Beginning Drawing Fall 2016 Carrera

Course: Beginning Drawing Fall 2016 Carrera

Email tracy.carrera@reedleycollege.edu Office Location: ART 154

Office Hours: 9-10 AM Mon. Wed Tues. Thurs. 8:30 -10:00 Phone:

Introduction to basic drawing experiences. Graphic representation of objects stressed through a variety of techniques and media. Emphasis on form, structure, values, line, systems of perspective and space. Available for General Education

Course content will cover shapes, mass, volume, value, space, texture & pattern, perspective and composition. Art history as it relates to drawing will be included in the course structure. Session critiques will help students refine effective use of art vocabulary, problem solving skills, research skills, and craftspersonship, presentation and communication skills. Mediums explored: pencil, charcoal/ powdered charcoal and ink.

Course Student Learning Outcomes

* To develop fundamental drawing skills through and investigation of specific tools, techniques and concepts.
* To develop an understanding of volume through the use of value, light and shadow.
* To develop the use of dry media as a descriptive tool.
* To learn the fundamentals of sight size, shape relationships, edges in drawing from life.
* To become aware of the role of the drawing throughout art history.
* To develop problem solving skills and creative solutions.
* To develop observational skills and employ them in creating artwork. This includes both realistic as well as imaginary visualizations.
* To participate in artwork critiques where students analyze, discuss and write about artworks utilizing the course vocabulary
* To use drawing as a tool to enhance concentration and calming the mind

Students with Special Needs

Students with disabilities, whether physical, attention related, learning or psychological, who believe that they may need accommodations in this class, are encouraged to contact the appropriate institutional department as soon as possible to ensure that accommodations are implemented in a timely fashion. There may be an authorization that is required before any special accommodations can be made.

**Critiques**

Critiques are the way in which contemporary artists and designers relate ideas about their work to others and in the process are able to more clearly analyze their own work. Critique is a group activity where artwork content, ideas, formal qualities and relationships to contemporary art practices are discussed. Feedback from critiques gives you valuable information that increases your learning potential and will improve your artwork. Use this information to your advantage; it's an important part of obtaining competency. Here are some basic rules: 1) Always be courteous and respectful of others in a critique. 2) Give honest, thoughtful and constructive feedback. 3) Speak to/about the work and not to/at the maker. 4) Try to differentiate between your taste and your critical evaluation of a work. Although the critique process can seem quite strange and uncomfortable at first, it gets easier the more one practices. Please note that grading for critique is tided to your projects, if you are late with turning a project in then your critique points for that project are automatically forfeited.

**Attendance - *please read carefully!!!***

**Attendance is mandatory**. This is a studio class where activities and course work are done during class time. It essential that you be in class with all the required materials and prepared to work. Attendance will be taken at the beginning of every class. If you arrive late it is your responsibility to let me know you are present.

If you are absent two consecutive weeks you will be dropped. 5 total absences = an instructor discretionary drop. 6 absences = an automatic drop (W), or F (failing grade) if past the final drop deadline. When you miss a class it is your responsibility to ask a fellow student what you missed, then learn the content. Entire lessons will not be re-taught to you because you were absent.

**Late Work**

Projects are due at the beginning of class on the due date unless otherwise stated. Projects not turned in the minute they are due will be counted late and will be taken down one grade drop. This means if you do an ‘A’ job on a project but leave it at home or arrive late for critique, the best you can hope for is a ‘B’ grade. If you know you are going to be absent, you need to turn in projects ahead of time so they will not be counted late.

Those students who are intent in earning a 4.0 in this course should not miss more than 2 sessions.

3 early departures or 3 tardies will be counted as an absence.

