SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

COURSE TITLE: Life Drawing 1

CODE NO.: VGA101 SEMESTER: 13F

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE: August PREVIOUS OUTLINE DATED: Decemb

2013

er 2012

APPROVED: "Colin Kirkwood" Sept/13

DEAN DATE

TOTAL CREDITS: 3

PREREQUISITE(S): College and Program Admission Requirements

HOURS/WEEK: 3

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Life Drawing VGA 101

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:

 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

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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 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

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:

		Grade Point
Grade	<u>Definition</u>	Equivalent
A+	90 – 100%	4.00
A	80 – 89%	4.00

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Life Drawing	4	VGA 10
В	70 - 79%	3.00
С	60 - 69%	2.00
D	50 – 59%	1.00
F (Fail)	49% and below	0.00
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	

VI. SPECIAL NOTES:

DEDUCTIONS - LATES, EXTENSIONS AND FAILS

without academic penalty.

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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

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VII. COURSE OUTLINE ADDENDUM:

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