

G300 Art Lab Policies

The G300 Studio Labs are restricted to use by only currently enrolled students in Painting, Drawing, and Design Classes who are attending art classes on a regular basis and are in good standing in the classes. The G300 Studio Labs are available to approved art students to use for required classwork during posted Open Lab hours. The following rules and regulations must be followed at all times:

1. The “storage room” inside G302 is not to be used by students as a primary location for painting or drawing. It is predominantly used for storage of student work, and supplies. Painting racks, slide viewing area, and supplies must be accessible at all times.
2. Student paintings (class work for current semester only) are to be stored in the provided painting racks.
3. Student drawings are to be stored in class assigned shelves or cabinets.
4. Students must work within sizes that will fit into the storage racks and shelves available in this lab. Paintings must not exceed 62" x 72".
5. Student supplies should be stored in assigned areas. Materials left out will be disposed of. (Students are encouraged to store their personal materials and supplies in the art lockers on a first-come, first-served basis. Locker regulations are posted in the locker area.
6. At the end of the semester, students must remove all personal items and artwork from the lab. NLC will not be responsible for work after the close of the semester unless arrangements have been made with the instructor and the G301 lab coordinator.
7. Students using the facilities outside of class time must leave the work areas clean and be sure all personal work and supplies are stored away as stated above. 
8. Students using the lab may not move or remove anyone else’s paintings, supplies, etc.; nor will they rearrange the lab or storage room in any way.
9. All students working independently in the lab must work with the guidelines of the course of which they are enrolled (see class syllabus) and follow all art Lab (G301) policies.
10. Students must follow instructions of the Open Lab assistant concerning the use of the room, storage of materials, and clean-up.

G301-303 Safe Studio Practices:
- Explanations and descriptions of possible hazardous materials are found in a binder marked “MSDS” in the yellow flammable closet in G302.
- Students are responsible for contributing to a safe studio environment.
- Do not drink or eat in the studio because of possible harm of ingestion of hazardous chemicals.
- The dirty turpentine container must be recapped
- Oily and solvent laden trash must be disposed of in the red receptacle.
- Use spray fixatives and other spray paints outside.
- Do not leave rubber cement and glues uncapped for extended periods of time.
- Use the correct knife for the cutting job at hand. Keep fingers well out of the way. Always protect the table or counter on which the cutting is done. Dispose of used blades in the proper container.
- Student supplies should be kept in the student locker room. Any supplies left in G301 must be labeled, stored in the proper containers, and flammable materials stored in the fire-safe cabinet.

See your instructor for additional materials on safety in the studio

Health Center (C200) or call 972-273-3170.
Office Hours: Monday through Thursday 8:30 a.m. – 7:00 p.m.; Friday 9:00 a.m. – 4:30 p.m.
For emergencies when the Health Center is closed, use the emergency call boxes located in each hallway to call college police for assistance.

G306 Computer Graphics Lab Policies
- The G304 and G306 Computer Graphics Labs are for use by currently enrolled students in Computer Graphics, Photography, or Fine Art Classes who are attending on a regular basis and are in good standing. Check with your instructor or an Instructional associate concerning Open Lab times.
- Students must follow lab rules, procedures, and the instructions of the Lab Assistant concerning the use of the room, use of equipment, and clean-up.
- No food or drink allowed near the computers.
- Never talk on the phone or text in the lab. Put your cell phones on silent or “vibrate” during class or open lab time. If you receive a call during lecture, do not answer it. If you receive a call during lab, take the call outside of the classroom.

**Students who violate these lab rules and regulations will be prohibited from further use of the G300 art labs other than while attending regularly schedules classes**

**INSTITUTIONAL POLICIES**
Institutional Policies relating to this course can be accessed from the following link:
www.northlakecollege.edu/syllabipolicies

**WITHDRAWAL POLICY**
If you are unable to complete this course, it is your responsibility to officially withdraw by the official drop date for this course (April 17, 2019). Failure to do so will result in a performance grade, usually an F. See the above link for more information.

