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:

<table>
<thead>
<tr>
<th>Course Student Learning Outcome [SLO]</th>
<th>Program Student Learning Outcome [PSLO]</th>
<th>GER [If Applicable]</th>
<th>ISLO &amp; SUBSETS</th>
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<tbody>
<tr>
<td>Apply with basic competence the techniques of several different drawing mediums</td>
<td>Content Knowledge</td>
<td>8</td>
<td>1-Comm Skills 2-Crit Think 3-Found Skills W IA QTR Subsets</td>
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<td>Complete and Present a professionally organized portfolio of finished drawings</td>
<td>Professional Detail</td>
<td>8</td>
<td>1-Comm Skills 5-Ind, Prof, Disc, Know Skills W None PS IM</td>
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<td>Practice systems for direct observational drawing; line-of-sight measurement, visual weight, relative proportion and vanishing point perspectives.</td>
<td>Content Knowledge</td>
<td>8</td>
<td>1-Comm Skills 2-Crit Think 3-Found Skills W PS IA Subsets</td>
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<td>Learn and apply the principles of design in critical analysis of drawings</td>
<td>Design Process</td>
<td>8</td>
<td>1-Comm Skills 2-Crit Think 3-Found Skills O CA IA QTR</td>
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<td>Articulate a coherent evaluation of artwork, and use others' criticism as a tool for the refinement of ongoing artwork.</td>
<td>Design Process</td>
<td>8</td>
<td>1-Comm Skills 2-Crit Think 3-Found Skills O IA PS QTR</td>
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<td>Develop a broader awareness of other historical and contemporary examples of the drawing medium through student based inquiry and class presentations.</td>
<td>Content Knowledge</td>
<td>8</td>
<td>1-Comm Skills 4-Soc Respons 5-Ind, Prof, Disc, Know Skills O IA IK GL</td>
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<td>KEY</td>
<td>Institutional Student Learning Outcomes [ISLO 1 – 5]</td>
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<td>ISLO #</td>
<td>ISLO &amp; Subsets</td>
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</tbody>
</table>
| 1 | Communication Skills  
Oral [O], Written [W] |
| 2 | Critical Thinking  
Critical Analysis [CA], Inquiry & Analysis [IA], Problem Solving [PS] |
| 3 | Foundational Skills  
Information Management [IM], Quantitative Lit./Reasoning [QTR] |
| 4 | Social Responsibility  
Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T] |
| 5 | Industry, Professional, Discipline Specific Knowledge and Skills |

*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:

- [ ] Classroom/Lab
- [ ] Civic Engagement
- [ ] Internship
- [ ] Creative Works/Senior Project
- [ ] Clinical Placement
- [ ] Research
- [ ] Practicum
- [ ] Entrepreneurship
- [ ] Service Learning
- [ ] Community Service

K. **TEXTS:**


(or choice of instructor)

L. **REFERENCES:**

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

Nicholaides, Kimon  
THE NATURAL WAY TO DRAW Mariner Books 1990

St. Aubyn, Jackie  

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 ☐