ART 116 Basic Design II eBook Demonstration
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Search Tools and Strategies:

- Boolean (AND, OR, NOT)
- Citation tool on abstract pages
- CTRL + F keyword search
- Help icons
- Interlibrary loan request
- Limiters (full text, peer review, date range)
- Listing search terms on paper
- Publication Finder
- "Quotation marks around phrases"
- References in great articles
- SWOCC Library website
- Truncation (*)

Resources to Search:

- Databases
  - Off-campus login is your **7-digit** SWOCC ID number and no password. Add zeroes to the front if your number has 6 of fewer digits. (Example: 0012876)
  - EBSCO Academic and Community College Collections
    - Design Elements, Color Fundamentals
    - Designer's Dictionary of Colour
    - Drawing Perspective Methods for Artists
    - Graphic Designer's Essential Reference
    - Playing with Color

Search Terms:

- aesthetics
- aesthetics, modern--20th century
- aesthetics, modern--21st century
- anatomy, artistic
- animals in art
- animation
- architecture in art
- art
- art and design--study and teaching (higher)
- art and industry
- art and science
- art and society
- art and technology
- art and the internet
- art appreciation
- art critics
- art historians
- art portfolios
- art therapy
- art, abstract
- art, early Christian

- art, French
- art, modern--21st century
- artists' materials--equipment and supplies
- artists--fiction
- artists--japan--biography
- art--philosophy
- art--political aspects
- arts--therapeutic use
- art--study and teaching
- art--technique
- cartoonists
- charcoal drawing--technique
- color in design
- comic books, strips, etc., in art
- commercial art
- commercial art--case studies
- computer art
- computer drawing
- creation (literary, artistic, etc.)
- creative ability--problems, exercises, etc
- digital art
  - digital media

- drawing
- drawing--philosophy
- drawing--technique
- fashion drawing
- figure drawing
- graphic arts
- graphic arts--handbooks, manuals, etc
- graphic arts--technique
- graphic design (typography)
- human figure in art
- illustration of books
- interactive art
- layout (printing)
- new media art
- painting--technique
- pen drawing--technique
- pencil drawing--technique
- perception
- perspective
- technology and the arts
- virtual reality in art
- visual communication
- visual perception