

ARTD 112

Color Theory

3 Credits: (2 lecture hours and 3 laboratory hours per week)

Community College of Baltimore County
Common Course Outline

Description

ARTD 112 – Color Theory: explores the physical characteristics and psychological effects of color through exercises in various design applications. Emphasis is placed on the investigation of color effects that are used in the applied and fine arts. This course is designed to prepare students for intermediate-level visual arts courses in both transfer and career programs in art, design, and interactive media.

Pre-requisites: ACLT 052 or ACLT 053 or permission of the program coordinator

Co-requisites: Remove if empty

Overall Course Objectives

Upon completion of this course, students will be able to:

1. Identify and define the properties of color; hue, value, and intensity, in additive (light) and subtractive (pigment) color;
2. Identify differences in color gamut;
3. Analyze color modes and channels in digital files;
4. Execute with good craftsmanship, designs, which solve color problems;
5. Achieve effects of simultaneous contrast of hue, value, and intensity;
6. Utilize simultaneous contrast in designing original well-balanced designs;
7. Visually judge color mixture to achieve the effects of multiple plane transparency;
8. Achieve spatial effects in original well-balanced designs by combining spatial devices;
9. Achieve spatial effects in original well-balanced designs using intensity and warm and cool colors;
10. Achieve differences in effect of color combinations by variation of quantity and juxtaposition of colors used;
11. Achieve differences in emotional quality of color combinations independent of representational objects in design;
12. Describe the power of psychological association of colors in both fine arts and applied arts;
13. Demonstrate control of edge quality and adjacent color including relative value, hue, and intensity; and
14. Identify color pigments in color painting media and demonstrate basic skills in paint application.

Major Topics

- I. Color Research
- II. Color Properties

The Common Course Outline (CCO) determines the essential nature of each course.
For more information, see your professor's syllabus.

- III. Simultaneous Contrast
- IV. Transparency
- V. Color and Perspective
- VI. Color Value Ratio
- VII. Harmonious Color
- VIII. Color Balance
- IX. Physiological and Psychological Impact of Color
- X. Color and Emotion

Course Requirements

Grading will be determined by the individual faculty member, but shall include the following, at minimum:

- A collection of samples showing color in product design
- Three painted color designs utilizing acrylic paint mixing
- Sixteen color designs demonstrating color topics above
- Written descriptions of color effects achieved in designs

Written assignments and research projects: Students are required to use appropriate academic resources in their research and cite sources according to the style selected by their professor.

Other Course Information

This course is a foundation/core course within the Institute of Art, Design, and Interactive Media. Individual faculty members may include additional course objectives, major topics and other course requirements to the minimum expectations stated in the Common Course Outline.

Date Revised: 6/1/2021

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