Course Description & Objectives

- Studio course to develop basic skills and concepts in drawing. Emphasis on drawing anatomy and portraits. Use of different media and techniques. Students draw from professional models.
- Prerequisites: none
- Corequisite: none

Course Materials

- A Guide to Drawing, by Mendelowitz, Wakeham, and Faber
- Blackboard/ePortfolio Class Site

Course Learning Outcomes

1. Draw from life using line, form, shape, and texture to create artworks.
2. Use perspective, tonal value, overlapping, and cropping to create the illusion of volume and depth effectively on a 2-D plane.
3. Apply basic principles of composition such as balance, contrast, repetition, rhythm, proximity and proportion effectively in the creation of drawn artworks.
4. Demonstrate basic drawing skills using a variety of media such as pencils, charcoal, conte crayon and china marker in sketches and finished works.
5. Demonstrate basic proficiency in rendering still life, figure, portraiture, and landscape drawing.
6. Describe and critique artworks, and articulate visual ideas using artistic terminology.

Course Grade and Attendance Policy

- It is crucial that you attend every class. Excessive absence or lateness may result in lowering of grade.
- Students must complete all class work and meet all assignment deadlines.
- Attendance 10%
- Class participation 10%
- Timely completion of assignments 10%
- Projects 70%

General Education Goal

- Communication: Use reading, writing, listening and speaking to find, interpret, and communicate information in various modes, including aesthetic, symbolic and graphic.