**ART-7-51118-2020SP**

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SYLLABUS

SPRING 2020Instructor: T. Carrera
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ART 7 (55118) BEGINNING DRAWING

Mon. Wed. 9-11:50 am Art RM 159

In the process of completing this course students will:

1. Free hand draw three- dimensional, representational imagery with accurate proportions on a two- dimensional surface
2. Identify discuss and integrate the elements and Principles of Design into the drawing process
3. Identify discuss and use historical and contemporary rendering techniques and media
4. Create the illusion of space and volume on a 2-dimensional surface using various rendering techniques and perspective.
5. Differentiate between representational, abstract, non-objective, and conceptual drawings.
6. Draw in representational, abstract, non-objective and conceptual ways
7. Think of creative solutions to drawing and design exercises and problems
8. Make aesthetic decisions autonomously
9. Use vocabulary specific to the drawing process
10. Discuss the functions of drawing
11. Critique formal and subjective aspects of drawings individually and in groups
12. Express oneself through the drawing process

**COURSE REQUIREMENTS:**

      Attendance and participation in all class projects & critiques:

      Sketchbook Exercises

      Class work

      Research Images

**CLASSWORK:**  Students will take care of drawings so they are free from distracting rips, smudges, stains, wrinkles, etc. If work looks un-kept and sloppy it will most definitely have a negative effect on assignment grade. Students will legibly print name on back of each project or exercise, date on the back in the upper left corner and keep all projects in a protective portfolio. Students should keep every project they create in this course until the end of the semester. LATE WORK IS NOT ACCEPTED. All drawing assignments are due on the assigned dates. Instructor approval is required for any exceptions. If permission is given, late work results in a letter grade reduction.  Class projects may be re-worked for a potentially improved grade, so long as the project is completed and turned in on time. One week after the work is returned, the revised drawing is due. If the re-worked project is not turned in or is incomplete, the original grade will stand.

**CRITIQUES:** A critique is a discussion of the objective and subjective properties of a drawing. Critiques will occur regularly during class and for each project. Participation is required of all students. Participating in critique teaches you how to make decisions about where to take your drawing next. Please speak up with conviction and confidence in critique or at least stand up straight and speak loudly and clearly for the class to hear.

**SKETCHBOOK:**   Sketchbooks will be collected regularly. Sketchbooks give you an opportunity to practice and experiment. Sketchbooks will be used regularly. Use your sketchbook to take notes, write critiques, copy assignments and any other thing that is essential to learning to draw. Please number all sketchbook pages. Sketchbooks give you an opportunity to practice and experiment. Sketchbooks are the first thing top art schools want to see from potential art students going on to animation or the entertainment art industry.

**REASEARCH IMAGES:** We must train our eye not only to look, but also to SEE. This means mindful observation. Students will see many drawings by accomplished historical artists. Looking at multiple Images and understanding why the images are compelling and visually successful will help students create visually impactful drawings.  As we move through the various drawing media throughout this course you will be shown examples of artists who work in various mediums as well as imagery relating to Design principles and elements. Students are required to take time outside of class to research images as part of ‘homework’. Instructions will be given to students on what types of images to research. Example: Find an example of a high key drawing, an example of contrast, an example of radial symmetry. A brief statement on each image and how it relates to the material in class will be turned in. A good place to start is Google Arts and Culture website: [https://artsandculture.google.com/ (Links to an external site.)](https://artsandculture.google.com/)

**CLASSROOM ETIQUETTE:**  We all need to work together to have a safe and productive classroom environment. To that end, please observe the following rules:

Keep cell phones put away. Emergency calls or texts should be infrequent. If a student needs to take a call they are asked to step outside. It is disrespectful and a waste of everyone’s time to spend the whole class on snapchat, twitter, Facebook, Instagram, Reddit, YouTube, etc.  Do not use your camera phone to take a picture of the setup in order to draw from it when we are drawing in class. This class is about learning to translate 3D objects to make 2D drawings. There will be some projects that make use of photos and I will let you know when. Headphines are allowed as long as students can stay engaged and the music is not a hinderance to their learning. I’ll have music playing in class. It may not be your cup of tea, but you need to be able to hear directions and instruction as it is given. In fact, it’s best just to leave your phones off or in Airplane mode.

 Food and Drink is not permitted in the studio. The cafeteria is located in the Student Center. Be a good citizen and clean up after yourself in the studio.

 No talking during demos or explanations.  Keep the conversation in class on the quiet side and non-disruptive.

