

# ART 116 : BASIC DESIGN: COLOR

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## Transcript title

Basic Design: Color

## Credits

4

## Grading mode

Standard letter grades

## Total contact hours

50

## Lecture hours

30

## Other hours

20

## Course Description

Introduces concepts and principles of color theory related to the visual arts. Make informed color choices to communicate ideas through studying scientific research (theory) and hands-on projects (practice). Emphasizes critical thinking and creative problem solving in a variety of media. Repeatable for credit.

## Course learning outcomes

1. Demonstrate color and design principles through visual communication.
2. Apply concepts and principles of color theory in exercises and compositions using a variety of media.
3. Analyze color as a design element.
4. Articulate concepts and principles using color theory vocabulary.
5. Contextualize the evolution of color theory.
6. Use media-specific terminology to receive and provide feedback.

## Content outline

1. Concepts and vocabulary of color theory
2. Additive and subtractive colors and color circles
3. Application of color harmonies: simple, opposing, balanced, and informal
4. Application of color interactions: value, saturation, chroma, muting, transparency
5. Application of color symbolism
6. Constructive critique, receiving and [giving](#) feedback between instructor and classmates

## Required materials

Students will need to provide specific materials used in this course; please see the syllabus for a detailed list.

## General education/Related instruction lists

- Arts and Letters