

**Term:** 2011 Fall

**Course Number:** DSGN1162

**Course Title:** Two and Three Dimensional Design I

**Units:** 3

**Pre-requisites for this course:** None

**Co-requisites for this course:** None

**This course is a pre-requisites for:** None

**PLAR Eligible:** Yes

**Equivalencies:** None

### COURSE DESCRIPTION:

This course introduces you to the basic elements and principles of design as they apply to the field of graphic design. It acts as a basis for your creative abilities and exposes you to fundamental design problems and their resolution. You will experiment with a range of media, design applications and drawing methods fundamental to various areas of design.

### ESSENTIAL EMPLOYABILITY SKILLS:

#	The student has demonstrated the ability to:
1	Execute mathematical operations accurately.
2	Apply a systematic approach to solve problems.
3	Use a variety of thinking skills to anticipate and solve problems.
4	Locate, select, organize, and document information using appropriate technology and information systems.
5	Analyze, evaluate, and apply relevant information from a variety of sources.
6	Show respect for the diverse opinions, values, belief systems, and contributions of others.
7	Interact with others in groups or teams in ways that contribute to effective working relationships and the achievement of goals.
8	Manage the use of time and other resources to complete projects.

### OUTCOMES AND LEARNING OBJECTIVES:

Course Outcome:	Learning Objectives:	Evaluation #
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1. Use the elements and principles of 2D design to solve visual problems.	<ol style="list-style-type: none"> <li>1. Explain the basic building blocks from which two-dimensional designs are composed</li> <li>2. Express each of these basic elements using a range of visual examples</li> </ol>	
2. Use a variety of idea generation strategies confidently.	<ol style="list-style-type: none"> <li>1. Produce thumbnails and roughs using appropriate degrees of detail and quality</li> <li>2. Use brainstorming, research and analysis to generate concepts</li> <li>3. Explore a wide range of possibilities</li> </ol>	
3. Use the basic tools of design competently	<ol style="list-style-type: none"> <li>1. Demonstrate skill with pencil, pen, ink and gouache</li> <li>2. Generate clean final artwork that conforms to project guidelines</li> <li>3. Select the technique/tool most appropriate for the project</li> </ol>	
4. Demonstrate an understanding of correlation between concept and composition.	<ol style="list-style-type: none"> <li>1. Use of basic principles of design to effectively communicate a concept</li> <li>2. Use rational critical observations skills in making design choices</li> <li>3. Use problem solving processes in developing visual concepts</li> </ol>	
5. Speak and write critically about personal and peer artworks and propose alternatives	<ol style="list-style-type: none"> <li>1. Use terminology appropriate to the situation and audience</li> <li>2. Plan and deliver an effective presentation</li> <li>3. Evaluate one's own work and the work of others in reference to the project criteria</li> </ol>	

Niagara College believes in an inclusive educational environment. Please review College Practices to view the College's Statement of Accommodation for Students with Identified Special Needs.

<http://www.niagaracollege.ca/practices>

**TEACHING AND LEARNING PLAN:**

The course professor in your specific section of this class will provide you with a Teaching and Learning Plan as a guideline to supplemental resources, specific evaluations, activities, topics and due dates.