ART 130
Course Number

Painting
Course Title

3
Credits

1/4
Lecture/Laboratory Hours

Catalog description:
Examination of the relationships of materials, media, and techniques in both figurative and
abstract art. The elements of color and composition are introduced and explored. At the
discretion of the instructor, students are advised to work in either acrylic or oil color.

Prerequisites: ART102 and ART105 or divisional permission

Co-requisites: none

Required texts/other materials:
Images from department collection or database
Students purchase art supplies as assigned

Last revised: Fall 2012

Course Instructors:
Kyle Stevenson, ext. 3836
Course goals
The student will be able to:
• Demonstrate safe, competent usage of materials and skill in paint handling
• Build a strong range of value through accurate paint mixing techniques
• Exhibit foundational painting techniques and the vocabulary to articulate them.
• Create paintings that exhibit command of color theory (value, temperature, complements, and saturation)
• Utilize various methods of paint application for technical and expressive purposes.
• Develop and defend representational, abstract, and nonrepresentational work.
• Investigate contemporary approaches to painting and research at least one contemporary (working after 1970) painter.
• Synthesize personal ideas and skills into conceptually developed work.
• Assess, with appropriate vocabulary, the student’s own work and the work of peers.
• Explore several genres of painting: still life, landscape, abstraction, non-representation, and the figure.

Unit I: Materials, safety, and Paint handling
Learning Objectives
• List and describe the purposes of various media and the safety precautions of each.
• Exhibit the ability to successfully handle and mix paint.
• Identify and demonstrate the difference between glazing and ala prima methods.
• Experiment with various surfaces for painting.
• Create paintings that employ paint texture and utilize various methods of paint application for technical and expressive purposes.
• Assess, in terms of materials and paint handling, the student’s own work and the work of peers.

Unit II: Value
Learning Objectives
• Master the ability to mix light and dark values to form a cohesive gray-scale.
• Apply value rendering skill to a well-drawn and balanced composition.
• Create a grisaille/monochromatic under-painting with a full and accurate range of value.
• Assess, with appropriate vocabulary, the student’s own work and the work of peers.

Unit III: Color Theory
Learning Objectives
• List and define the elements color theory: value, temperature (warm v. cool), complements, and saturation.
• Identify contrast in value in a chromatic composition.
• Create a sense of pictorial space by manipulating warm and cool colors, and relativity of temperature.
• Successfully utilize complementary colors to extend the intensity of color.
• Successfully balance highly saturated colors in a composition.
• Recognize the variations in pigments and the occasional inconsistency between theory and practice.
• Identify the difference between additive and subtractive color theory.
• Assess, in terms of color theory, the student’s own work and the work of peers.
Unit IV: Abstraction and Non-representation  
Learning Objectives  
• Investigate and acknowledge the cultural and historical context of abstraction and non-representation  
• Create, through process, both abstract and non-representational work  
• Cogently argue the value of abstraction and non-representation  
• Assess, in terms of the principles of abstraction, the student’s own work and the work of peers.

Unit V: Contemporary Artists  
Learning Objectives  
• Identify and describe several contemporary painters.  
• Investigate, through research and presentations, the work of contemporary painters  
• Explain the movements, contexts, and techniques associated with these artists

Unit VI: Individual Conceptual Development  
Learning Objectives  
• Investigate metaphor and cultural/socio-political messages in conceptual work  
• Describe various methods of developing personal ideas  
• Explore, experiment, and take risks involving one’s own process of discovery and conceptual development  
• Relate one’s own direction to a contemporary context  
• Assess in terms of content and process-oriented development, the student’s own work and the work of peers.

Evaluation of Student Learning:  
Research Project 5%  
Painting projects, at least 6 80%  
Final project 10%  
Exercises, Quizzes, attendance 5%  

For each assigned project, the student will be graded by these factors:  
Demonstrating the skills corresponding to the current unit  
Exhibiting conceptual thinking when appropriate  
Meeting the project requirements  
Creating overall aesthetic quality of craft and professional presentation  

In the assigned research project, the student will research a contemporary artist and investigate the movement, theories, techniques, and cultural context of his or her work. The research will culminate into a short class presentation.

For the final project, the student will design and create an expansive project that integrates all the learned techniques and successfully communicates the student’s conceptual idea. This final project culminates in a final critique, which is mandatory in order to pass the class.

Quizzes, exercises, written and oral critiques will assess the student’s knowledge and participation.
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**Academic Integrity Statement:**
Students are expected to comply with the college-wide requirements for academic integrity. Mercer County Community College is committed to Academic Integrity—the honest, fair, and continuing pursuit of knowledge, free from fraud or deception. This implies that students are expected to be responsible for their own work. Presenting another individual’s work as one’s own and receiving excessive help from another individual will qualify as a violation of Academic Integrity. The entire policy on Academic Integrity is located in the Student handbook and is found on the college website (http://www.mccc.edu/admissions_policies_integrity.shtml).