GAVILAN COLLEGE
5055 Santa Teresa Blvd
Gilroy, CA 95023

Course Outline

COURSE: ART 34B DIVISION: 10 ALSO LISTED AS:

TERM EFFECTIVE: Spring 2023 CURRICULUM APPROVAL DATE: 12/13/2022

SHORT TITLE: LIFE DRAWING

LONG TITLE: Life Drawing

Units	Number of Weeks	Type	Contact Hours/Week	Total Contact Hours/Units
3	18	Lecture:	2	36 / 2 Units of Lecture
		Lab:	4	72 / 1 Units of Lab
		Other:	0	0
		Total:	6	108

Out of Class Hrs:	72.00
Total Learning Hrs:	180.00

COURSE DESCRIPTION:

Further studies of the fundamentals of anatomy and representation of the human figure. Emphasis is placed on personal expression; abstract and experimental processes. The lab component will be held only in a classroom setting and not online. This course has the option of a letter grade or pass/no pass. ADVISORY: ART 34A or review of student's portfolio.

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

L - Standard Letter Grade
P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:

02 - Lecture and/or discussion
03 - Lecture/Laboratory
04 - Laboratory/Studio/Activity
047 - Laboratory - LEH 0.7
05 - Hybrid
71 - Dist. Ed Internet Simultaneous
72 - Dist. Ed Internet Delayed
73 - Dist. Ed Internet Delayed LAB
737 - Dist. Ed Internet LAB-LEH 0.7

STUDENT LEARNING OUTCOMES:

By the end of this course, a student should:

1. Identify and illustrate anatomical terms and ability to render them accurately
2. Identify and apply the skeletal and muscle structure of head, hands, feet, thorax, extremities and joints, including facial expressions and cartilaginous structure
3. Demonstrate and apply line , value, area , shape, form, mass and volume theories
4. Demonstrate and apply a variety of abstract compositional techniques using the human form
5. Demonstrate and apply the use of experimental materials and processes in express ing the human form
6. Demonstrate and apply the historical and contemporary significance of the use of the human form in the arts
7. Apply modeling techniques for the human form in a variety of media and lighting environments

COURSE OBJECTIVES:

By the end of this course, a student should:

1. Demonstrate life drawing skills through continued practice drawing from gesture and sustained poses.
2. Apply drawing skills with an emphasis on proportions, muscle structure, foreshortening, value and color.
3. Apply conceptual studies that encourage individualized approaches to drawing the human form.
4. Participate in class discussions pertaining to individual and peer drawings, and written responses.

COURSE CONTENT(CONTINUED):

LECTURE CONTENT(CONTINUED):

2 HOURS

LECTURE: Introduction to Life Drawing Gesture Drawing: mass gesture and volume/schematic gesture from the model.

2 HOURS

LECTURE: Describe and demonstrate the use of the representational self-portrait: the basic composition and proportions of the human head and features. Describe the Representational Self-Portrait project. Show examples of student work, images, video, slides, textbook, and design artifacts that use a representational self-portrait. Demonstrate the use of tools and materials that are used for creating drawings using color pastels and color pencils; describe particular material problems associated with color pastels and color pencils. Demonstrate ways to correct for color pastels and pencil problems.

2 HOURS

LECTURE: Describe and demonstrate the use of Contrapposto and juxta-position with the skeletal structure. Describe the Contrapposto project. Show examples of student work, images, video, slides, textbook, and design artifacts that use contrapposto. Demonstrate the use of tools and materials that are used for creating drawings using contrapposto and mass. Demonstrate ways to correct for juxta-position problems.

2 HOURS

LECTURE: Describe and demonstrate the use of metaphor in figure drawing. Describe the metaphor project. Show examples of student work, images, video, slides, textbook, and design artifacts that use metaphor. Demonstrate the use of tools and materials that are used for creating drawings using metaphor. Describe particular material and conceptual problems associated with metaphor. Demonstrate ways to correct for metaphor problems.

