

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



**SAULT
COLLEGE**

COURSE OUTLINE

COURSE TITLE:	LIFE DRAWING		
CODE NO. :	VGA101	SEMESTER:	ONE
PROGRAM:	VIDEO GAME ART		
AUTHOR:	MATIAS KAMULA		
DATE:	SEPT 2010	PREVIOUS OUTLINE DATED:	JULY 2010
APPROVED:	"B.Punch"		
	_____		_____
	CHAIR	DATE	
TOTAL CREDITS:	THREE		
PREREQUISITE(S):	COLLEGE AND PROGRAM ADMISSION REQUIREMENTS		
HOURS/WEEK:	THREE		

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*For additional information, please contact Brian Punch, Chair
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(705) 759-2554, Ext. 2681*

I. **COURSE DESCRIPTION:** Through studying the human figure using traditional media, the student will gain a more complete understanding of human anatomy, composition, weight distribution, potential energy, form, and texture. The student will focus on creating the sense of form through understanding light and shadow.

II. **LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:**

Upon successful completion of this course, the student will demonstrate the ability to:

1. ***Draw and understand the skeletal and muscular structures of the human body and its proportions.***

Potential Elements of the Performance:

- drawing individual and multiple bones and their relation to each other in the human body
- drawing individual and multiple muscles and their relation to each other in the human body
- drawing the human figure accurately, displaying proportional relationships of the body parts to the whole body

2. ***Draw the human figure in a variety of poses.***

Potential Elements of the Performance:

- understanding and drawing foreshortening in relation to the human form
- drawing the human figure in various poses
- creating gesture drawings of a figure spontaneously
- drawing accurate and proportionate human forms in a pose

3. ***Use a variety of shading techniques to achieve the illusion of volume.***

Potential Elements of the Performance:

- demonstrating the use of graduated and continuous tones, cross contour lines, and cross hatching to create volume
- simplifying, exaggerating, or distorting visual elements and proportions to highlight specific qualities
- create full body poses using shading techniques to create volume

4. ***Knowledge and understanding of light and shadow.***

Potential Elements of the Performance:

- drawing simple and complex objects, such as the human

figure with its relation to its light source and the casting of shadows.

- understand and demonstrate the ability to create volume using light and shadow

5. ***Develop a sensitivity to the relationship between traditional and digital media by employing appropriate uses of each within the game art context.***

Potential Elements of the Performance:

- Understand and create model poses that can be used for creating game assets in digital media
- Develop and use traditional art drawing in relation with digital media to create game assets

III. TOPICS:

1. the muscular and skeletal structures of the human body
2. proportions and the relation of individual body parts and systems to the whole
3. Illustrating form in the human body through poses
4. understanding light and shadow
5. The Fundamentals of drawing portraits
6. Proper use and maintenance of art tools

IV. RECOMMENDED TEXT:

Complete Guide to Drawing from Life by George Bridgeman

Publisher: Sterling **ISBN-10:** 0806930152

Anatomy For the Artist: The dynamics of the human form by Tom Flint

Publisher: Barnes and Nobles, Inc. **ISBN:** 0-7607-2524-1

The Structure, Anatomy, and Expressive Design of Human Form 7th edition
by Nathan Goldstein

Publisher: Prentice Hall **ISBN:** 0136031919

Constructive Anatomy by George Bridgeman

Publisher: Dover Publications **ISBN-10:** 0486211045

The Human Machine by George Bridgeman

Publisher: Holyoake Press **ISBN-10:** 1443775487

The books listed are highly recommended and full of information pertaining to subjects covered in this course. The instructor will give advance notice for material that will be needed per class. Students will be required to purchase consumable supplies. Doing research and using reference material is highly encouraged to be used in developing drawing skills. Note: The direct copying of references is strictly prohibited by copyright infringement laws.

Materials:

The Instructor will inform students what tools will be used from their portfolio kits.

Consumable materials:

Charcoal paper – grey paper

Tracing paper

Other materials will be announced by the Instructor as necessary

V. EVALUATION PROCESS/GRADING SYSTEM:

Students are expected to attend all classes. In case of a planned absence, the instructor needs to be informed. Attendance is mandatory to ensure course requirements and objectives are met. If a student misses class for any reason, he or she is responsible for informing the instructor on making up the work missed in class. Absences do lower the grade for in class work missed and assignments that are given that day. Out of respect for the models, students are expected to be in the class session and ready to work by class start time. Attendance will be taken at the start of class. *It is the departmental policy that once the classroom door has been closed, the learning process has begun. Late arrivers will not be granted admission to the room*

Assessment is based on class exercises and assignments. A full detailed breakdown of weekly class exercises and assignments will be supplied on a per class basis. All objectives will be provided in writing through briefs and verbal reinforcement.

Assignments are due at the end of class. An assignment is considered late if it is not submitted at the time and date specified by the instructor. A late assignment will be penalized by a 10% deduction for each week that it is late.

The final grade is in 2 sections:

- All in-class work accounts for 80% of the final grade
- Assignments account for 20%

Final evaluation for this course will be a letter grade as outlined below. Assignments will be weighted equally and will constitute 20% of the student's final grade. A missing assignment is equivalent to course objectives not achieved which results in an "F" (fail) grade for the course. An assignment that is a fail needs to be re-submitted for a passing grade. Same 10% penalty applies for each week that it is late.

The following semester grades will be assigned to students:

Grade	<u>Definition</u>	<i>Grade Point Equivalent</i>
A+	90 – 100%	4.00
A	80 – 89%	3.00
B	70 - 79%	2.00
C	60 - 69%	1.00
D	50 – 59%	0.00
F (Fail)	49% and below	
CR (Credit)	Credit for diploma requirements has been awarded.	
S	Satisfactory achievement in field /clinical placement or non-graded subject area.	
U	Unsatisfactory achievement in field/clinical placement or non-graded subject area.	
X	A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course.	
NR	Grade not reported to Registrar's office.	
W	Student has withdrawn from the course without academic penalty.	

VI. SPECIAL NOTES:

Attendance:

Sault College is committed to student success. There is a direct correlation between academic performance and class attendance; therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session. *< It is the departmental policy that once the classroom door has been closed, the learning process has begun. Late arrivers will not be granted admission to the room.>*

All in class work is based on the instructor's observation and record of the student's performance in the following areas:

- ability to follow directions set forth by the instructor
- attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students. They should also strive for a creative atmosphere and keep the work place neat.
- participation in class projects and discussions
- attendance and handing in work on time

VII. COURSE OUTLINE ADDENDUM:

The provisions contained in the addendum located on the portal form part of this course outline.