

# Art Appreciation (ARTS 1301)



**Credit:** 3 semester credit hours (3 hours lecture)

**Prerequisite:** None

## Course Description

A general introduction to the visual arts designed to create an appreciation of the vocabulary, media, techniques, and purposes of the creative process. Students will critically interpret and evaluate works of art within formal, cultural, and historical contexts.

## Required Textbook and Materials

*Prebles' Artforms, 11<sup>th</sup> Edition*, by Patrick L. Frank and Sarah Preble  
ISBN-13: 9780205968176

Individual professors may require additional materials.

## Course Objectives

Upon successful completion of this course, students will:

1. Apply art terminology as it specifically relates to works of art.
2. Demonstrate knowledge of art elements and principles of design.
3. Differentiate between the processes and materials used in the production of various works of art.
4. Critically interpret and evaluate works of art.
5. Demonstrate an understanding of the impact of arts on culture.

## Core Objectives

The following four Core Objectives must be addressed in each course approved to fulfill this category requirement:

1. **Critical Thinking Skills:** To include creative thinking, innovation, inquiry, and analysis, evaluation and synthesis of information.
2. **Communication Skills:** To include effective development, interpretation and expression of ideas through written, oral and visual communication.
3. **Teamwork:** To include the ability to consider different points of view and to work effectively with others to support a shared purpose or goal.
4. **Social Responsibility:** To include intercultural competence, knowledge of civic responsibility, and the ability to engage effectively in regional, national, and global communities.

## Course Outline

- |  |                                      |
|--|--------------------------------------|
| A. Course Introduction and Orientation | d. Looking and Seeing                |
| B. The Nature of Art and Creativity    | e. Form and Content                  |
| a. What is Art?                        | f. Seeing and Responding to Form     |
| b. What is Creativity?                 | g. Iconography                       |
| i. Trained and Untrained Artists       | C. The Purposes and Functions of Art |
| c. Art and Reality                     | a. Art for Delight                   |
| i. Representational Art                | b. Art as Commentary                 |
| ii. Abstract Art                       | c. Art in Worship and Ritual         |
| iii. Nonrepresentational Art           | d. Art for Commemoration             |

Approved 08/2018

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- e. Art for Persuasion
- f. Art as Self-Expression
- D. The Visual Elements
  - a. Line
    - i. Characteristics of Line
    - ii. Implied Line
  - b. Shape
  - c. Mass
    - i. Mass in Three Dimensions
    - ii. Mass in Two Dimensions
  - d. Space
    - i. Space in Three Dimensions
    - ii. Space in Two Dimensions
    - iii. Implied Depth
    - iv. Linear Perspective
    - v. Atmospheric Perspective
  - e. Time and Motion
    - i. The Passage of Time
    - ii. Implied Motion
    - iii. Actual Motion
  - f. Light
    - i. Seeing Light
    - ii. Implied Light
    - iii. Light as a Medium
  - g. Color
    - i. The Physics of Color
    - ii. Pigments and Light
    - iii. Color Wheel
    - iv. Color Schemes
  - h. Texture
- E. Principles of Design
  - a. Unity and Variety
  - b. Balance
    - i. Symmetrical Balance
    - ii. Asymmetrical Balance
  - c. Emphasis and Subordination
  - d. Directional Forces
  - e. Contrast
  - f. Repetition and Rhythm
  - g. Scale and Proportion
  - h. Design Summary
- F. Evaluating Art
  - a. Evaluation
  - b. Art Criticism
    - i. Formal Theories
    - ii. Contextual Theories
    - iii. Expressive Theories
  - c. What Makes Art Great?
  - d. Evaluating Art with Words
  - e. Censorship: The Ultimate Evaluation
- G. Drawing
  - a. The Drawing Process
  - b. Purposes of Drawing
  - c. Tools and Techniques
    - i. Dry Media
    - ii. Liquid Media
  - d. Comics and Graphic Novels
  - e. Contemporary Approaches
- H. Painting
  - a. Ingredients and Surfaces
  - b. Watercolor
  - c. Fresco
  - d. Encaustic
  - e. Tempera
  - f. Oil
  - g. Acrylic
  - h. Contemporary Approaches
- I. Printmaking
  - a. Purposes of Printmaking
  - b. Relief
  - c. Woodcut
    - i. Wood engraving
    - ii. Linocut
  - d. Intaglio
    - i. Engraving
    - ii. Dry Point
    - iii. Etching
  - e. Lithography
  - f. Stencil and Screenprinting
  - g. Contemporary Approaches
- J. Photography
  - a. The Evolution of Photography
  - b. Photography as an Artform
  - c. Photography and Social Change
  - d. Color Photography
  - e. Pushing the Limits
  - f. The Digital Revolution
- K. Moving Images: Film and Digital Arts
  - a. Film: The Moving Image
    - i. Film and Visual Expression
    - ii. Early Techniques
    - iii. Directors and Artists: A Parallel Evolution
    - iv. Animation, Special Effects, and Digital Processes
    - v. Television and Video
  - b. Video Art
  - c. Digital Artforms
- L. Design Disciplines
  - a. Graphic Design
    - i. Typography
    - ii. Logos

