SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

COURSE TITLE: Life Drawing 2

CODE NO.: VGA 201 SEMESTER: 11F

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE: Mar10 PREVIOUS OUTLINE DATED: N/A

APPROVED: "B. Punch"

CHAIR DATE

TOTAL CREDITS: 3

PREREQUISITE(S): College and Program Admission Requirements

HOURS/WEEK:3

Copyright ©2010 The Sault College of Applied Arts & Technology

Reproduction of this document by any means, in whole or in part, without prior written permission of Sault College of Applied Arts & Technology is prohibited.

For additional information, please contact Brian Punch, Chair Environment and Design

(705) 759-2554, Ext. 2681

I. COURSE DESCRIPTION: A continuation of Life Drawing 1. This course will provide the student with more practice in capturing light and shadow as it relates to the human form. Exercises in capturing potential movement in character/life drawing will be explored. Students will be faced with the challenge of creating final compositions of multiple characters in action sequences using the sketches developed during the life drawing sessions.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

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

1. Understand and draw the human body in a unique pose in relation to movement.

Potential Elements of the Performance:

- drawing multiple gesture drawings in short periods of time showing form and motion of the human body
- create illustrations of the human body in light and shadow to give the illusion of mood and motion
- Illustrate the human figure interacting with the surrounding environment to illustrate movement
- 2. Study and illustrate clothing and accessories with their relation to the human body and its proportions

Potential Elements of the Performance:-

- drawing detailed illustration of models in costume using light and shadow to create form and volume.
- study and create detailed clothing and material in relation to the object and model
- 3. Discussion and creation of a character based on sketches and drawings of models in class

Potential Elements of the Performance:

- demonstrate the use of sketches and concepts to create a final pose of a character
- drawing multiple drawings of a character in progress from start to finish
- 4. Study and create illustrations depicting the character in motion from multiple views

Potential Elements of the Performance:

- Create illustrations depecting movement by focusing on key poses within an action sequence.
- Using model poses to create a final character pose

III. TOPICS:

- 1. expression motion threw the human body
- 2. create the illusion of motion threw the illustration of a unique pose
- 3. movement and form in the human body through poses
- 4. using light and shadow to enhance the illusion of movement
- 5. creating character illustrations using live models as reference

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:

Recommend books:

Muscles in Motion: Figure Drawing for the Comic Book Artist

Glenn Fabry (Author)

• **ISBN-10:** 0823031454

• **ISBN-13:** 978-0823031450

Force: Dynamic Life Drawing for Animators

by Mike Mattesi (Author)ISBN-10: 0240808452

• **ISBN-13:** 978-0240808451

Required Material:

Artist kit

Consumable materials

Charcoal paper – grey paper Mounting board No. 27 illustration board

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 may 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. All students are

expected to participate in every exercise in each class in addition assignments maybe given outside of class on a per class basis.

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. Three late arrivals equal one absence. Students are expected to attend every class session. Excused absences are for substantiated medical and personal emergencies only, with documentation. 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.

Evaluation:

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 threw briefs and verbal reinforcement. Work performance in class 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 create a creative atmosphere and keep the work place neat.
 - Participation in class projects and discussions
 - attendance and handing in work on time

Assignments are due at the start of the next class after the class during which they were assigned. Late assignments will be deducted one letter grade for each week missed.

The final grade is in 2 sections:

- All in-class work accounts for 60% of the final grade
- In/Out of class assignments account for 40%

Final evaluation for this course will be a letter grade as outlined below. Assignments will be weighted equally and will constitute 40% of the student's final grade. A missing assignment is equivalent to minus 10% of final grade for course. "F" (fail) grade for an assignment goes against the final grade and cannot be resubmitted.

The following semester grades will be assigned to students:

| Grade | <u>Definition</u> | Grade Point Equivalent |
|------------------------------|--|------------------------------|
| A+ ^ | 90 – 100% 80 – 80% | 4.00 |
| A B C D F (Fail) | 80 – 89% 70 - 79% 60 - 69% 50 – 59% 49% and below | 3.00 2.00 1.00 0.00 |
| CR (Credit) | Credit for diploma requirements has been | |
| S | awarded. Satisfactory achievement in field /clinical | |
| U | placement or non-graded subject area. Unsatisfactory achievement in | |
| X | field/clinical placement or non-graded subject area. A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the | |
| NR W | requirements for a course. Grade not reported to Registrar's office. 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.

VII. COURSE OUTLINE ADDENDUM:

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