

ARTS-105: COLOR THEORY

Effective Term

Fall 2025

SECTION A - Course Data Elements

CB04 Credit Status

Credit - Degree Applicable

Discipline

Minimum Qualifications	And/Or
Art (Master's Degree)	Or
Commercial Art (Any Degree and Professional Experience)	Or
Graphic Arts (Desktop publishing) (Any Degree and Professional Experience)	Or

Subject Code

ARTS - Arts

Course Number

105

Department

Arts (ARTS)

Division

Arts and Humanities (ARAH)

Full Course Title

Color Theory

Short Title

Color Theory

CB03 TOP Code

1002.10 - Painting and Drawing

CB08 Basic Skills Status

NBS - Not Basic Skills

CB09 SAM Code

E - Non-Occupational

Rationale

non substantive edit to update course

SECTION B - Course Description

Catalog Course Description

This course focuses on the principles, theories, and applications of additive and subtractive color in two dimensions. Topics will include major historical and contemporary color systems, production of projects in applied color, and the elements of design as they apply to color.

SECTION C - Conditions on Enrollment

Open Entry/Open Exit

No

Repeatability

Not Repeatable

Grading Options

Letter Grade or Pass/No Pass

Allow Audit

Yes

Requisites**SECTION D - Course Standards****Is this course variable unit?**

No

Units

3.00

Activity Hours

108

Outside of Class Hours

54

Total Contact Hours

108

Total Student Hours

162

Distance Education Approval**Is this course offered through Distance Education?**

Yes

Online Delivery Methods

DE Modalities	Permanent or Emergency Only?
Hybrid	Emergency Only
Entirely Online	Emergency Only

SECTION E - Course Content**Student Learning Outcomes**

Upon satisfactory completion of the course, students will be able to:	
1.	Produce a portfolio of finished Color projects that demonstrate competency in basic color theory and design application.
2.	Critique artwork and receive criticism from others.

Course Objectives

Upon satisfactory completion of the course, students will be able to:	
1.	Create aesthetically complete designs and images that demonstrate a working knowledge of; color systems and color organization, principles of color perception - light, vision, and how the brain processes color, value, hue, intensity (chroma), and color temperature, additive and subtractive color (light and paint), relationships between color, composition, and color usage in contemporary art and design.
2.	Make individual aesthetic decisions and judgments related to their own artwork.
3.	Skillfully use a variety of artistic materials, techniques and tools.
4.	Independently produce finished color assignments that demonstrate an understanding of color theory and principles in the history of art.
5.	Comprehend and describe how color is perceived biologically, psychologically, culturally, symbolically and intuitively.

Course Content

1. History of color and the development of the color palette.
2. Color systems and color organization.
3. The perception of color - light, vision, and how the brain.
4. Value, hue, intensity (chroma), and color temperature.
5. Colors, palettes and materials.
6. Additive and subtractive color (light and paint).
7. Color and composition.
8. Identifying and understanding color mixtures.
9. Cultural influences on color usage.
10. Color usage in contemporary art and design.
11. Color and Technology.
12. Critical evaluation and critique of class projects.

Methods of Instruction

Methods of Instruction

Types	Examples of learning activities
Lecture	Image and video-enhanced lectures covering core concepts, terminology, and historical development of drawing followed by all-class or small-group discussions on the same topics.
Lab	Instructor-guided lab / studio time to apply concepts, and skills to major course assignments. Lab / studio time will include both one-on-one and all-group instruction and support.
Observation and Demonstration	Demonstrations covering techniques, concepts, and material applications followed by discussions and student feed back about what they observed in the demonstrations.
Critique	Oral or written group critiques analyzing finished examples of student work related to specific course assignments.
Group Work	Collaborative learning including peer discussions prior to critiques as well as more formalized critiques reinforcing students' capacity to think critically about course assignments and enhance their ability to explain the results of this analysis to other students.
Field Trips	Student in this course may view artwork in the professional contexts of a gallery or museum, an activity that helps to reinforce student understanding of historical and contemporary approaches to drawing and its relationship to their own studio work.

Instructor-Initiated Online Contact Types

Announcements/Bulletin Boards
 Chat Rooms
 Discussion Boards
 E-mail Communication
 Telephone Conversations
 Video or Teleconferencing

Student-Initiated Online Contact Types

Chat Rooms
 Discussions
 Group Work

Course design is accessible

Yes

Methods of Evaluation

Methods of Evaluation

Types	Examples of classroom assessments
Portfolios	Portfolio of finished class projects focusing on the theory, use, and application of color will be assessed by the instructor based on the criteria contained in each project or assignment.
Oral Presentations	During group and individual critiques in oral formats students will be assessed on their participation, use of appropriate terminology and their ability to provide and accept meaningful feedback.
Exams/Tests	Written assignments, which may include quizzes, essays, exams, or reports.
Class Participation	Students will be assessed on their contributions and participation in the interactive group atmosphere of the studio / lab environment. Including maintaining studio decorum, cleanliness and collegiality.
Homework	Outside-of-class assignments expanding on topics and methods presented in class will be assessed by the instructor as they relate to each specific assignment.
Projects	Individual projects based on instructor-generated assignments will be assessed as each student builds their portfolio of finished course work.

Assignments

Reading Assignments

Selected readings from student proposals, textbook, class handouts, periodicals or library collection.

For example:

1. Read assigned chapters from the course text book, covering the major historical systems for color theory and organization.
2. Read handout covering expressive uses of color in the work of the Neo-Expressionist painters.

Writing Assignments

Written critical analysis of a completed student or professional work/s of art.

For Example:

1. Write a critical analysis of one original work of art from our trip to the Hess Collection, focusing on the use and meaning of color in the piece.
2. Write a self-evaluation of the final review portfolio that measures your overall achievement as measured against the portfolio rubric.

Other Assignments

Creation of a portfolio of color projects based on in-class and homework assignments.

For example:

1. Compile and turn in a portfolio containing work from the first third of the term illustrating multiple color systems.
2. Compile and turn in a final portfolio that contains all finished work from the semester.

SECTION F - Textbooks and Instructional Materials

Material Type

Textbook

Author

Josep Albers

Title

Interaction of Color

Edition/Version

50th Anniversary

Publisher

Yale University Press

Year

2013

Rationale

more current edition

Material Type

Textbook

Author

Kassia St. Clair

Title

Secret Lives of Color

Edition/Version

1st

Publisher

John Murray Publishers

Year

2017

Rationale

additional text book

ISBN #

9780143131144

Course Codes (Admin Only)**ASSIST Update**

No

CB00 State ID

CCC000534155

CB10 Cooperative Work Experience Status

N - Is Not Part of a Cooperative Work Experience Education Program

CB11 Course Classification Status

Y - Credit Course

CB13 Special Class Status

N - The Course is Not an Approved Special Class

CB23 Funding Agency Category

Y - Not Applicable (Funding Not Used)

CB24 Program Course Status

Program Applicable

Allow Pass/No Pass

Yes

Only Pass/No Pass

No