

**STATE UNIVERSITY OF NEW YORK !  
COLLEGE OF TECHNOLOGY !  
CANTON, NEW YORK !**



**MASTER SYLLABUS**

**COURSE NUMBER – COURSE NAME  
ARTS 101 – Introductory Drawing**

**Created by: Matt Burnett**

**Updated by: Matt Burnett**

**Canino School of Engineering Technology !**

**Department: GRAPHIC AND MULTIMEDIA DESIGN !**

**Semester/Year: FA/2018 !**

A. **TITLE:** INTRODUCTORY DRAWING

B. **COURSE NUMBER:** ARTS 101

C. **CREDIT HOURS:** (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity)

# Credit Hours: 3

# Lecture Hours: 2 per week

# Lab Hours: 2 per week

Other: per week

Course Length: 15 Weeks

D. **WRITING INTENSIVE COURSE:** Yes  No

E. **GER CATEGORY:** None:  Yes: GER 8 The Arts !  
*If course satisfies more than one: GER !*

F. **SEMESTER(S) OFFERED:** Fall  Spring  Fall & Spring

G. **COURSE DESCRIPTION:**

In this foundational course, students are introduced to the fundamental principles and processes of drawing. The creative process, observational drawing, and the fundamental principles and terminology of composition will all be covered. While the emphasis will be on representational drawing, abstraction, expression, and storyboarding will all be covered. No prior drawing experience is necessary.

H. **PRE-REQUISITES:** None  Yes  If yes, list below:

**CO-REQUISITES:** None  Yes  If yes, list below:

**I. STUDENT LEARNING OUTCOMES: (see key below)**

By the end of this course, the student will be able to:

<b><u>Course Student Learning Outcome</u></b> <b><u>[SLO]</u></b>	<b><u>Program Student Learning Outcome</u></b> <b><u>[PSLO]</u></b>	<b><u>GER</u></b> <i>[If Applicable]</i>	<b><u>ISLO &amp; SUBSETS</u></b>	
Apply with basic competence the techniques of several different drawing mediums	Content Knowledge	8	1-Comm Skills 2-Crit Think 3-Found Skills	W IA QTR Subsets
Complete and Present a professionally organized portfolio of finished drawings	Professional Detail	8	1-Comm Skills 5-Ind, Prof, Disc, Know Skills 3-Found Skills	W None PS IM
Practice systems for direct observational drawing; line-of-sight measurement, visual weight, relative proportion and vanishing point perspectives.	Content Knowledge	8	1-Comm Skills 2-Crit Think 3-Found Skills	W PS IA Subsets
Learn and apply the principles of design in critical analysis of drawings	Design Process	8	1-Comm Skills 2-Crit Think 3-Found Skills	O CA IA QTR
Articulate a coherent evaluation of artwork, and use others' criticism as a tool for the refinement of ongoing artwork.	Design Process	8	1-Comm Skills 2-Crit Think 3-Found Skills	O IA PS QTR
Develop a broader awareness of other historical and contemporary examples of the drawing medium through student based inquiry and class presentations.	Content Knowledge	8	1-Comm Skills 4-Soc Respons 5-Ind, Prof, Disc, Know Skills	O IA IK GL

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KEY	<u>Institutional Student Learning Outcomes [ISLO 1 – 5]</u>
ISLO #	ISLO & Subsets
1	<b>Communication Skills</b> Oral [O], Written [W]
2	<b>Critical Thinking</b> <i>Critical Analysis [CA], Inquiry &amp; Analysis [IA], Problem Solving [PS]</i>
3	<b>Foundational Skills</b> <i>Information Management [IM], Quantitative Lit./Reasoning [QTR]</i>
4	<b>Social Responsibility</b> <i>Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]</i>
5	<b>Industry, Professional, Discipline Specific Knowledge and Skills</b>

\*Include program objectives if applicable. Please consult with Program Coordinator !

J. **APPLIED LEARNING COMPONENT:** Yes  No

If YES, select one or more of the following categories: !

- |   |  |
|---|--|
| <input checked="" type="checkbox"/> Classroom/Lab ! | <input type="checkbox"/> Civic Engagement              |
| <input type="checkbox"/> Internship                 | <input type="checkbox"/> Creative Works/Senior Project |
| <input type="checkbox"/> Clinical Placement         | <input type="checkbox"/> Research                      |
| <input type="checkbox"/> Practicum                  | <input type="checkbox"/> Entrepreneurship              |
| <input type="checkbox"/> Service Learning !         | (program, class, project)                              |
| <input type="checkbox"/> Community Service          |  |

K. **TEXTS:**

Aubyn, Jacklyn B. Drawing Basics 2nd Edition, Thompson Advantage Books, 2007

(or choice of instructor)

L. **REFERENCES:**

Edwards, Betty THE NEW DRAWING ON THE RIGHT SIDE OF THE BRAIN  
4<sup>th</sup> edition, 2012 by TarcherPerigee

Nicholaides, Kimon THE NATURAL WAY TO DRAW Mariner Books 1990

St. Aubyn, Jackie DRAWING BASICS 2<sup>nd</sup> Edition, Thompson Advantage Books, 2007

M. **EQUIPMENT:** None  Needed: X

Studio Classroom with Adjustable Lighting

Running Water for clean up

Flat storage for 20 students and class materials

Corkboard/display of adequate size for class critiques and demos

Flat desks for 20 students

Power outlets

Drawing paper for students and teachers

Full range of drawing materials for teaching demos

LCD projection/smare board facilities

Paper towels/cleaning supplies

**N. GRADING METHOD: A-F**

**O. SUGGESTED MEASUREMENT CRITERIA/METHODS:**

**Measurement Methods include but are not limited to:  
Graded Drawings**

**Short research essays**

**Participation in face to face and online critiques**

**Evaluation of the semester long visual journal**

**Evaluation of the final portfolio**

**P. DETAILED COURSE OUTLINE:**

**I. Line**

**A. Blind Contour**

**B. Cross Contour**

**C. Gesture**

**D. Thickness, Thinness, Weight and Duration**

**II. Form**

**A. Modeling**

**B. Shape**

**III. Proportion**

**A. The Picture Plane**

**B. The Renaissance and the Masters' Techniques for Magical Illusion**

**C. Using A Viewfinder -**

**D. Line of Sight Measurement (The Rule of Thumb)**

**E. Different Perspective Systems (Linear, Mutli point, atmospheric)**

**F. Reduction and Expansion through Relative Size**

**IV. Value**

**A. Light and Shadow**

**B. Weight**

**C. Working from the Middle Ground**

**D. Fooling the Eye**

**E. Cross-Hatching**

**F. Stippling**

**D. Inventive Techniques**

**V. Texture**

**A. Finding**

**B. Creating**

**C. Techniques for various media**

**VI. Composition**

**A. Basic Design Theories**

**B. Breaking the Picture Plane**

**C. The Large, The Medium and The Small**

**D. Relativity**

**VII. Observation**

**A. Choices in scale**

**Q. LABORATORY OUTLINE: None  Yes**