2 HOURS

LECTURE: Describe and demonstrate the use of shape as plane and volume as pertains to the human form. Describe the shape/plane/volume project. Show examples of student work, images, video, slides, textbook, and drawing processes that use shape/plane/volume. Demonstrate the use of tools and materials that are used for creating drawings using shape/plane/volume. Describe particular material and conceptual problems associated with shape/plane/volume.

2 HOURS

LECTURE: Describe and demonstrate the ways of creating character with the human form. Describe the character project. Show examples of student work, images, video, slides, textbook, and drawing processes that use character build-up. Demonstrate the use of tools and materials that are used for creating drawings using character build-up. Describe particular material and conceptual problems associated with character.

2 HOURS

LECTURE: Describe and demonstrate the use of Chiaroscuro; light/dark

Contrast. Describe the chiaroscuro project. Show examples of student work, images, video, slides, textbook, and drawing processes that use chiaroscuro. Demonstrate the use of tools and materials that are used for creating drawings using chiaroscuro. Describe particular material and conceptual problems associated with chiaroscuro.

2 HOURS

LECTURE: Describe and demonstrate the use of the expressive uses of value in the human form. Describe the Expressive Value project. Show examples of student work, images, video, slides, textbook, and drawing processes that use expressive value. Demonstrate the use of tools and materials that are used for creating drawings using expressive value. Describe particular material and conceptual problems associated with expressive value. Demonstrate ways to correct for expressive value problems.

2 HOURS

LECTURE: Describe and demonstrate the use of contour line in the human form. Describe the Contour Line project. Show examples of student work, images, video, slides, textbook, and drawing processes that use contour line. Demonstrate the use of tools and materials that are used for creating drawings using contour line Describe particular material and conceptual problems associated with contour line

COURSE CONTENT(CONTINUED):

LECTURE CONTENT(CONTINUED):

2 HOURS

LECTURE: Describe and demonstrate the use and application of line variety in drawing; thoracic studies-skeletal. Describe the Thoracic project. Show examples of student work, images, video, slides, textbook, and drawing processes that use line variety. Describe particular material and conceptual problems associated with line variety.

2 HOURS

LECTURE: Describe and demonstrate the use of texture in drawing the human form. Describe the texture project. Show examples of student work, images, video, slides, textbook, and drawing processes that use texture. Demonstrate the use of tools and materials that are used for creating drawings using texture. Describe particular material and conceptual problems associated with texture. Demonstrate ways to correct for expressive value problems

2 HOURS

LECTURE: Describe and demonstrate the use of Invented, Conventional and Symbolic Texture in drawing the human form. Describe the symbolic texture project. Show examples of student work, CD/DVD images, video, slides, textbook, and drawing processes that use symbolic and invented texture. Demonstrate the use of tools and materials that are used for creating drawings using symbolic and invented texture. Describe particular material and conceptual problems associated with symbolic and invented texture. Demonstrate ways to correct for symbolic and invented texture problems

2 HOURS

LECTURE: Describe and demonstrate the use of Spatial Illusion in drawing the human form. Describe the Spatial Illusion project. Show examples of student work, images, video, slides, textbook, and drawing processes that use spatial illusion. Demonstrate the use of tools and materials that are used for creating drawings using spatial illusion. Describe particular material and conceptual problems associated with spatial illusion.

6 HOURS

LECTURE: Describe and demonstrate the study of anatomical renderings: head, torso, back, legs, hands and feet. Describe the Anatomical Rendering project. Show examples of student work, images, video, slides, textbook, and drawing processes that illustrate anatomical renderings. Demonstrate the use of tools and materials that are used for creating anatomical rendering drawings. Describe particular material and conceptual problems associated with anatomical renderings. Demonstrate ways to correct for anatomical rendering problems.

