

Student Name _____ Instructor Name _____

High School or Vocational Center _____ Grade _____

COMPETENCY RECORD FOR ARTICULATION
Muskegon Community College

Please check below each skill the student has mastered as described, with 80 percent accuracy, or with an A or B grade. The skills needed for articulation of each course are listed.

GRD-110
Principles of Design
3 Credit Hours

Task	Satisfactory	Unsatisfactory
Breakdown the elements of Design		
Explain how design is used as a form of Communication		
Understand the design development by thinking about the problem, solution and audience		
Describe the relationship of form and content, as well as form and function		
Explain the different sources that influence a designer's perception of the visual world		
Understand a constructive critique		
Describe how harmonious parts work to create unity		
Discuss the ways of achieving visual unity		
Use the grid to identify how various components of a visual image are organized into a cohesive composition		
Understand how unity operates within variety		
Discuss the significance of how chaos and control are necessary for a unified whole		
Understand how a focal point is significant for attracting the viewers' attention		
Identify the how emphasis can operate through contrast, isolation and placement		
Explain how emphasis on one element is an effective design tool		
Describe how unity is maintained within the focal point of an image		
Understand how scale and proportion are related to emphasis and focal point		
Discuss how scale can be used as a design tool to create psychological effects on the viewer		
Describe how scale changes can be used within surrealism and fantasy to mystify rather than clarify the focal point		
Discuss how proportion is linked to ratio and notions of the ideal		
Understand the geometry of rectangles in the proportions of a design		
Describe how pictorial balance works to achieve a sense of equilibrium		
Discuss how imbalance can be used to create tension		
Describe the ways in which bilateral symmetry is used to reinforce the subject		

Task	Satisfactory	Unsatisfactory
Identify the different types of asymmetrical or informal balance and how it can represent a more realistic, casual experience		
Discuss how balance exists within value difference		
Understand how radial balance can be a refinement of symmetrical or asymmetrical balance		
Understand how crystallographic balance or allover pattern is different from the concept of symmetrical balance		
Identify the different types of asymmetrical or informal balance and how it can represent a more realistic, casual experience		
Understand visual rhythm		
Describe how shapes and repetition can conjure feelings of rhythm in an image		
Describe how design elements are arranged to achieve alternating rhythm within an image		
Identify examples of where inherent rhythm is found		
Describe the expressive qualities of line		
Identify how different types of line: actual, implied and psychic lines operate in an image		
Describe how the direction of line reinforces the design format		
Understand the two types of line, contour and gesture and explain how they work		
Identify the different techniques to achieve value in line		
Explain how line can both define and suggest form		
Identify how different types of line: actual, implied and psychic lines operate in an image		
Recognize how the separation of figure from ground in an image depicts shape		
Understand the arrangement of shapes in a two-dimensional design		
In addition to the presence of shape, understand the distinction of volumes or masses		
Identify how the nature of idealism is represented in both past and present works of art		
Describe how simplification of shapes can result in abstraction or pure form		
Understand how positive and negative shapes effect the overall design		
Describe the different ways pattern captures visual interest		
Identify examples of how order and variety work together to achieve pattern		
Understand how although every texture makes a sort of pattern, not every pattern could be considered a texture		
Identify examples of both tactile and visual texture in pieces of art		
Understand how an artist renders the illusion of space by breaking down a three-dimensional experience to a two-dimensional plane		
Identify the different devices used to represent depth		
Examine how the multiple types of perspective alter the view of a design's subject matter		
Describe how open or closed forms work within the format of a design		

Task	Satisfactory	Unsatisfactory
Describe how the devices of space and depth effect a viewer's experience of an image		
Explain how a deceptive stillness is often employed as a type of movement		
Explain how the implication of movement in art is often caused by our memory and experience		
Describe how creating burred outlines, fast shapes and multiple image suggests motion		
Understand how afterimage works as a technique to capture movement		
Describe how the devices of space and depth effect a viewer's experience of an image		
Understand the relationship between light and dark		
Understand how value and color are related		
Describe how the artist can create a focal point through value emphasis		
Understand the different techniques of using value to suggest space		
Understand that color is a property of light and how that affects mixing colors		
Describe the effect of light in color		
Differentiate the properties of color: hue, value and intensity		
Understand how the weight of color can balance a composition		

Instructor's Signature _____ Date _____