

Learning Outcomes: ARTS 353 – Color Theory

Relevant Careers:

- Concept Artist
- Lighting Artist
- Shading & Surfacing Artist
- Front End Designer
- Information Graphics Designer
- User Experience Designer

Level 1 – Knowledge

- Recognize color as a quality in the physical world, including natural phenomena. Be able to describe a variety of uses of color, including architecture, sculpture, and cinema.

Level 2 - Comprehension

- Distinguish principles of subtractive and additive color phenomena.

Level 3 - Application

- Apply color principles to 2 and 3-Dimensional design problems

Level 4 - Analysis

- Illustrate by example the uses of a variety of color/design principles; such as simultaneous contrast or saturation vs extension.

Level 5 - Synthesis

- Create designs incorporating color phenomena which result in an effective work of art.

Level 6 - Evaluation

- Analyze, evaluate and apply criticism as a means to develop creative works and personal expression.