**GRADING:** Final grades are earned. They reflect the amount of energy, effort and thought you put into class, your work. Projects are typically worth 20 points using the following formula:

Creativity 5

Technique 5

Compositional strength 5

Crafstpersonship 5

 GRADING SCALE: 100-90 A; 89-80 B; 79-70 C; 69-60 D; 59 and below F.

 and is weighted in the following way:

1. Class Work 50%

2. Final Drawing 20%

3. Sketchbook 10%

4. Research Images 10%

5. Effort/Participation 10%

 Effort = Evidence of effort, concentration and thinking in class exercises. This includes making mistakes, using your imagination, taking risks and not giving up. A subjective assessment is a part of this aspect of your grade.

A  = Exemplary, using course content to truly explore and discover

B  = Basic understanding +

C  = Basic understanding

D  = Basic understanding –

F   = Punitive, Not turning work in, consistently disrespectful/disinterested behavior, etc.

ATTENDANCE:   Students are required to attend all scheduled classes, be on time and come prepared, and stay through the entire class.  I will often give demonstrations, instructions, and assignments during class and it is your responsibility to obtain this information if you miss class (for whatever reason).

 4 absences prior to Final Drop Deadline and you will be dropped from the class. 2 absences in the first 3 weeks and you will be dropped from the class. Show up to class on time!

MATERIALS: (See materials list included in this syllabus) I encourage you to explore and experiment with materials. Look for and collect tools that you enjoy drawing with, both materials from the art supply store and non-traditional tools like crayon or charcoal from your fireplace.  Try things that look interesting or things that make you nervous.  Replenish supplies as soon as you run out!   *You cannot learn to draw without supplies.* Put your name on all your supplies.

 Recommended Art Supply Store: ALLARDS on Blackstone Ave in Fresno, Blick.com, Utrecht.com

GENERAL COURSE OUTLINE:

**Graphite Pencil**

Week 1: Introduction, Understanding materials and safety

Week 2: Contour Line, Gesture

Week 3: Sighting, Angling, Measurement

Week 4: Geometric Simplification,

Week 5: Positive/Negative Space (Submit 1st set of research images along with paragraph)

**Charcoal**

Week 6: Linear Perspective

Week 7: Expressionism

Week 8: Chiaroscuro/shadow shapes

Week 9: High Key/low Key

Week 10: Ellipses (Submit 2nd set of research images along with paragraph)

**Ink /Experimental drawing media**

Week 11: Composition

Week 12: Tandem drawing

Week 13: Texture/Surface (Draw from AG animals)

Week 14: Color

Week 15: Experimental ground (submit images on Canvas and paragraph)

Week 17: In Class Work on Final Project/Clean Up Day

Week 18: Final Critique

**Important Dates**

If any student has a verified physical, medical, psychological, or learning disability or feels that he or she has any disability that might impact the ability to carry out assigned course work, the student should contact the Disabled Students Programs & Services (DSP&S) ((559) 675-4864), DSP&S staff will review the student’s needs and determine the accommodations that are necessary and appropriate. All information and documentation is confidential.

Tips for success in Art 7

1. Attitude is everything. Remember that. Attitude (world view) is the difference between heaven or hell you create for yourself. One view is “Wow, I’m kind of nervous about this class. I don’t draw very well. Well, Ms. C seems like she cares and she is willing to give me extra help as long as I stay on task and try my best. I’m here after all, I might as well lean into the ‘not knowing’ and the excitement that comes with starting something new. We have to talk about our work in critique? Wow. Talking in front of people is an important soft skill to have, so I’m going to use this opportunity to improve in that area. I’m going to relax and listen closely and who knows, maybe I’ll make new friends in this class.”

Another view might look like this: “I only registered for this class because the ones I wanted were full. I hope there isn’t alot of homework. After all, art is supposed to be fun and therefore easy. I’m bored already. I only want to draw anime characters. I have to pay $80 in art supplies? That’s lame. They should provide us with supplies like in high School. I’m going to do as little as I can enough to earn a ‘C’ grade. I’m terrible at art. I’ll bet all the other students are better at drawing than I am. I don’t want the other students to see my work because I’m embarrassed. I don’t want to have to talk about my work in critique because I hate talking in front of people.”

WHICH VIEW DO YOU THINK HAS A HIGHER PROBABILITY FOR ENJOYMENT AND SUCCESS IN THIS COURSE?