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- iii. Posters and Other Graphics
- b. Motion Graphics
- c. Interactive Design
- d. Product Design
- M. Sculpture
  - a. Freestanding and Relief Sculpture
  - b. Methods and Materials
    - i. Modeling
    - ii. Casting
    - iii. Carving
    - iv. Constructing and Assembling
  - c. Kinetic Sculpture
  - d. Mixed Media
  - e. Installations and Site-Specific Art
- N. Craft Media: Flirting with Function
  - a. Clay
  - b. Glass
  - c. Metal
  - d. Wood
  - e. Fiber
- O. Architecture
  - a. An Art and a Science
  - b. Traditional Materials and Methods
    - i. Wood, Stone, and Brick
    - ii. Dry Masonry
    - iii. Post and Beam
    - iv. Round Arch, Vault, and Dome
    - v. Pointed Arch and Vault
    - vi. Truss and Balloon Frame
  - c. Modern Materials and Methods
    - i. Cast Iron
    - ii. Steel and Reinforced Concrete
    - iii. Recent Innovations
  - d. Designing with Nature
  - e. Contemporary Approaches
- P. From the Earliest Art to the Bronze Age
  - a. The Paleolithic Period
  - b. The Neolithic Period
  - c. The Beginnings of Civilization
  - d. Mesopotamia
  - e. Egypt
- Q. The Classical and Medieval West
  - a. Greece
  - b. Rome
  - c. Early Christian and Byzantine Art
  - d. The Middle Ages in Europe
    - i. Early Medieval Art
    - ii. Romanesque
    - iii. Gothic
- R. Renaissance and Baroque Europe
  - a. The Renaissance
    - i. The Renaissance in Italy
    - ii. The High Renaissance
    - iii. The Renaissance in Northern Europe
    - iv. Late Renaissance in Italy
  - b. Baroque
  - c. Rococo
- S. Traditional Arts of Asia
  - a. India
    - i. Buddhist Art
    - ii. Hindu Art
  - b. Southeast Asia
  - c. China and Korea
  - d. Japan
- T. The Islamic World
  - a. Arab Lands
  - b. Spain
  - c. Persia
  - d. India: The Mughal Empire
- U. Africa, Oceania, and the Americas
  - a. Africa
  - b. Oceania and Australia
  - c. Native North America
  - d. Pre-Conquest Central and South America
- V. Late Eighteenth and Nineteenth Centuries
  - a. Neoclassicism
  - b. Romanticism
  - c. Photography
  - d. Realism
  - e. Impressionism
  - f. The Post-Impressionist Period
- W. Early Twentieth Century
  - a. The Fauves and Expressionism
  - b. Cubism
  - c. Toward Abstract Sculpture
  - d. The Modern Spirit in America
  - e. Futurism and the Celebration of Motion
- X. Between World Wars
  - a. Dada
  - b. Surrealism
  - c. Expanding on Cubism
  - d. Building a New Society
    - i. Constructivism
    - ii. De Stijl
    - iii. International Style Architecture
  - e. Political Expressions
  - f. Latin American Modernism
  - g. American Regionalism
  - h. African-American Modernists

