# Syllabus for

# **ART 101 Fundamentals of Art I**

3 Credit Hours Fall 2025

#### I. COURSE DESCRIPTION

The study and application of the visual elements and principles of visual organization in the second dimension. Includes an introduction to lateral thinking as it applies to the generation of ideas. Includes weekly devotions to help validate the student's call to be a Christian artist. (Class contact for lecture and studio-6 hours.)

Lab fee is \$40.00

#### II. COURSE GOALS

The purpose of the course is to provide a student with the opportunity to learn the language of the two-dimensional visual arts, apply the art elements and principles of visual organization to the design and creation of two-dimensional works of art and validate student's call to be a Christian artist.

#### III. STUDENT LEARNING OUTCOMES FOR THIS COURSE

#### **Terminal Objectives**

As a result of successfully completing this course, the student will be able to do the following:

- A. Speak the language of the two-dimensional visual arts.
- B. Apply the principles of visual organization to two-dimensional works of art.
- C. Use media and tools available to artists who work in the second dimension.
- D. Work professionally in relation to the use of time, tools, choice of media, and the craftsmanship, originality, organization and presentation of ideas.
- E. Synthesize thoughts regarding a call to be a Christian artist through class discussion, lecture and answering questions on the devotional synthesis.

#### IV. ASSOCIATED PROGRAMS

This course meets degree completion requirements for the BA and BFA degrees in the chosen specialization.

- A. Studio Art Core #1: The student will demonstrate achievement of professional, entry-level competence in the major area of specialization.
- B. Studio Art Specialization #1: 1 The student will articulate a mastery of the traditional technical and conceptual approaches to drawing.
- C. Studio Art Core #2 The student will demonstrate competence by developing a body of work for evaluation in the major area of study.
- D. Studio Art Core #3: Students form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field.
- E. Studio Art Specialization #3 The student will create a portfolio that supports a consistent, personal direction and style.
- F. Studio Art Specialization #4: The student will design and complete original work to be

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### submitted to a juried art competition

### V. UNIVERSITY OUTCOMES

This course aligns with the following University Outcomes as indicated on the last page.

- A. Spiritual Integrity
- B. Personal Resilience
- C. Intellectual Pursuit
- D. Global Engagement

#### VI. TEXTBOOKS AND OTHER LEARNING RESOURCES

#### A. Required Materials

Textbook - None required

#### B. Optional Materials

1. Textbook

Ocvirk, Stinson, Wigg, Bone, Cayton. 12<sup>th</sup> edition. <u>Art fundamentals: Theory and practice.</u> New York: McGraw-Hill. ISBN 978-0-07-337927-2

- 2. Optional/Recommended Materials
  - a. 18" inch metal ruler with flexible back
  - b. one 9x12 ring binding Drawing Sketchbook (no lines)
  - c. H, 4B Pencils
  - d. one acrylic paint set: primary and secondary colors
  - e. brush (½" flat soft)
  - f. black ink pens and markers

#### VII. POLICIES AND PROCEDURES

### A. Department Policies and Procedures

- 1. Students must be present in class as directed to effectively learn. Attendance is determined by the nature of the class and the individual instructors.
- 2. Studio classes regularly require hands-on, experiential project making. Remote or virtual instruction may serve for temporary or emergency use only. Policies are determined by the nature of the class and the individual instructors.
- 3. As a skill-based studio course, bringing required materials, appropriate preparation for critiques and active participation are essential to effectively develop skills taught.
- 4. Classroom behavior should be professional, respectful of participants, and in line with a Christian worldview and the university's honor code.
- 5. The Institute of Design, Experience and Art (IDEA) strives for transparency of information and policies. The official and most current information can be found on the university's website.

# B. Course Policies and Procedures

1. Evaluation Procedures

The student will be instructed in two-dimensional discipline with slides and/ or videos, supplemental reading assignments and demonstrations. Design problems will be assigned and executed "professionally" within a given time frame and awarded a letter grade based on the design's craftsmanship,

originality, or the idea and on the application of the principles or visual organization. A midterm and final exam will be given covering the terminology and concepts of the second dimension. In addition, the student will be required to submit a synthesis of the devotions on art and Christianity. Note: Work turned in late drops one-half letter grade per class. The final letter grade configuration will be as follows:

Assignments - 30% Projects - 50% Working Process – 10% Discussions and Participation – 10%