1. Come to class prepared, on time and ready to work
2. Follow instructions
3. Stay on task
4. Limit distractions (staying off phone)
5. Ask questions if you are unsure of something. Come to office hours if you need help.
6. Turn in projects ON TIME. Not doing so will negatviley effect your grade.
7. Start outside projects the DAY THEY ARE ASSIGNED
8. Take care of your projects so they look clean for critique. This is craftsmanship and not doing so will have a negative impact on your project grades. This means covering each out of class project with a sheet of tracing paper.
9. 10. Manage your time wisely. Those of you who have a job will have to learn to assert yourself with your employer. The excuse ‘I have to go to work’ doesn’t fly with me. You make your schedule. You know when the class begins and ends. If you CHOOSE to schedule 2 things at once that is a **choice** with consequences. You will miss important information and it will have a negative effect on your overall grade. A scheduled doctors or dentist visit does not constitute a medical emergency. Nor does picking up your younger siblings from school. If your academic career is important to you, prove it by making it a priority for yourself.
10. 11. Make a schedule for yourself to organize your time more effectively.
11. 12. Get plenty of sleep and eat healthy. The more snack foods like chips, soda, candy, pastries, pizza and high carb things you eat the more lethargic and sick you will feel. And make no mistake, what you choose to eat effects your capacity to learn and retain what you are learning. What you choose to put in your mouth can help or hinder concentration. Garbage in: garbage out as they say. Take responsibility for your own food choices. Do not eat in the Art Building. It’s studio art area where we make things. Not a cafeteria. You can eat something outside the classroom during your (2) 10 minute breaks. Stay hydrated (with water). There’s a special water fountain in the Student Center you can fill a re-usable container. Resist buying water in plastic bottles. It’s wasteful and damaging to the environment and there is no reason for it. Be a responsible and environmentally conscious citizen.
12. 13. Remember to error is human. Mistakes are valuable because that’s how we learn. We make different choices for a desired outcome. This class is like anything else new we take on. There’s discomfort in learning new things. Don’t judge yourself against others. That’s a waste of time. You are HERE because you don’t know how to draw and want to learn remember? Don’t let your ego stop you from being open to learning. That’s shooting yourself in the foot.
13. 14. If you can’t afford the supplies for this course you would be wise to drop and take it when you can afford neccessary supplies so you can successfully complete the course.
14. 15. If you start slipping assignment wise, project wise or enthusiasm wise, you need to get real with yourself about your commitment to completing this course. It is always better to withdraw from a course and recieve a ‘W’ rather than stop coming or failing and having that negatively effect your GPA (therefore your financial AID eligibility for the future). Be smart. Be honest with yourself about your goals, motivations and your actual level of commitment. That’s called being a responsible adult.
15. 16. Remember I am here to help you. My fellow RC colleagues are here to help you. There are many services available here on campus to help you achieve success. This is why I love being a Reedley College Instructor. We really care about our students.  We have the Tutoring Center, Writing Center, Math Center, Food Pantry, Counceling Services, Academic Advisement Services, DSP& S, Student Services, Veterans center, Cal Works program, to name a few. Ask your instructors for help or guidance. We all have specific duties and areas of expertise but we do know who to put you in touch with on campus to get you the appropriate help you need. We cannot help you if we don’t know you are struggling. There’s no reason to suffer alone. Love yourself enough to ask for help when you need it.

Art 7 Materials List Carrera

1. Graphite Pencils 2B, 4B, 6B
2. Strathmore or vellum drawing paper (80lb weight at least) 25 sheets at least.
3. Strathmore 25# Tracing paper pad- 9” x 12 this is to cover your projects so they don’t get smudged
4. Charcoal pencil (soft) and vine charcoal sticks

1 conte compressed stick sienna color or conte sienna color pencil

1. Masonite Drawing board 13 x 17
2. Micron pens black waterproof: 01, 03, 05
3. **Blank** sketchbook **8x10” or 9x12”** **80 lb paper smooth tooth must have 70 pages at least**.
4. Pink Pearl eraser
5. Small pencil sharpener (with a container to catch shavings)
6. 1 black standard sharpie
7. 18” cork backed steel ruler
8. (2) Tortilion/ stumps (variety of sizes)
9. Krylon Workable Aerosol fixative (optional)
10. Inexpensive plastic Toolbox from hardware store to hold supplies
11. $5. worth of photocopies to draw from. There will be no drawing using reference from phones or any other digital device. Reference used to draw from MUST be hard copies only.
12. A folder used to house your graded projects. **Do not use your sketchbook as a folder for your projects**.
13. Conte a Paris Pencil (black) 2 B (soft)