

The foundations or fundamentals course presents a unique challenge to the instructor. It is a course profoundly based in *doing*—in the experience of exploring art elements and media on a level of practical curiosity. At the same time, foundations has a history and language that successful students will learn and master—as a way of avoiding common pitfalls, if nothing else.

The original text that set the standard for introduction to art courses across the country, *Art Fundamentals* has guided generations of students through both the essential elements of art and the rich and varied history of their uses.

The tenth edition features a broader array of media and represents more diverse artists than the previous edition, particularly from the late twentieth century, including many new women artists and artists from non-Western cultures. New sections have been added on video art, contemporary photography, and global art, and many of the computer-aided illustrations in the text have been updated. In addition, the entire manuscript has been reviewed and refreshed for readability.

This edition of *Art Fundamentals* expands the wealth of study materials available to students and faculty by offering a free student *Core Concepts in Art* CD-ROM bound in the back of each new copy of the textbook purchased from McGraw-Hill, and a complete Online Learning Center.

CORE CONCEPTS IN ART, VERSION 3.0

This CD-ROM, designed for McGraw-Hill by leading instructional designer Bonnie Mitchell, of Bowling Green State University, offers a wealth of resources for art students. Updated and expanded, *Core Concepts* offers teachers and students hundreds of interactive exercises, over an hour of narrated video, and text-specific, chapter-by-chapter pedagogical resources such as images for study and reference, quizzes, and more. Exercises meant to encourage students to investigate the CD-ROM appear at the end of each chapter in the text. Please see A Guide to the CD-ROM on the following page for more detailed information.



Students can interact with the formal elements and principles of art by working through more than seventy exercises that illustrate fundamental principles such as line, shape, color, and texture.



Students are invited to tour a variety of art studios. In extensive narrated video segments, this section illustrates techniques for working in a variety of media—from bronze to paint to film.



Study resources correlated to each chapter in *Art Fundamentals* include key terms, chapter summaries, and self-correcting study quizzes.



The Study Skills section provides broad, practical advice on adjusting to the rigors of college work.



The Research and the Internet section introduces students to the research process—from idea generation, to organization, to researching on- and off-line—and includes guidelines for incorporating sources for term papers and bibliographies.

www.mhhe.com/artfundamentals10

The student section of the Online Learning Center contains study materials such as quizzes, key terms, flashcards, and crossword puzzles for each chapter in the book, plus a link to McGraw-Hill's Art Supersite, where students can research career opportunities. The instructor section includes sample student projects and links to multiple professional resources.

Also available for instructors are a set of high-quality art image slides; *The McGraw-Hill Guide to Electronic Research in Art* (ISBN 0-07-232956-4), and *The McGraw-Hill Museum-Goer's Guide* (ISBN 0-07-038731-1).

Together the various teaching and learning materials help reinforce the principles and elements of design with practical exercises, self-guided tutorials, interactive examples, and assignable student projects.