

**Arts 1**

Basic Course Information			
Course Number	10310010	Subject Category	Computer/IT
Class Format	Lecture	Credit Type and Number of Credits	1
Department	COMPUTER	Student Category	Year 1
Period of Study	Semester	Classes per Week	1
Required Materials	None (No supplementary guide is required)		
Instructor	A.Prasanna Pappan	A.Prakash Venkatesh	

**Course Objective**

To know the elements of Art, how to apply them for Art composition and basic drawing that benefits for the career path, use elements of art, principles of design and styles of art to communicate understanding of engineering.

1. Learn the theory, practicing in basic drawing that useful for Engineering.

2. To know the various artists to, without limit from around the world. Especially Thai and Japanese artist.

4. Apply skills in science and Art to create the innovation that are useful in daily life.

Exponent/Subject	Ident level of Achievement (Very Good)	Standard level of Achievement (Good)	Unsatisfactory level of Achievement (Poor)
Elements of art & The Creative Process	The candidate's creative ideas, can apply the elements of art. Visual presents an original and clear intention that has connection through the work.	Can apply visual elements to draw and create art works.	The work has directly to the question. Can't apply visual elements to place and create art works.
Principles of art	Understand the principles of art, identify and can use within the technology.	The work shows good intention, understanding and apply the principles to create.	The work does not have a clear art principles, and unable to explain the reason.
Commercial art & Innovation art	Understand all the objectives. Have design skills, very good understanding of basic design solutions.	The work shows the intention, understand purpose of the question. Able to express attraction according to specific solutions.	The work has not yet achieved to purpose. Both description and image elements, and cannot to give examples to enhance understanding.
Engineering and Art	Can accurately describe the difference between engineering and art, able to present new idea creatively.	Understand the difference between engineering, engineering and art, can clearly explained.	Doesn't understand the difference between engineering and art and can't clearly explain or give examples.

**Relationship with Learning Outcomes**

CO1 Creativity to make a new value with fusing the knowledge from various fields.

CO1 Wide knowledge on Science and Engineering and practical ability to apply them to solve problems in the society.

CO2 Richness personality with wide range knowledge and understanding of history, culture and society of Thailand and laws of laws.

**Teaching Method**

**Outline:** Study the elements of Art to apply in art composition and basic drawing that benefits in career path. By learning theories, practicing basic drawing. In addition to recognize famous artists and works of art from around the world, apply systems and art to create the new things that are useful in daily life.

**Class Format:** Lecture by the art media, practicing in class only (no homework), a small self study project and presentation. Teacher always give a suggestion in all formats. Every beginning of class, teacher will pick some topics about art, design, innovation etc. that interesting to students and give them the chance for express their thoughts.

**Class Note:**

Course Plan	Contents and Method of Course	Skills	Related MEC
1st Week	Chapter 1: Introduction class // What is Art?	Learn about meaning of art (Individual 1: A survey of interest in art subject). Painting, Sculpture and Photography. Exercise/Draw.	ME 1 2 3 4 5 6 7 8 9 10 11 12
2nd Week	Chapter 2: Elements of Art: Dot and Line	Learn about Elements of Art: Dot and Line (Individual 2: Create works of art using visual elements related to Dot and Line) Art.	ME 1 2 3 4 5 6 7 8 9 10 11 12
3rd Week	Chapter 2: Elements of Art: Shape and Color	Learn about Elements of Art: Shape and Color (Individual 3: Create works of art using visual elements related to Shape and Color) Art.	ME 1 2 3 4 5 6 7 8 9 10 11 12
4th Week	Chapter 2: Elements of Art: Texture and Value	Learn about Elements of Art: Texture and Value (Individual 4: Create works of art using visual elements related to Texture and Value ) Art.	ME 1 2 3 4 5 6 7 8 9 10 11 12
5th Week	Chapter 3: The Creative Process	Learn about The Creative Process: Inspiration (Group 1: Character design using inspiration) Art with base book.	ME 1 2 3 4 5 6 7 8 9 10 11 12
6th Week	Chapter 3: The Creative Process	Learn about The Creative Process: Research Process (Group 2: Character design analysis using research process) Art.	ME 1 2 3 4 5 6 7 8 9 10 11 12
7th Week	Chapter 3: The Creative Process	Learn about The Creative Process: Step by step (Group 3: Character design using step by step) Art with base book 50%.	ME 1 2 3 4 5 6 7 8 9 10 11 12
8th Week	Chapter 3: The Creative Process	Learn about The Creative Process: Step by step using step by step) Art with base book 100%.	ME 1 2 3 4 5 6 7 8 9 10 11 12
9th Week	Chapter 4: Independent study project	Learn about what students are interested in (Individual 5: Create artwork related to the work from the first book's unit 1, piece).	ME 1 2 3 4 5 6 7 8 9 10 11 12
10th Week	Midterm Examination		
11th Week	Chapter 5: Principles of art: Balance and Proportion (Photography)	Learn about Principles of art: Balance and Proportion (Individual 6: Take pictures based on principles of art: Balance and Proportion). 5 Pictures & presentation.	ME 1 2 3 4 5 6 7 8 9 10 11 12
12th Week	Chapter 5: Principles of art: Emphasis and Unity (Photography)	Learn about Principles of art: Emphasis and Unity (Individual 7: Take pictures based on principles of art: Emphasis and unity). 5 Pictures & presentation.	ME 1 2 3 4 5 6 7 8 9 10 11 12
13th Week	Chapter 5: Principles of art: Rhythm and Variety (Photography)	Learn about Principles of art: Rhythm and Variety (Individual 8: Take pictures based on principles of art: Rhythm and Variety). 5 Pictures & presentation.	ME 1 2 3 4 5 6 7 8 9 10 11 12
14th Week	Chapter 6: Commercial Art	Learn and understand about Commercial art: Logo and Branding (Group 4: Design the future logo of famous brands in student eye and class presentation). Art.	ME 1 2 3 4 5 6 7 8 9 10 11 12
15th Week	Chapter 6: Commercial Art	Learn and understand about Commercial art: Logo and Branding (Group 4: Design the future logo of famous brands in student eye and class presentation). Art 2 (Logo 100%).	ME 1 2 3 4 5 6 7 8 9 10 11 12
16th Week	Chapter 7: Innovation Art	Learn and understand about Innovation art (Group 5: Design inventions inspired by students and explain how to use the inventions). Art 100%.	ME 1 2 3 4 5 6 7 8 9 10 11 12
17th Week	Chapter 7: Innovation Art	Learn and understand about Innovation art (Group 5: Design inventions inspired by students and explain how to use the inventions). Art 100%.	ME 1 2 3 4 5 6 7 8 9 10 11 12
18th Week	Chapter 8: Engineering and Art	Learn and understand the difference between engineering and art. (Individual 9: Give examples of examples objects and explain engineering and art in them. Art 2) 100%.	ME 1 2 3 4 5 6 7 8 9 10 11 12
19th Week	Presentation: Conclusion of all classroom project to each other.		
20th Week	Final examination		

	Examination	Presentation	Work in class	Support	Project	Other
Basic Ability	20	20	20			
Technical Ability	20					
Interdisciplinary Ability						