

Fall 2021 Art Major Panel – Description Revision of IAI Art Major courses

Revised Descriptions – Art major panel, ART 904, 905, 907, 908

ART 904: Drawing I (3 Semester Credits)

Course Description:

An introduction to the fundamental concepts and techniques of drawing using a variety of black and white media. Includes drawing from observation and invention leading to an interpretation and evaluative approach to drawing. Emphasis on descriptive drawing techniques from geometric and organic objects. Course includes vocabulary development, critical analysis activities, and reference to contemporary and historic models of drawing.

Credit Hours: Three (3) A studio class meeting six (6) **contact** hours per week

Media:

Emphasis on black and white media:

Graphite - Conte Crayon - Charcoal - Ink - Markers - Grounds - Various Papers - options may include digital media

Color content should be no more than 15% of the course.

Concepts and skills should include but not limited to:

- Value
- Contour/Line
- Marking Techniques
- Rendering Surface Qualities
- Space
- Organizational Principles
- Mass/Volume
- Perspective
- Form
- Proportion / Scaling
- Gesture

Note: It is strongly recommended that students maintain sketchbooks in this class

Critical Analysis:

Class and Individual Critiques providing for understanding of the criteria and standards used in assessing performance

Historical Reference:

Contemporary and Historical Drawings as Models for Drawing Reference

Health and Safety:

Students **must** be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

Suggested References/Texts

Last Revision: 10/27/2021 – “Clock” hours changed to “Contact” hours. Health and Safety statement strengthened from “should” to “must.” Remainder of description remains unchanged.

Previous Revision: Minor Revision on amount of color content 11/18/2020 - effective Spring 2021

Previous major revision by IHEAA, 4-20-2012 Revision Endorsed by the IAI Art Major Panel, 10/2012

Adopted by IHEAA, 10-17-1997 Endorsed by IAI Art Major Panel, 10-29-99

The Illinois Higher Education Art Association (IHEAA) and the IAI Art Major Panel both recognizes that each discipline within an art program has specific objectives that are routinely formulated by faculty within the discipline.

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These objectives are further defined and implemented by each faculty member during the course of teaching a class. It is not the intention of these skills and content outlines to impose specific course objectives or approach or to prescribe projects - the domain of each individual instructor. These skills and content outlines, however, are intended to suggest a set of minimum expectations or standards from which specific individual objectives and approaches can be developed. Instructors may provide additional experiences, content and skills, but they should cover what is outlined to assure continuity among courses with similar titles.

ART 905: Drawing II (3 Semester Credits)

Course Description:

This course builds on and refines the experiences of Drawing I focusing on a variety of media including color. Emphasis is on invention and formal concerns. Explorations into abstraction, nonobjective and fabricated image making is covered in this class. Course includes vocabulary development, critical analysis activities, and reference to contemporary and historic models of drawing.

Prerequisite: Drawing I or portfolio review

Credit Hours: Three (3) A studio class meeting six (6) **contact** hours per week

Media: Emphasis on a variety of media in **primarily color and some black and white:**

- Markers

- Water-based media
- Dry media
- Grounds
- Various Papers - options may include digital media

Concepts and skills should include but not limited to:

- Blending Techniques
- Rendering Surfaces
- Marking Techniques
- Organizational Principles
- Mass / Volume
- Repetition / Variation
- Opacity / Transparency
- Additive / Subtractive
- Spatial Illusion
- Form
- Plane
- Series Drawing
- Color Principles
- Expressive Impact and Meaning of Color
- Presentation Skills

Note: It is strongly recommended that students maintain sketchbooks in this class.

Critical Analysis: Class and Individual Critiques providing for understanding of the criteria and standards used in assessing performance

Historical Reference: Contemporary and Historical Drawings as Models for Drawing Reference

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Health and Safety: Students **must** be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

Suggested References/Texts:

Last Revision: 10/27/2021 – “Clock” hours changed to “Contact” hours. The panel clarified color content, “primarily color and some black and white” and added “Markers” to the media list. Health and Safety statement strengthened from “should” to “must.”

Revised by IHEAA, 4-20-2012 Revision Endorsed by the IAI Art Major Panel, 10/2012

Adopted by IHEAA, 10-17-1997 Endorsed by IAI Art Major Panel, 10-29-99

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ART 907: Two-dimensional Design (3 Semester Credits)

Course Description: This course is a studio class exploring the fundamentals of the formal systems and basic elements of visual organization through two-dimensional design principles and theories using a variety of media.

Credit Hours: Three (3) A studio class meeting six (6) **contact** hours per week

Media: Emphasis on a variety of two-dimensional black and white and color drawing, painting, and collage, which may include:

Pencil, Markers, Ink, Acrylics, Tempera, Various papers, image software

Concepts and skills should include, but not be limited to:

- Figure/ground
- Value/Hue/Intensity
- Pace/Shallow/Deep Surface effect
- Shape Composition
- Pattern/repetition/motif
- Color Principles
- Color mixing
- Contrast
- Implied lines
- Balance
- Unity/harmony
- Expressive lines
- Implied Movement
- Dominance/subordination

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- Expression/interpretation/meaning
- Intentionality/audience awareness
- Global/multi culturalism
- Computer generated practice in 2-D imaging applications such as raster or vector software is encouraged in this class.

Note: It is strongly recommended that students maintain sketchbooks for this class.

Critical Analysis: Class and individual critiques providing for understanding the criteria and standards used in assessing performance.

Historical Reference: Connect various contemporary, historical, and multi-cultural models to this particular studio/aesthetic practice in the development of visual literacy

Health and Safety: Students ~~should~~ must be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

Suggested references/texts, current editions of the following:

Launching the Imagination - Stewart Design Dimensions - Dantzic Design Basics - Lauer, Pentak Visual Forces - Martinez, Block Principles of Two-Dimensional Design - Wong Elements of Art - Pumphrey Art Fundamentals - Ocvirk, Stinson, Wigg, Bone, Clayton

Last Revision: 10/27/2021 – “Clock” hours changed to “Contact” hours. The panel removed “tactile and digital” from the description and changed it to “a variety of media.” The panel also removed “and digital media” from the Media section. Health and Safety statement strengthened from “should” to “must.”

Revised by IHEAA, 10-27-2017 Revision

Endorsed by the IAI Art Major Panel

Revised by IHEAA, 4-20-2012 Revision

Endorsed by the IAI Art Major Panel, 10-19-2012

Adopted by IHEAA, 4-16-1999 Endorsed by IAI Art Major Panel, 10-29-99 The Illinois Higher Education Art Association (IHEAA) and the IAI Art Major Panel both recognize that each discipline within an art program has specific objectives that are routinely formulated by faculty within the discipline. These objectives are further defined and implemented by each faculty member during the course of teaching a class. It is not the intention of these skills and content outlines to impose specific course objectives or approach or to prescribe projects - the domain of each individual instructor. These skills and content outlines, however, are intended to suggest a set of minimum expectations or standards from which specific individual objectives and approaches can be developed. Instructors may provide additional experiences, content and skills, but they should cover what is outlined to assure continuity among courses with similar titles.

ART 908: Three-dimensional Design (3 Semester Credits)

Course Description:

A studio course exploring the fundamentals of the formal systems and basic elements of visual organization through three -dimensional design principles and theories using a variety of materials.

Credit Hours: Three (3) A studio class meeting six (6) **contact** hours per week

Media and Tools:

Emphasis on a variety of media to support the concepts and design principles listed below which may include wood, clay, metal, foam core, paper, wire, plaster. **Instruction on the correct and safe operation all tools used in this course.** Safety issues **must** be addressed.

Concepts and skills should include but not limited to:

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- Relief/In the Round
- Contour/Plane
- Cutting Gesture
- Concave/Convex
- Unit to whole Mass/Form
- Proportion
- Fabrication
- Modeling
- Emphasis
- Shaping
- Volume
- Weight Casting
- Carving
- Additive/ Subtractive
- Motif/Pattern
- Scale
- 3D Space
- Positive/Negative Light modulation
- Balance
- Movement
- Visual/Conceptual
- Organic/Synthetic
- Kinetic/Static
- Joining/Attaching
- Combining unlike materials
- Figurative/Non-Figurative

Note: It is strongly recommended that students maintain sketchbooks in this class.

Critical Analysis: Class and Individual Critiques providing for understanding the criteria and standards used in assessing performance

Historical Reference: Contemporary and Historical 3-Dimensional structures as models for design reference

Health and Safety: Students **must** be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

Suggested References/texts, current editions of the following:

Launching the Imagination, Stewart, *Shaping Space*, Zelanski & Fisher, *Principles of Form & Design*, Wong, *Experiments in Form*, Pearce

Last Revision: 10/27/2021 – “Clock” hours changed to “Contact” hours. The panel revised the Media section and rewrote “Instruction on the correct and safe use of a variety of hand & small / portable power tools is integral to this course,” to “Instruction on the correct and safe operation all tools used in this course.”

Health and Safety statements strengthened from “should” to “must.”

Revised by IHEAA, 4-20-2012 Revision Endorsed by the IAI Art Major Panel,10/2012

Adopted by IHEAA, 4-16-1999 Endorsed by IAI Art Major Panel, 10-29-99

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Original Course descriptions (before latest revisions):

ART 904: Drawing I (3 Semester Credits)

I. Course Description:

An introduction to the fundamental concepts and techniques of drawing using a variety of black and white media. Includes drawing from observation and invention leading to an interpretation and evaluative approach to drawing. Emphasis on descriptive drawing techniques from geometric and organic objects. Course includes vocabulary development, critical analysis activities, and reference to contemporary and historic models of drawing.

II. Credit Hours: Three (3) A studio class meeting six (6) clock hours per week

III. Media:

Emphasis on black and white media:

Graphite - Conte Crayon - Charcoal - Ink - Markers - Grounds - Various Papers - options may include digital media

Color content should be no more than 15% of the course.