- 2. Whole Person Assessment Requirements
  - a. The student must submit his/her first 2D Design Artifact electronically to be assessed through WPA during week 4 of this semester.
  - b. Artifacts not submitted electronically or incorrectly submitted are subject to University non-compliance policies.
  - The student must add at least one artifact from this class to his/her Art
    Department portfolio to submit for their Intermediate or Professional
    Portfolio requirement.
- 3. Other Policies and/or Procedures
  - Class assignments
    - (1) Your mid-term and final project will be based on class project.
    - (2) Students will given assignments throughout the course.
  - b. Projects-Projects will be explained in the lectures and demonstrated in the art lab.
  - c. Approach-The professor's purpose is to facilitate learning. The student must come prepared with materials.
    - d. This is an intro class so it will start slowly and gain momentum as the semester progresses.
  - e. Attendance in class is a requirement to pass the course. There are times however when a student cannot make a class due to sickness, funerals, school athletics, or school functions. This becomes a problem for the teacher to decide whether an absence is justified or not, and an even greater challenge to maintain a correct record of excused verses unexcused classes. In the work force, employees are normally given a set amount of time for sickness while still being paid. After that time runs out, the employee is no longer paid for his time off. To simplify attendance and prepare the student for a career after college, we will adopt a similar system.
  - f. Students are permitted to miss up to two days a semester of class. It doesn't matter why the student missed them, but any absence beyond two days will incur a penalty to their grade. This includes medical, funeral, etc. unless arrangements are made with the professor.

    Administrative excuses are considered separate. Students with perfect attendance and no tardies will be rewarded at the end of the semester. It is the student's responsibility to contact the professor by email when absent to account for missed assignments and to be prepared for the next class.
  - h. Make-up work is the student's responsibility. The student has one week

- to make up a missed assignment after returning to class. After that time a zero will be entered for that assignment.
- i. Students arriving late for class will be considered tardy. Students who leave early from class will also be assessed a penalty. The following will apply for late/early situations:

15 minute to 30 minutes - 1/2 of an absence Beyond 30 minutes - Will be an absence

## VIII. COURSE CALENDAR

#### week

- 1. Introduction class: Materials and Studio time
- 2. Introduction of lateral thinking and the principle of art
- 3. Fundamentals of Art: Basic elements of art and design
- 4. Fundamentals of Line: Basic line drawing and design
- 5. Fundamentals of Space: Space study
- 6. Fundamentals of Shape: Shape drawing
- 7. Fundamentals of Form: Form study
- 8. Fundamentals of Value: Basic value
- 9. Fundamentals of Value: Key value study
- 10. Fundamentals of Color: Basic color theory
- 11. Fundamentals of Color: Color wheel study
- 12. Fundamentals of Color: Color mixing and techniques study
- 13. Fundamentals of Texture
- 14. Principle of Organization
- 15. Fundamentals of Art: Study personal artistic style in Art and Design

# Primary Program: BFA in the chosen specialization ART 101 Fundamentals of Art I Fall 2025

This course contributes to the ORU student learning outcomes as indicated below:

**Significant Contribution** – Addresses the outcome directly and includes targeted assessment. **Moderate Contribution** – Addresses the outcome directly or indirectly and includes some assessment. **Minimal Contribution** – Addresses the outcome indirectly and includes little or no assessment. **No Contribution** – Does not address the outcome.

OUTCOMES	Significant Contribution	Moderate Contribution	Minimal Contribution		
Spiritual Integrity					
GD Spec #8: The student will defend the self-					
identified role of Christian Faith in professional			X		
practice.					

Personal Resilience				
Art Core #1 NASAD VIII.B.3: The student will				
demonstrate achievement of professional, entry-level	X			
competence in the major area of specialization.				
Art Core #2 NASAD VIII.B.1: The student will				
demonstrate competence by developing a body of	X			
work for evaluation in the major area of study.				

Intellectual Pursuit				
BA#1 NASAD Vii.E.4.b, Vii.D1.e: The students will demonstrate original thought and apply the elements and principles of art in a design solution for a 2D project.	х			
Art Core #3 NASAD VIII.B.2: The student will form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field.			х	
GD Spec #1 NASAD X.C.3.b : The student will conceive, design and evaluate visual communications principles, processes and systems			x	

Bold Vision			
Art Core #3 NASAD VIII.B.2: The student will form and			
defend value judgments about art and design and to			
communicate art/design ideas, concepts, and		X	
requirements to professionals and laypersons related			
to the practice of the major field.			