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- i. Organic Abstraction
- Y. Postwar Modern Movements
  - a. The New York School
    - i. Abstract Expressionism
    - ii. Color Field Painting
  - b. Architecture at Mid-Century
  - c. Assemblage
  - d. Events and Happenings
  - e. Pop Art
  - f. Minimal Art
  - g. Conceptual Art
  - h. Site-Specific Works and Earthworks
- i. Installations and Environments
- j. Early Feminism
- k. Performance Art
- Z. Postmodernity and Global Art
  - a. Postmodern Architecture
  - b. Painting
  - c. Photography
  - d. Sculpture
  - e. Public Art
  - f. Issue-Oriented Art
  - g. Street Art
  - h. The Global Present

### Grade Scale

90 – 100	A
80 – 89	B
70 – 79	C
60 – 69	D
0 – 59	F

### Course Evaluation

Final grades will be calculated according to the following criteria:

- |                        |     |
|------------------------|-----|
| 1. Two Research Papers | 20% |
| 2. Mid-Term Exam       | 10% |
| 3. Final Exam          | 20% |
| 4. Final Project       | 20% |
| 5. Daily Grades        | 30% |

### Course Requirements

1. Attendance is mandatory.
2. The student must purchase all of the required course materials.
3. The student will be expected to have access to the Internet and a computer.
4. Additional course requirements as defined by the individual course instructor.

### Course Policies

1. No food, drinks, or use of tobacco products in class.
2. Computers, telephones, headphones, and any other electronic devices must be turned off while in class or used only with permission of the instructor.
3. Do not bring children to class.
4. No late assignments will be accepted.
5. Tests. Students that miss a test are not allowed to make up the test. Students that miss a test will receive a grade of '0'.
6. Attendance Policy. Three absences are allowed. If a student is tardy to class or departs early, it will be equal to one (1) absence. Each absence beyond three absences will result in a 5 point deduction from your final grade.

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7. If you wish to drop a course, the student is responsible for initiating and completing the drop process. If you stop coming to class and fail to drop the course, you will earn an 'F' in the course.
8. Additional class policies as defined by the individual course instructor.

**Technical Requirements**

The latest technical requirements, including hardware, compatible browsers, operating systems, software, Java, etc. can be found online at:  
[https://help.blackboard.com/Learn/Student/Getting\\_Started/Browser\\_Support/Browser\\_Checker](https://help.blackboard.com/Learn/Student/Getting_Started/Browser_Support/Browser_Checker) A functional broadband internet connection, such as DSL, cable, or WiFi is necessary to maximize the use of the online technology and resources.

**Disabilities Statement**

The Americans with Disabilities Act of 1992 and Section 504 of the Rehabilitation Act of 1973 are federal anti-discrimination statutes that provide comprehensive civil rights for persons with disabilities. Among other things, these statutes require that all students with documented disabilities be guaranteed a learning environment that provides for reasonable accommodations for their disabilities. If you believe you have a disability requiring an accommodation, please contact the Special Populations Coordinator at (409) 880-1737 or visit the office in Student Services, Cecil Beeson Building. You may also visit the online resource at <https://www.lit.edu/depts/stuserv/special/default.aspx>

**Student Code of Conduct Statement**

It is the responsibility of all registered Lamar Institute of Technology students to access, read, understand and abide by all published policies, regulations, and procedures listed in the LIT Catalog and Student Handbook. The LIT Catalog and Student Handbook may be accessed at [www.lit.edu](http://www.lit.edu) or obtained in print upon request at the Student Services Office. Please note that the online version of the LIT Catalog and Student Handbook supersedes all other versions of the same document.

**Starfish**

LIT utilizes an early alert system called Starfish. Throughout the semester, you may receive emails from Starfish regarding your course grades, attendance, or academic performance. Faculty members record student attendance, raise flags and kudos to express concern or give praise, and you can make an appointment with faculty and staff all through the Starfish home page. You can also login to Blackboard or MyLIT and click on the Starfish link to view academic alerts and detailed information. It is the responsibility of the student to pay attention to these emails and information in Starfish and consider taking the recommended actions. Starfish is used to help you be a successful student at LIT. Students may obtain additional information by accessing the following QR Code:

