COURSE OUTLINE: VGA201 - LIFE DRAWING 2

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Course Code: Title	VGA201: LIFE DRAWING 2
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	20W
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.
Total Credits:	3
Hours/Week:	3
Total Hours:	45
Prerequisites:	VGA101
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course: **Please refer to program web page for a complete listing of program outcomes where applicable.**	**4008 - GAME - ART** 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 Use game concepts to support the ongoing iteration, creation, design and development of games. VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props.
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 6 Locate, select, organize, and document information using appropriate technology and information systems. EES 7 Analyze, evaluate, and apply relevant information from a variety of sources. EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others. EES 9 Interact with others in groups or teams that contribute to effective working

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	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.

Course Evaluation:	Passing Grade: 50%, D
Books and Required Resources:	Muscles in Motion: Figure Drawing for the Comic Book Artist by Glenn Fabry ISBN: 0823031454 978-0823031450 Force: Dynamic Life Drawing for Animators by Mike Mattesi ISBN: 0240808452 978-0240808451

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Understand and draw the human body in a unique pose in relation to movement.	* Draw 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.
Course Outcome 2	**Learning Objectives for Course Outcome 2**
Study and illustrate clothing and accessories with their relation to the human body and its proportions.	* Draw 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.
Course Outcome 3	**Learning Objectives for Course Outcome 3**
Discussion and creation of a character based on sketches and drawings of models in class.	* Demonstrate the use of sketches and concepts to create a final pose of a character. * Draw multiple drawings of a character in progress from start to finish.
Course Outcome 4	**Learning Objectives for Course Outcome 4**
Study and create illustrations depicting the character in motion from multiple views.	* Create illustrations depicting movement by focusing on key poses within an action sequence. * Use model poses to create a final character pose.

Evaluation Process and Grading System:		
	Evaluation Type	**Evaluation Weight**
	Assignments / Projects	100%

Date:	August 14, 2019
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.