2 HOURS

LECTURE: Describe and demonstrate the use of the human form in multiple-point perspective. Describe the Multiple-Point Perspective project. Show examples of student work, images, video, slides, textbook, and drawing processes that use multiple-point perspective. Demonstrate the use of tools and materials that are used for creating drawings using multiple-point perspective. Describe particular material and conceptual problems associated with

multiple-point perspective.

2 HOURS

LECTURE: Final Exam.

COURSE CONTENT(CONTINUED):

LAB CONTENT:

4 HOURS

LAB: Exercises in mass and schematic gesture, exercises from the model and

a variety of inanimate objects. Materials introduced: color pastels and color pencils.

4 HOURS

LAB: Create a representational self-portrait from life (mirror) Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and contrapposto drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and metaphor drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and shape/plane/volume drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and character drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on chiaroscuro drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and expressive value drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and contour line drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and Thoracic drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and texture drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and Symbolic and Invented Textures drawings. Critique and discussion of student drawings.

4 HOURS

LAB: Work on exercises and spatial illusion drawings. Critique and discussion of student drawings.

16 HOURS

LAB: Work on exercises and anatomical rendering drawings: head, torso, back, legs, hands and feet. Critique and discussion of student drawings. Students analyze, demonstrate and apply drawing techniques and concepts introduced by creating anatomical rendering drawings of the human form, participating in class discussions pertaining to individual and peer drawings, and written responses.

4 HOURS

LAB: Work on exercises and multiple-point perspective drawings. Critique and discussion of student drawings.

METHODS OF INSTRUCTION:

Lecture, video, cd/dvd, computer presentations, internet, examples, demonstrations, lab exercises, critiques-class discussions.

OUT OF CLASS ASSIGNMENTS:

Required Outside Hours 28

Assignment Description

Students will read and study from the required text and assigned articles.

Required Outside Hours 20

Assignment Description

Students will write weekly reading summaries and a final research paper.

Required Outside Hours 24

Assignment Description

Student will engage in the creative process relevant to the artistic era being studied.

METHODS OF EVALUATION:
Writing assignments
Evaluation Percent 10
Evaluation Description
Writing assignments: 10% - 20%
Written homework
Term papers
Other: Visual journal entries/notes for ea. drawing proj.

Problem-solving assignments
Evaluation Percent 10
Evaluation Description
Problem-solving demonstrations: 10% - 20%
Lab reports
Other: drawing

Skill demonstrations
Evaluation Percent 10
Evaluation Description
Skill demonstrations: 10% - 20%
Class performance
Field work
Other: Critique/discussion, visual journal work, drawings

Objective examinations
Evaluation Percent 10
Evaluation Description
Objective examinations: 10% - 20%
Multiple choice
True/false
Matching items
Completion

Other methods of evaluation
Evaluation Percent 60
Evaluation Description
Other methods of evaluation: 40% - 60%
Finished cumulative portfolio of drawings and sketches demonstrating an understanding and application of drawing techniques & concepts.

REPRESENTATIVE TEXTBOOKS:

George B. Bridgman, Bridgman's Drawing From Life, Sterling, 2018,

or other appropriate college level text.

Reading level of text: 13+ grade Verified by: M. Rain

Other textbooks or materials to be purchased by the student: A variety of drawing materials including: charcoal, conte crayon, graphite, erasers, inks, brushes, cutting tools, mat board, sketchbook, pastels, watercolors, color pencils, blender sticks, adhesives, ruler

ARTICULATION and CERTIFICATE INFORMATION

GAV GE:

GAV C1

GAV Area 3

CSU TRANSFER:

Transferable CSU

UC TRANSFER:

Transferable UC

SUPPLEMENTAL DATA:

Basic Skills: N
Classification: Y
Noncredit Category: Y
Cooperative Education:
Program Status: 1 Program Applicable
Special Class Status: N
Prior to College Level: Y
Non Credit Enhanced Funding: N
Funding Agency Code: Y
In-Service: N
Occupational Course: E
Course Control Number: CCC000377860
Sports/Physical Education Course: N
Taxonomy of Program: 100200
CIP: