

## Master Syllabus

### VIS 1100 - Design Basics

**Division:** Liberal Arts, Communication and Social Sciences

**Department:** Design

**Credit Hour Total:** 4.0

**Lecture Hrs:** 2.0 **Lab Hrs:** 4.0

**Date Revised:** February 2014

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### Course Description:

Introduction to the fundamentals of two-dimensional and three-dimensional design. Students will apply critical and creative thinking techniques to applied projects that will explore the use of conceptualization, color, typography, image, modeling and applying the fundamentals of design. Two classroom, four lab hours per week.

### General Education Outcomes:

- ▣ Oral Communication Competency
- ▣ Written Communication Competency
- ▣ Critical Thinking/Problem Solving Competency
- ▣ Values/Citizenship/Community Competency
- ▣ Computer Literacy Competency
- ▣ Information Literacy Competency

### Course Outcomes:

#### Two-dimensional design

Analyze, evaluate and create two-dimensional design projects.

**Assessment Method:** Performance appraisals

**Performance Criteria:** Score at least 70% in all areas of the rubric.

**Assessment Method:** Portfolios

**Performance Criteria:** Score at least 70% in all areas of the rubric.

#### Three-dimensional design

Analyze, evaluate and create three-dimensional design projects.

**Assessment Method:** Performance appraisals

**Performance Criteria:** Score at least 70% in all areas of the rubric.

**Assessment Method:** Portfolios

**Performance Criteria:** Score at least 70% in all areas of the rubric.

#### Critical and creative thinking

Apply critical and creative thinking techniques to applied projects.

**Assessment Method:** Portfolios

**Performance Criteria:** Score at least 70% in all areas of the rubric.

### Outline:

Two-dimensional design  
Three-dimensional design  
Written and oral communication presentation/skills  
Design process  
Color theory  
Fabrication skills and techniques  
Design analysis/intrepretation of human behavior  
Computer applications