#### ART 12 Course Outline as of Fall 1981

## **CATALOG INFORMATION**

Dept and Nbr: ART 12 Title: FIGURE DRAWING

Full Title: Figure Drawing Last Reviewed: 4/13/2020

Units		Course Hours per Week		Nbr of Weeks	<b>Course Hours Total</b>	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	1.50	Lab Scheduled	4.00	2	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00 Total Student Learning Hours: 175.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP
Repeatability: 12 - 9 Units Total

Also Listed As:

Formerly:

#### **Catalog Description:**

Drawing the human figure employing the basic concepts and skills covered in Art 7A, such as shape, volume, plane, contour, space, light, movement, composition, and expression, using a variety of graphic tools and media.

## **Prerequisites/Corequisites:**

## **Recommended Preparation:**

Art 7A or equivalent

#### **Limits on Enrollment:**

#### **Schedule of Classes Information:**

Description: Drawing the human figure employing the basic concepts & skills covered in Art 7A, shape, volume, plane, contour, space, light, movement, composition,& expression, using a variety of graphic tools & media. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Art 7A or equivalent

Limits on Enrollment:

Transfer Credit: CSU; UC. (CAN ART24)

Repeatability: 9 Units Total

# **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

AS Degree: Area Effective: Inactive: CSU GE: Transfer Area Effective: Inactive:

**IGETC:** Transfer Area Effective: Inactive:

**CSU Transfer:** Transferable Effective: Fall 1981 Inactive:

**UC Transfer:** Transferable Effective: Fall 1981 Inactive:

CID:

CID Descriptor: ARTS 200 Figure Drawing

SRJC Equivalent Course(s): ART12

## **Certificate/Major Applicable:**

Certificate Applicable Course

#### **COURSE CONTENT**

#### **Outcomes and Objectives:**

- 1. Review basic drawing concepts such as shape, mass, contour, volume, space, scale, light, movement and figure/ground.
- 2. Use line, tonal contrasts, and foreshortening techniques to apply the above concepts.
- 3. Practice basic drawing skills to achieve these ends.
- 4. Consider various qualities of human and artistic expression which the figure inspires.

## **Topics and Scope:**

- 1. Use of techniques of gesture drawing to express the essential action of the figure.
- 2. Recognize various factors relating specifically to the figure such as mass, axis, proportion, distribution of weight, and basic anatomical features.
- 3. Apply drawing methods to the particulars of the figure: shape, contour (quick and slow), value and textural contrasts, volume, planes, negative space, foreshortening, etc.
- 4. Practice a variety of techniques to express these elements: modeling, shading, hatching, use of wash, etc.
- 5. Draw the figure in relation to props and to the immediate environment, juxtaposing similar and contrasting shapes, volumes, value spatial axes.
- 6. Explore a range of graphic media and tools for drawing: pencil, crayon, pen and brush with ink, etc.
- 7. Study and discuss old master drawings and good contemporary figure drawings as they apply to various exercises.

## **Assignment:**

- 1. Gesture drawing (very brief poses)
- 2. Negative space
- 3. Silhouettes
- 4. Axe (finding and demarking axial directions)
- 5. Outline
- 6. Blind contour (without looking at paper), quick contour, cross contour
- 7. Angular contours using only straight lines
- 8. Cubic, void, lanar construction
- 9. Tone as a spatial clue (darker for farther)
- 10. Modeling with continuous tone; with hatching
- 11. Light and shadow: revealing lights with eraser on toned paper
- 12. The figure with props an environment
- 13. Cropping (selecting a portion of the figure)
- 14. Distortion, exaggeration, abstraction
- 15. Three values (using white chalk and charcoal on mid-toned paper
- 16. Drawing the skeleton next to the figure
- 17. The figure as landscape
- 18. The figure in motion
- 19. Drawing the head, hands, feet
- 20. Changing the scale: miniscule to life-size

#### Methods of Evaluation/Basis of Grade:

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing 0 - 0%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework problems

Problem solving 10 - 30%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances

Skill Demonstrations 10 - 30%

**Exams:** All forms of formal testing, other than skill performance exams.

None

Exams 0 - 0%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

A portfolio of completed work will the major basis for course grade. Othe factors: attendance, attitude, attentiveness, effort, growth, participatio

Other Category 80 - 100%

## **Representative Textbooks and Materials:**

The Natural Way to Draw by Kinon Nicoleides Drawing the Human Form by Wm. Berry Creative Figure Drawing by Milton Hirschl