

# ART 0005A - FIGURE DRAWING I

## Catalog Description

Prerequisite: Completion of ART 4A with grade of "C" or better

Hours: 90 (36 lecture, 54 laboratory)

Description: Introduction to drawing the human figure from direct observation using live models and a variety of black and white drawing media and techniques. Topics include an introduction to human anatomy and the historical and contemporary roles of figure drawing. Students practice objective, descriptive approaches to drawing the figure. (C-ID ARTS 200) (CSU, UC)

## Course Student Learning Outcomes

- CSLO #1: Critique artworks using relevant terminology.
- CSLO #2: Create drawings of the entire human body using a variety of drawing techniques including gesture, contour and value.
- CSLO #3: Examine the history, developments, trends, and approaches to the human form.
- CSLO #4: Create drawings of the human body utilizing accurate proportions and body types

## Effective Term

Fall 2024

## Course Type

Credit - Degree-applicable

## Contact Hours

90

## Outside of Class Hours

72

## Total Student Learning Hours

162

## Course Objectives

A. Laboratory Objectives:

1. Create representational, descriptive drawings from live models using various black and white media (which may include charcoal, graphite, Conte Crayon, and ink) that demonstrate successful development, application, and understanding of the principles of:

- a. Anatomy and structure of the human body,
- b. Proportion, sighting, measurement, and foreshortening,
- c. Gesture drawing and massing of form,
- d. Uses of line and value in describing the human figure,
- e. Application of the concept of volume and space to the human figure,
- f. Structural and planar analysis of the figure,
- g. Development of composition using the human figure
- h. Contour and cross-contour drawing,
- i. Safely storing, handling, using, and disposing/recycling of studio drawing materials.

2. Develop descriptive drawings of the live model in black and white media through the manipulation of line, form, value, composition, pose and anatomical proportions using a variety of drawing materials and techniques appropriate for drawing the human figure

B. Lecture objectives:

1. Evaluate and critique in oral or written formats class assignments, exercises and projects using relevant terminology
2. Evaluate historical representations of the human figure
3. Examine and describe the major historical, contemporary, and critical trends in figure drawing.
4. Analyze and evaluate figure drawings in terms of gesture drawing and various contour techniques
5. Analyze and evaluate figure drawings in terms of light and shadow, pose, variations in line, silhouette and relation of the body to the space around it
6. Analyze muscle and skeletal structures of the human body through live models and historical artworks
7. Using relevant terminology, evaluate, verbally or in written form, one's own art work, the work of other students, and other artists in terms of elements of design, and aesthetic success.

## General Education Information

- Approved College Associate Degree GE Applicability
  - AA/AS - Fine Arts
- CSU GE Applicability (Recommended-requires CSU approval)
  - CSUGE - C1 Arts
- Cal-GETC Applicability (Recommended - Requires External Approval)
- IGETC Applicability (Recommended-requires CSU/UC approval)

## Articulation Information

- CSU Transferable
- UC Transferable

## Methods of Evaluation

- Classroom Discussions
  - Example: 1. In periodic class discussions and critiques, students are evaluated according to how perceptively and articulately they analyze the human form in their own drawings and those of their classmates.
- Projects
  - Example: 1. Students are required to keep a portfolio of all of the drawings they create during the semester. The instructor reviews the portfolio at least twice-- once at midterm and again at the end of the term, evaluating the work according to the above criteria.
- Skill Demonstrations
  - Example: 1. Students are evaluated by their drawings of live models in the classroom. The drawings must demonstrate skill in rendering the human form in space in terms of a. values of light and shadow, b. line c. volume d. correct proportions e. accurate depiction of gesture and f. accurate depiction of muscle and skeletal structures.

## Repeatable

No

## Methods of Instruction

- Laboratory
- Lecture/Discussion
- Distance Learning

### Lab:

1. Instructor demonstrates techniques of gesture, contour and cross-contour drawing. Students use these techniques in class drawing sessions with live model. These drawings are then analyzed, discussed and evaluated by the students and instructor in class.

### Lecture:

1. Instructor projects images of works by figurative artists. The instructor describes characteristics of these works and then leads students in a discussion to evaluate the viewpoints and techniques of the artists in relation to figurative elements.

### Distance Learning

1. Visually oriented presentation lecture analyzing muscle and skeletal structures of the human body through pictures of models and historical artworks. Video demonstration showing how to create observational drawings from a live model that demonstrate successful development, application, and understanding of the principles of the anatomy and structure of the human body. Students submit progress to the instructor for feedback. Completed projects are posted to the discussion board and critiqued through written format using relevant terminology in terms of elements of design, aesthetic success. Active and relevant participation includes students responding to each others' comments in the discussion board.

## Typical Out of Class Assignments

### Reading Assignments

1. Read reviews of gallery or museum exhibitions devoted to figure drawing or painting. Analyze and evaluate the readings and discuss them in class. 2. Read a biography or biographical article about an artist who specializes in rendering the human figure and discuss it in class.

### Writing, Problem Solving or Performance

1. Write a review/critique that analyzes the depiction of the human body in a gallery or museum exhibition that you have visited. 2. Submit a written self-evaluation of the figure drawings you have done during the semester along with a portfolio of those drawings.

### Other (Term projects, research papers, portfolios, etc.)

Students are required to keep a portfolio of all of the drawings they create during the semester and are also required to maintain a sketchbook during the semester. Typical assignments: 1. Using pencil or ink, sketch ten hands and feet in your sketchbooks. 2. Using only line, draw sections of the skeleton of the human body. 3. Using pencil, sketch five people from life.

## Required Materials

- Classic Human Anatomy in Motion
  - Author: Valerie Winslow
  - Publisher: North Light Books
  - Publication Date: 2015
  - Text Edition:
  - Classic Textbook?:
  - OER Link:
  - OER:
- Figure Drawing Master Class
  - Author: Dan Gheno
  - Publisher: North Light Books
  - Publication Date: 2015
  - Text Edition:
  - Classic Textbook?:
  - OER Link:
  - OER:
- Figure Drawing for Artists
  - Author: Steve Huston
  - Publisher: Dover
  - Publication Date: 2016
  - Text Edition:
  - Classic Textbook?:
  - OER Link:
  - OER:
- Figure Drawing
  - Author: Nathan Goldstein
  - Publisher: Pearson
  - Publication Date: 2011
  - Text Edition: 7th
  - Classic Textbook?:
  - OER Link:
  - OER:
- Draw People Every Day: Short Lessons in Portrait and Figure Drawing Using Ink and Color
  - Author: Kagan McLeod
  - Publisher: Watson-Guption
  - Publication Date: June 4, 2019
  - Text Edition: 1st
  - Classic Textbook?:
  - OER Link:
  - OER:
- Drawing the Head for Artists: Techniques for Mastering Expressive Portraiture (Volume 2) (For Artists, 2)
  - Author: Oliver Sin
  - Publisher: Quarry Books; Illustrated edition
  - Publication Date: August 6, 2019
  - Text Edition: 1st
  - Classic Textbook?:
  - OER Link:
  - OER:

**Other materials and-or supplies required of students that contribute to the cost of the course.**