**COUNSELING SERVICES (A311)**
Counseling services for personal issues are provided to all students currently enrolled at North Lake College at NO CHARGE. These services are provided by licensed professionals who are bound by confidentiality (within ethical parameters). With the assistance of a counselor, students are able to identify, understand, resolve issues and develop appropriate skills. To make an appointment call 972-273-3333 or visit A311. For additional information, go to:
http://northlakecollege.edu/services-and-resources/health-and-wellness/counseling-services/Pages/default.aspx
# Appendix A

## Tentative Class Schedule: Design I

<table>
<thead>
<tr>
<th>Week</th>
<th>Activity / Due</th>
</tr>
</thead>
</table>
| 1    | 1/22 Introductions, Syllabus. Gather materials.  
1/24 Group Project: Line/Frame/Movement |
| 2    | 1/29 Lecture: Line/Frame  
1/31 Nature of Art and Design. Subject, Form, and Content.  
Work on Line Projects |
| 3    | 2/5 Line Project Due  
2/7 Paint Demonstration  
2/9 Lecture: Principles of Art  
2/11 Start Value Projects |
| 4    | 2/12 Lecture: Value  
2/14 Continue Value Projects |
| 5    | 2/19 Continue Value Projects |
| 6    | 2/26 Value Project Due - Critique  
2/28 Start Color Projects  
2/28 Color Mixing Demo |
| 7    | 3/5 Lecture: Color Theory  
3/7 No class on Thursday - Conference Day |
| Mar  | 11-15 Spring Break |
| 8    | 3/19 Color Wheel Due  
3/21 Composition Lecture |
| 9    | 3/26 Lecture: Shape  
3/28 Lecture: Intro to Illustrator |
| 10   | 4/2 Work on Shape Project  
4/4 Composition Worksheet |
| 11   | 4/9 Shape Project Due - Critique  
4/11 Matting/Presentation Lecture  
4/11 Bring work + backing board + mat board |
| 12   | 4/16 Lecture: Texture  
4/18 Introduction to Photoshop  
4/18 Bring a folder with: 5 examples of professional work, 5 textures, brainstorming sheet, 5 thumbnails, 1 rough sketch |
| 13   | 4/23 Continue texture project  
4/25 |
| 14   | 4/30 Continue texture project  
5/2 Review for Quiz  
5/2 Texture Projects Due - Critique |
| 15   | 5/7 Portfolios Due - constructed book  
5/9 Quiz on Vocabulary and Concepts |
| 16   | 5/14 Presentation and Final Critique Of Work  
5/16 Take Home All Art From The Studio  
5/16 Clean Up the Studio |
### Appendix B: Learning Activities, Outcomes, and Assessment

#### Activity Number 1.

**Learning Activity:** Matting of design project. The student will mat one of the assignments, using the NLC acceptable materials and process.

**Learning Outcomes:**

Students will:
- Demonstrate knowledge of professional methods and standards of presentation of art work

**Assessment:**

<table>
<thead>
<tr>
<th>Criteria</th>
<th>100-90</th>
<th>89-80</th>
<th>79-70</th>
<th>69-60</th>
<th>59-0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Craftsmanship</td>
<td>Exceeds</td>
<td>Meets</td>
<td>Needs</td>
<td>Below</td>
<td>Lack of</td>
</tr>
<tr>
<td></td>
<td>Expectations</td>
<td>Expectations</td>
<td>Improvement</td>
<td>Expectations</td>
<td>Participatory Effort</td>
</tr>
</tbody>
</table>

**North Lake Matting Standards**

a. Neutral mats – preferably white or off-white  
b. At least a 3 inch border  
c. Top and sides the same width; bottom can be wider  
d. T-hinged to backing  
e. Art attached to backing with sticky-side-up-sticky-side-down method of taping  
f. Backing board should be corrugated cardboard or foam core if it is going to be shrink-wrapped.  
g. Backing board should be the same size as the mat board.  
h. NO MASKING OR BLUE TAPE anywhere on or within the mats. Use packing tape, linen tape, or medical tape.  
i. Bevel or straight cuts are equally suitable  
j. For the Spring Show: Shrink wrap is preferred to acetate. Shrink wrap: Make sure the wrap is unfolded. ALL edges must be taped down. If the wrap does not completely surround the piece, it will curl. The backing must be stiff. If the piece is very large, two pieces of backing board need to be used to keep it from bending.

