



COURSE OUTLINE: VGA101 - LIFE DRAWING 1

Prepared: Jeff Dixon

Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

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| Course Code: Title | VGA101: LIFE DRAWING 1 | |
| Program Number: Name | 4006: VIDEO GAME ART | |
| Department: | VIDEO GAME ART | |
| Semesters/Terms: | 18F | |
| 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. | |
| Total Credits: | 3 | |
| Hours/Week: | 3 | |
| Total Hours: | 45 | |
| Prerequisites: | There are no pre-requisites for this course. | |
| Corequisites: | There are no co-requisites for this course. | |
| This course is a pre-requisite for: | VGA201 | |
| Vocational Learning Outcomes (VLO's) addressed in this course: | 4006 - VIDEO GAME ART | |
| Please refer to program web page for a complete listing of program outcomes where applicable. | VLO 3 Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games. | |
| | VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project. | |
| | VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. | |
| | VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. | |
| | VLO 7 Support the development of pre-production and conceptual art for games and gaming through the selection and application of relevant design tools and drawing techniques. | |
| | VLO 8 Create original game assets to meet requirements outlined in game design documents and/or creative briefs. | |
| | Essential Employability Skills (EES) addressed in this course: | EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. |
| | EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. | |
| EES 4 Apply a systematic approach to solve problems. | | |
| EES 5 Use a variety of thinking skills to anticipate and solve problems. | | |
| EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others. | | |



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| | EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals. |
| | EES 10 Manage the use of time and other resources to complete projects. |
| | EES 11 Take responsibility for ones own actions, decisions, and consequences. |

General Education Themes: Arts in Society
Science and Technology

Course Evaluation: Passing Grade: 50%, D

Books and Required Resources:

Complete Guide to Drawing from Life by George Bridgeman
Publisher: Sterling
ISBN: 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 by Nathan Goldstein
Publisher: Prentice Hall Edition: 7th edition
ISBN: 0136031919

Constructive Anatomy by George Bridgeman
Publisher: Dover Publications
ISBN: 0486211045

The Human Machine by George Bridgeman
Publisher: Holyoake Press
ISBN: 1443775487

Course Outcomes and Learning Objectives:

| Course Outcome 1 | Learning Objectives for Course Outcome 1 |
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| Draw and understand the skeletal and muscular structures of the human body and its proportions | <ul style="list-style-type: none"> * Draw individual and multiple bones and their relation to each other in the human body. * Draw individual and multiple muscles and their relation to each other in the human body. * Draw the human figure accurately, displaying proportional relationships of the body parts to the whole body. |
| Course Outcome 2 | Learning Objectives for Course Outcome 2 |
| Draw the human figure in a variety of poses. | <ul style="list-style-type: none"> * Understand and draw foreshortening in relation to the human form. * Draw the human figure in various poses. * Create gesture drawings of a figure spontaneously. * Draw accurate and proportionate human forms in a pose. |
| Course Outcome 3 | Learning Objectives for Course Outcome 3 |
| Use a variety of shading techniques to achieve the illusion of volume. | <ul style="list-style-type: none"> * Demonstrate the use of graduated and continuous tones, cross contour lines, and cross hatching to create volume. * Simplify, exaggerate, or distort visual elements and proportions to highlight specific qualities. * Create full body poses using shading techniques to create volume. |

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| | Course Outcome 4 | Learning Objectives for Course Outcome 4 | |
| | Knowledge and understanding of light and shadow. | <ul style="list-style-type: none"> * 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. | |
| Evaluation Process and Grading System: | Evaluation Type | Evaluation Weight | Course Outcome Assessed |
| | Assignments / Projects | 100% | |
| Date: | June 22, 2018 | | |
| | Please refer to the course outline addendum on the Learning Management System for further information. | | |