Coming to class unprepared is an absence. Additional Note: If, for any reason I need to cancel a class I will do my best to email you and let you know in advance. It's always a good idea to check email prior to coming to school

**Materials**

1. Pencils 2B, 4B, 6B
2. Drawing paper pad: minimum weight 90#: 9”x 12” (smooth surface)
3. Strathmore 25# Tracing paper pad- 9” x 12
4. Charcoal pencil (soft)
5. 2 conte sticks sienna color
6. Masonite Drawing board 13 x 17
7. Micron pens black waterproof: 01, 03, 05
8. Kneaded eraser
9. Pink Pearl eraser
10. Small pencil sharpener (w/ a container)
11. 1 black Sharpie
12. 18” cork backed steel ruler
13. Tertullian/ stumps ( a variety of sizes)
14. Krylon Workable Aerosol fixative
15. Inexpensive plastic Toolbox from hardware store to hold supplies
16. $5. worth of photocopies to draw from

**Projects, Homework & Sketchbook**

 Student art projects must be retrieved prior to the start of the next semester. The Art Dept. and faculty will not be responsible for the storage of student work left from previous semesters.

 Homework

Homework assignments are to be completed within the time allotted. I will collect the homework at the beginning of the class period. Written assignments must be typed (12pt - double spaced). Handwritten writing assignments will not be accepted. All homework assignments must have your first and last name, Drawing I and date on them!

Sketchbook

Brainstorming, Ideation and refinement of concepts will be done in your sketchbook. Bring your sketchbook to every session. Not being prepared with your sketchbook every session will result in a lowering your grade. We need our tools to do great work!

**Class Etiquette**

In order to have an optimal learning experience for all students, there are a couple of very important modes of behavior that I will be looking for you to observe and that we will all agree upon:

* Respect each other; we are all individuals and can learn from each other. Practice listening to each other and seeing through each other's eyes. Diversity is celebrated here at Highline. There will be no racial slurs or discriminatory comments about LGBTQI.
* Clean up after yourself; you will need to allow yourself time before leaving each day to tidy up for the next class.
* Please try not to indulge in headphones; if you do, you won't be available to help your classmate, or learn more about your own artwork (or hear what I am saying!). When I come around to speak to you individually or I address the class as a whole, I expect your full attention.
* Turn your cell phones/pagers OFF during class; if you have a compelling reason to keep yours on (for example you are a parent), please talk to me about it and place your phone on vibrate. This observance will be STRICTLY enforced. Communication of your needs as a student is essential. My purpose and goal is to help you digest, comprehend and integrate the material presented in this class. Think of you (student) and me (instructor) as a team whose interaction is open and supportive - a two way street. Feel free to come to me with your questions and/or concerns. If you need accommodations, please talk with me and together we can find solutions.
* No eating in the studio. We will take a break half way through class and students can get a snack or leave the classroom and walk around, etc…
* Drinks are allowed in the studio, BUT, please make sure the top is secure, there's nothing worse than having your (or another's!) artwork ruined because of a mishap. Clean up after yourself.

\*Please note: At this time this class is not on Canvas. EVERYTHING you need to know and do for this class will be discovered IN CLASS in real time interacting with me. When you email me please do so with your Highline student email account.

G R A D I N G

**Grading total points for entire class: 1000 points**

**Out of class projects: 50 points each (10 projects) 500 points**

 **Rubric for all Drawing assignments:**

Technique 20 pts

Craftpersonship 05

Concept (risk taking) 15

Critique 10

**Final Drawing Project 250 points**

**Rubric:**

Demonstrated Technical effectiveness 100

Craftspersonship 20

Concept originality and success in communicating idea 80

Critique/Presentation of work 50

**Sketchbook 250 points**

**Rubric:**

Brainstorming/notes/thumbnails

Completion of in class projects

Your final grade will also reflect the following criteria:

Attendance and Class Participation:

Please read the attendance section above. Attendance is only part of the equation for being a participating member of the class. Thoughtful and supportive comments during critiques and exchange with class members during lab/studio time is essential if you'd like to receive a B grade or better.

