

SYLLABUS
SPRING 2021
ART 7 (54157) BEGINNING DRAWING

Asynchronous

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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.

RESEARCH 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.)

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. Headphones 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.

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

Craftpersonship 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

This schedule of projects is tentative and may have slight changes.