IV. Concepts and skills should include but not limited to:

Value

Contour/Line

Marking Techniques

Rendering Surface Qualities

Space

Organizational Principles

Mass/Volume

Perspective

Form

Proportion / Scaling

Gesture

Note: It is strongly recommended that students maintain sketchbooks in this class

V. Critical Analysis:

Class and Individual Critiques providing for understanding of the criteria and standards used in assessing performance

VI. Historical Reference:

Contemporary and Historical Drawings as Models for Drawing Reference

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VII. Health and Safety:

Students should be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

VIII. Suggested References/Texts

Minor Revision on amount of color content 11/18/2020 - effective Spring 2021

Previous major revision by IHEAA, 4-20-2012 Revision Endorsed by the IAI Art Major Panel, 10/2012

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ART 905: Drawing II (3 Semester Credits)

I. Course Description:

This course builds on and refines the experiences of Drawing I focusing on a variety of media including color. Emphasis is on invention and formal concerns. Explorations into abstraction, nonobjective and fabricated image making is covered in this class. Course includes vocabulary development, critical analysis activities, and reference to contemporary and historic models of drawing.

II. Prerequisite: Drawing I or portfolio review

III. Credit Hours: Three (3) A studio class meeting six (6) clock hours per week

IV. Media: Emphasis on a variety of media in black and white and color: Markers

- Water-based media
- Dry media
- Grounds
- Various Papers - options may include digital media

V. Concepts and skills should include but not limited to:

Blending Techniques
Rendering Surfaces
Marking Techniques
Organizational Principles
Mass / Volume
Repetition / Variation
Opacity / Transparency
Additive / Subtractive
Spatial Illusion
Form
Plane

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Series Drawing

Color Principles

Expressive Impact and Meaning of Color

Presentation Skills

Note: It is strongly recommended that students maintain sketchbooks in this class.

VI. Critical Analysis: Class and Individual Critiques providing for understanding of the criteria and standards used in assessing performance

VII. Historical Reference: Contemporary and Historical Drawings as Models for Drawing Reference

VIII. Health and Safety: Students should be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

IX. Suggested References/Texts:

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ART 907: Two-dimensional Design (3 Semester Credits)

Course Description: This course is a studio class exploring the fundamentals of the formal systems and basic elements of visual organization through two-dimensional design principles and theories using a variety of tactile and digital media.

Credit Hours: Three (3) A studio class meeting six (6) clock hours per week **Media:** Emphasis on a variety of two-dimensional black and white and color drawing, painting, collage, and digital media which may include:

Pencil, Markers, Ink, Acrylics, Tempera, Various papers, image software

Concepts and skills should include, but not be limited to:

Figure/ground

Value/Hue/Intensity

pace/shallow/deep

Surface effect

Shape Composition

Pattern/repetition/motif

Color Principles

Color mixing

Contrast

Implied lines

Balance

Unity/harmony

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Expressive lines

Implied Movement

Dominance/subordination

Expression/interpretation/meaning

Intentionality/audience awareness

Global/multi culturalism

Computer generated practice in 2-D imaging applications such as raster or vector software is encouraged in this class.

Note: It is strongly recommended that students maintain sketchbooks for this class.

Critical Analysis: Class and individual critiques providing for understanding the criteria and standards used in assessing performance.

Historical Reference: Connect various contemporary, historical, and multi-cultural models to this particular studio/aesthetic practice in the development of visual literacy

Health and Safety: Students should be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

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ART 908: Three-dimensional Design (3 Semester Credits)

I. Course Description:

A studio course exploring the fundamentals of the formal systems and basic elements of visual organization through three -dimensional design principles and theories using a variety of materials.

II. Credit Hours: Three (3) A studio class meeting six (6) clock hours per week

III. Media and Tools:

Emphasis on a variety of media to support the concepts and design principles listed below which may include wood, clay, metal, foam core, paper, wire, plaster. Instruction on the correct and safe use of a variety of hand & small / portable power tools is integral to this course. Safety issues should be addressed.

IV. Concepts and skills should include but not limited to:

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Relief/In the Round
Contour/Plane
Cutting Gesture
Concave/Convex
Unit to whole Mass/Form
Proportion
Fabrication
Modeling
Emphasis
Shaping
Volume
Weight Casting
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Additive/ Subtractive
Motif/Pattern
Scale
3D Space
Positive/Negative Light modulation
Balance
Movement
Visual/Conceptual
Organic/Synthetic
Kinetic/Static
Joining/Attaching
Combining unlike materials
Figurative/Non-Figurative

Note: It is strongly recommended that students maintain sketchbooks in this class.

V. Critical Analysis:

Class and Individual Critiques providing for understanding the criteria and standards used in assessing performance

VI. Historical Reference:

Contemporary and Historical 3-Dimensional structures as models for design reference

VII. Health and Safety:

Students should be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

VIII. Suggested References / texts, current editions of the following:

Launching the Imagination, Stewart

Shaping Space, Zelanski & Fisher

Principles of Form & Design, Wong

Experiments in Form, Pearce

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