

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



**SAULT
COLLEGE**

COURSE OUTLINE

COURSE TITLE:	Life Drawing 2		
CODE NO. :	VGA201	SEMESTER:	13F
PROGRAM:	Video Game Art		
AUTHOR:	Matias Kamula		
DATE:	August 2013	PREVIOUS OUTLINE DATED:	Dec. 2012
APPROVED:		"Colin Kirkwood"	Sept/13
		_____	_____
		DEAN	DATE
TOTAL CREDITS:	3		
PREREQUISITE(S):	Life Drawing 1		
HOURS/WEEK:	3		

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For additional information, please contact Colin Kirkwood, Dean
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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 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:
RECOMMENDED TEXT:****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%	4.00
A	80 – 89%	
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

VII. COURSE OUTLINE ADDENDUM:

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