

ART 7A Course Outline as of Fall 1981**CATALOG INFORMATION**

Dept and Nbr: ART 7A Title: DRAWING & COMP I

Full Title: Drawing & Composition I

Last Reviewed: 11/23/2020

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	1.50	Lab Scheduled	4.00	3	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: 08 - May Be Taken for a Total of 6 Units

Also Listed As:

Formerly:

Catalog Description:

A basic course in drawing and composition to develop a student's ability to perceive and define shape, mass, contour, volume, space and light, using a variety of graphic media and subject matter. The course is required for the Fine Arts Certificate and is accepted for transfer at both the UC and CSU systems.

Prerequisites/Corequisites:**Recommended Preparation:**

Basic interest in art.

Limits on Enrollment:**Schedule of Classes Information:**

Description: Basic course in drawing & composition to develop a student's ability to perceive & define shape, mass, contour, volume, space & light, using a variety of graphic media & subject matter. The course is required for the Fine Arts Certificate & is accepted for transfer at both the UC & CSU systems. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Basic interest in art.

Limits on Enrollment:

Transfer Credit: CSU;UC. (CAN ART8)

Repeatability: May Be Taken for a Total of 6 Units

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area		Effective:	Inactive:
	E	Humanities	Fall 1981	
CSU GE:	Transfer Area		Effective:	Inactive:
	C1	Arts	Fall 1990	
IGETC:	Transfer Area		Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Fall 1981	Inactive:
UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:

CID:

CID Descriptor: ARTS 110 Fundamentals of Drawing
SRJC Equivalent Course(s): ART7A

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

1. Develop perception and awareness of visual elements and relations.
2. Become familiar with vocabulary of terms pertaining specifically to drawing.
3. Exercise ability to make critical aesthetic judgements through class critiques.
4. Cultivate an understanding of the creative process.
5. Grasp essential concepts regarding pictorial composition.
6. Develop imagination and inventiveness.
7. Use a variety of graphic tools and media, dry and liquid.
8. Examine and analyze good drawings, historical and contemporary.
9. Pursue an on-going involvement in a sketchbook as an extension of classroom learning.

Topics and Scope:

1. Recognize the basic elements of drawing: gesture, shape, mass, contour, plane, volume, space, light and shade, movement.
2. Practice skills and techniques to reinforce grasp of these concepts.
3. Use line for contour and as an expressive element in itself.
4. Employ tonal contrasts and gradients to develop dimensionality, depth, drama, and movement.
5. Include textural contrasts and pattern for surface description and visual weight.
6. Vary edges to create differing contrasts between figure and ground.

7. Utilize simple planar and geometric forms as a basis for studying the above mentioned elements.
8. Consider size, scale, and shape of format as they influence a drawing.
9. Use a variety of surfaces to experience the effect it makes upon media and tools.
10. Realize how the cropping and/or enlarging of an image alters the composition and affects the viewer.
11. Balance the deliberate with the accidental and spontaneous.
12. Introduce the concept of abstraction.
13. Recognize other-than-aesthetic aspects: metaphor, symbol, etc.
14. Examine and analyze good drawings, past and contemporary.

Assignment:

1. Draw negative space surrounding single objects and combinations of objects.
2. Do gesture drawings of single and grouped forms, natural and man-made.
3. Create shape silhouettes of furniture, fruit, vegetables, etc.
4. Practice modeling with value gradients (darker for farther) for effects of convex, concave forms, tilted planes, etc.
5. Use gradients for light and shadow drawings of objects in a controlled light to depict core of shadow, reflected light, etc.
6. Practice skills such as shading (with and without shading stick), hatching (with pencil and pen and ink), stippling, wash, etc.
7. Make texture drawings based upon gestural marks as well as direct observation.
8. Practice one and two-point perspective both diagrammatically and by viewing the interior and exterior scene (hallways, buildings on campus, etc.)
9. Treat a specific view from three vantage points: close, distant and mid-point.
10. Search for and emphasize the planar aspects of objects and architectural elements in the environment.
11. Draw cylinders (imagined and observed) from various viewpoints using the naked eye and agile hand as well as perspective cues.
12. Analyze tonal and textural relations and other compositional elements by drawing from projected slides or prints, or zeroxed copies of photographs or art reproductions.
13. Set up still life in various ways for various exercises.
14. Use natural forms as subject: trees, plants, vegetables, shells, skulls, bones, stuffed birds, etc.
15. Look for stimulus in subject matter on campus, in suburban and urban scene.
16. Investigate a theme, such as a cube, or chair, and carry through a series of variations, altering size, scale, mood, and media.
17. Make commitment to a daily continuity of independent work in a sketchbook.

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
40 - 60%

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

Class performances

Skill Demonstrations
1 - 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 class and outside assignments. Other factors: attendance, attentiveness, attitude, effort, class participation & growth.

Other Category
10 - 30%

Representative Textbooks and Materials:

A Drawing Handbook by Nathan Goldstein

The Art of Drawing by Bernard Chaet

Drawing on the Right Side of the Brain by Betty Edwards

A Guide to Drawing by Mondelowitz/Wakehain