

**SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY**

**SAULT STE. MARIE, ONTARIO**



**COURSE OUTLINE**

<b>COURSE TITLE:</b>	Life Drawing		
<b>CODE NO. :</b>	VGA 101	<b>SEMESTER:</b>	1 Fall 2011
<b>PROGRAM:</b>	Video Game Art		
<b>AUTHOR:</b>	Matias Kamula		
<b>DATE:</b>	Aug, 2012	<b>PREVIOUS OUTLINE DATED:</b>	June, 2011
<b>APPROVED:</b>		"Brian Punch"	Aug/12
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		<b>CHAIR</b>	<b>DATE</b>
<b>TOTAL CREDITS:</b>	3		
<b>PREREQUISITE(S):</b>	College and Program Admission Requirements		
<b>HOURS/WEEK:</b>	3		

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**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. REQUIRED RESOURCES/TEXTS/MATERIALS:

#### 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 7<sup>th</sup> 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:****Assignments/Projects = 100% of final grade**

Assignments/projects will constitute 100% of the student's final grade in this course. A missing assignment is equivalent to course objectives not achieved which results in an "F" (fail) grade for the assignment/project.

The following semester grades will be assigned to students:

<b>Grade</b>	<b>Definition</b>	<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.	

**DEDUCTIONS – LATES, EXTENSIONS AND FAILS****Lates:**

An assignment/project is considered late if it is not submitted at the time and date specified by the instructor. A late assignment/project will automatically be penalized by a 10% deduction. Late assignments/projects will not be accepted one week past their initial due date. Any assignments/projects not submitted within one week of their initial due date will automatically be assigned a fail grade (F).

**Extensions:**

The instructor may grant extensions for assignment/projects under exceptional circumstances (e.g. death in the family or serious illness). An extension, when offered, will have a mutually agreed upon deadline that does not extend beyond the conclusion of the current semester.

**Fail:**

A fail grade (F) is assessed to an assignment/project that has not been executed to a minimum satisfactory "D" grade level or in which the directions have not been followed correctly.

Attendance:

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*

A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.

i.e. 4 classes missed = 10% deduction form final grade

5 classes missed = 20% deduction from final grade

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

**VI. SPECIAL NOTES:****Reclaiming and Retaining Past Assignments**

For the development of student portfolios it is important that ALL past assignment work be reclaimed and retained by the student.

It is the students, responsibility to reclaim assignments after they have been assessed. Marked assignments will be returned by faculty during classroom sessions. If a student is absent on the day that work is returned the work will be held by faculty for a minimum of three weeks from the return date after which, due to a shortage of storage space, the work may be discarded

**VII. COURSE OUTLINE ADDENDUM:**

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