**CO 4** **PO 1.4**

#### Activity Number 2.

**Learning Activity:** Students will participate in a group (small or large) critique by completing a written activity that summarizes the discussion in terms of the four components of art criticism.

**Learning Outcomes:**

Students will:
- Students will participate in the critique process of artwork (description, analysis, interpretation, judgment).

**Assessment:**

<table>
<thead>
<tr>
<th>Criteria</th>
<th>100-90</th>
<th>89-80</th>
<th>79-70</th>
<th>69-60</th>
<th>59-0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Critique Process</td>
<td>Exceeds</td>
<td>Meets</td>
<td>Needs</td>
<td>Below</td>
<td>Lack of</td>
</tr>
<tr>
<td></td>
<td>Expectations</td>
<td>Expectations</td>
<td>Improvement</td>
<td>Expectations</td>
<td>Participatory Effort</td>
</tr>
</tbody>
</table>

**CO 1, 2, 3, 4** **PO 1.1, 1.2, 1.3, 1.4, 2, 4, 6**

#### Activity Number 3.

**Learning Activity:** Value Project: The student will demonstrate a wide range of value in art work.

**Learning Outcomes:**

Students will:
- Demonstrate the use of strong range of value in art work
- Recognize value pattern in a design

**Assessment:**

<table>
<thead>
<tr>
<th>Criteria</th>
<th>100-90</th>
<th>89-80</th>
<th>79-70</th>
<th>69-60</th>
<th>59-0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Formal Design - Use of Value</td>
<td>Exceeds</td>
<td>Meets</td>
<td>Needs</td>
<td>Below</td>
<td>Lack of</td>
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**CO 1, 2, 3, 4** **PO 1.3, 1.4, 2**
Appendix C:  
2D Design Course Materials:

For some assignments students will have personal choice with the materials used to execute the visual solutions. Students will be encouraged to explore new and unexpected materials, as well as develop a better facility with the standard artists' materials.

Required Course Materials:
A supply kit is available for purchase in the NLC Bookstore. It includes:
- Bristol-board
- B&W and gray paper
- Acrylic paint (mars black, titanium white, cadmium red (medium) hue, cadmium yellow (light) hue, ultramarine blue)
- Matte medium
- White eraser
- Ruler
- Knife & blades
  - Sharpie (or other type of black felt-tip pen)
  - Scissors
- Glue stick, white glue, rubber cement
- .5” flat brush, small round brush
- Palette Knife
- Color Wheel (small)
- Cloth portfolio

You will also need:
- Book board, mat board or other board suitable for use on a book portfolio
- Tracing paper or vellum
- Cup for painting (paper cup is fine)
- Palette (Styrofoam plates or wax paper are fine)
- USB flash drive (at least one gig) or “cloud” storage
- Bookbinding/Book Repair tape - 2” wide (organize with the rest of your classmates and order a roll).

Suggested Course Materials:
- Additional Paints: Alizarin Crimson, Lemon or Hansa Yellow, Pthalo Blue (Green Shade)
- Small spray bottle
- Canvas paper and/or watercolor paper
- Medical tape (paper or cloth -found in stores with the bandages)
- Kneaded eraser
- Range of graphite pencils (HB, 2B, 4B, 6B, 8B etc.)
- Range of brushes (flats, rounds, large and small - a larger 1” flat brush would be very handy)
- Camera (digital helps)
- Variety of optional media like markers, pastels, ink, conté crayons, charcoal, stamp pads, shoe polish, latex house paint, liquid paper pen, tempera paint, etc.