

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

COURSE TITLE: Life Drawing 2

CODE NO. : VGA 201 **SEMESTER:** W12

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE: Dec. '12 **PREVIOUS OUTLINE DATED:** Dec '11

APPROVED: _____ "Colin Kirkwood" _____ Jan.3/13

DEAN **DATE**

TOTAL CREDITS: 3

PREREQUISITE(S): VGA 101

HOURS/WEEK:3 3

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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 depicting 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:**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.

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

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	<u>Definition</u>	<i>Grade Point Equivalent</i>
A+	90 – 100%	
A	80 – 89%	4.00
B	70 - 79%	3.00
C	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 without academic penalty.	

VI. SPECIAL NOTES:*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:

Significant learning takes place in the classroom setting through an interactive learning approach; therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met.

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 from 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

VII. COURSE OUTLINE ADDENDUM:

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