

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

Dept and Nbr: ART 7B Title: DRAWING & COMP II

Full Title: Drawing & Composition II

Last Reviewed: 3/14/2022

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:

To pursue at greater depth those aspects of drawing offered in Art 7A and to introduce additional concepts and a greater variety and combination of media and tools. May involve concentration on a theme, subject or problem. Work sessions in specific areas off campus. (Repeat Code 8).

Prerequisites/Corequisites:

Art 7A or equivalent

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

Description: To pursue at greater depth those aspects of drawing offered in Art 7A & to introduce additional concepts & a greater variety & combination of media & tools. (Grade or P/NP)

Prerequisites/Corequisites: Art 7A or equivalent

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: May Be Taken for a Total of 6 Units

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

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

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Transferable	Effective:	Fall 1981	Inactive:
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UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:
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CID:

CID Descriptor: ARTS 205 Intermediate Drawing

SRJC Equivalent Course(s): ART7B

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

1. Reinforce perceptual awareness of visual elements and compositional concerns.
2. Develop in greater depth, concepts covered in Art 7A: line, volume, light; space.
3. Employ a greater variety of graphic media, tools, and surfaces.
4. Develop confidence in using media and tools appropriately, flexibly and imaginatively.
5. Cultivate independence and ability to critically analyze and judge one's own work and the work of others.
6. Investigate the realm of the non-objective: the unconscious, gestural, spontaneous.
7. Explore the imaginative, the fanciful.
8. Involve a more personal approach, a greater self-expression.

Topics and Scope:

1. Reinforce grasp of essential elements of drawing: gesture, shape, mass, contour, plane, volume, space, light and shade, movement.
2. Exercise basic drawing skills to apply these insights, using line, tonal and textural contrasts, differentiations of sizes, sharpness, variety of marks, etc.
3. Become familiar with the combination of graphic media and tools such as lithographic crayon used with-wash, bamboo sticks with ink, powdered and stick, compressed charcoal with water, crayon with thinner, colored pencils, tonal and colored pastel, etc.
4. Involve a greater variety of papers and note how their surfaces combine with various media to create differing effects.

5. Exploit the techniques of collage and monotype as means to enrich the possibilities of drawing.
6. Consider stylistic concepts of historical precedent not covered in Art 7A, such as Cubism, Surrealism, etc. for use as inspiration and points of departure for further exploration.
7. Elaborate upon areas such as Abstraction.
8. Investigate more thoroughly the dynamics of space; deep space, shallow space, reconciliation of two and three dimensional elements, the mixing of viewpoints and eye-levels, the influence of size ratios, tone texture, line and value contrasts, etc.

Assignment:

1. Draw objects from various eye levels, using perspective as a means of expression.
2. Include several eye levels in a single drawing.
3. Draw a still life in a series of various lighting situations.
4. Erase areas on a vine-charcoal toned surface to create lights. Add charcoal for a deeper dark.
5. Set up a still life with objects against a varied background. Make all values lower than a middle tone black and leave white all values in the set up which are lighter than a middle tone.
6. Reverse a black and white drawing to white on black, using chalk or paint.
7. Draw a subject considerably larger than life-size.
8. Create a "landscape" from objects such as bones, or tools, etc.
9. Draw the model in relation to an environment.
10. Stress the planar aspects of various subjects such as still life, faces, interiors, the urban landscape, etc.
11. Work "cubistically", using the work of Picasso, Braque, Gris, as a guide.
12. Draw non-objectively, employing gesture, rhythm, spontaneity, as a stimulus.
13. Create sequential or otherwise related images in a single drawing, using a basic grid as initial layout.
14. Do a textural drawing using only marks.
15. Use only contour lines in a drawing.
16. Include cut shapes collaged in your drawing to involve tonal, textural, and spatial contrasts.
17. Use the technique of monotype (painting on glass with printing inks) for self-portraits, still life, landscape, etc.
18. Use various means such as enlarging, cropping, simplification, towards abstracting an object or image.
19. Enlist the copy machine to reduce, enlarge, or vary the contrast of images as a resource for re-drawing an image.

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, PORTFOLIO

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 be major basis for course grade. Other factors: attendance, attitude, attentiveness, effort, growth participation

Other Category
75 - 90%

Representative Textbooks and Materials:

A Drawing Handbook by Nathan Goldstein
Form, Space, and Vision by Graham Collier