Project Preparation and Development:

As previously stated, you must come to class prepared to work but you will also need to take time outside of class to develop your concepts and compile visual resources. Project preparation includes reading handouts, doing self-motivated research and spending time developing your ideas and concepts for the project (hello sketchbook!). The time you spend in preparation will result in a more successful piece in the end. Lack of preparation will be evident both visually and through the critique process. Read and listen to instructions for class assignments carefully. How well you follow directions and adhere to the assignment guidelines is an important part of the grading process. Always ask questions if you're unclear about anything!

Proficiency with Techniques:

When I evaluate your work I will be looking for your ability to demonstrate drawing techniques using a variety of media. Each graded assignment and project will be evaluated according to a rubric.

**Academic Honesty**

Academic honesty is fundamental to the activities and principles of a learning environment. All members of the academic community must be confident that each person’s work has been responsibly and honorably acquired, developed, and presented. Academic dishonesty is an extremely serious matter, with serious consequences. When in doubt about plagiarism, paraphrasing, quoting or collaboration, please consult with me or the appropriate institutional department.

As with anything in life, the attitude we bring to any task or challenge plays a large role in our success.

This course is all ***about improving drawing skill***. Just because some students may already have a ‘natural affinity’ for drawing does not mean they will be successful in this course. Students who have never drawn before can achieve an ‘A’ grade if they work hard and can demonstrate improvement. Learning is a collaborative effort and together we will open doors to creative expression through one of the most simple and fundamental ways of creating 2D imagery… welcome to Drawing I! Let’s light this candle!

I check my email daily to keep open communication with students. I respond as quickly as possible.

Please be collegial and respectful when communicating with me. Address me as ‘Professor’ or Professor Carrera’ in person and via email.

Although Drawing I and Drawing II are a ‘cluster class’ (meaning taught simultaneously) Drawing II students will focus on strengthening compositional and technical skills guided by their personal interests and vision.

\*Although comic book and ‘anime’ art has its place, there will be no anime drawing of any kind in this course. Drawing anything related to Disney, Pixar, Marvel Comics, etc… is not appropriate for this class**.** Those students who are interested in pursuing a career in animation or the like would be best served by drawing realistically from life every chance they get because this is what Animation companies like Pixar and Disney and DreamWorks are looking for and it’s also what the best design schools are looking for in student portfolios.

Suggestions for success in this class:

1. Follow instructions and be totally present when you are in class. This means no texting and making good use of class time.
2. When using reference material, bring a printed copy. Do not draw from images on your phone.
3. If you are not sure about something, please ask for clarification.
4. Start a project the day it is assigned. Don’t wait until the last minute to complete projects.
5. Put your name on all your supplies and on the back of your drawings.
6. Participate in critique.
7. Be prepared with materials
8. If you are going somewhere let me know ahead of time so we can get you caught up
9. Students who choose to schedule other appointments during class time should remember missing class will negatively impact overall grade in this course.

There are many services available to students so I encourage students to visit Reedley college’s website for more information: <http://www.reedleycollege.edu/>

**Important Dates**

August 15 (M) Start of Fall 2016 semester

August 15 - October 14 (M-F) Short-term classes, first nine weeks

August 26 (F) Last day to drop a Fall 2016 full-term class for full refund

September 2 (F) Last day to register for a Fall 2016 full-term class in person

September 2 (F) Last day to drop a Fall 2016 full-term class to avoid a “W” in person

September 5 (M) Last day to drop a Fall 2016 full-term class to avoid a “W” on WebAdvisor

September 5 (M) Labor Day Holiday (no classes held, campus closed)

September 9 (F) Last day to change a Fall 2016 class to/from Pass/No-Pass grading basis

October 14 (F) Last Day to drop a full-term class (letter grades assigned after this date)

October 17 - December 16 (M-F) Short-Term classes, second nine weeks

November 11 (F) Veterans Day (no classes held, campus open)

November 24-25 (Th-F) Thanksgiving holiday (no classes held, campus closed)

December 12-16 (M-F) Fall 2016 final exams week

December 16 (F) End of Fall 2016 semester