



COURSE OUTLINE

VGA101

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Prepared: Jeff Dixon Approved: Sherri Smith

Course Code: Title	VGA101: LIFE DRAWING 1
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semester/Term:	17F
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
This course is a pre-requisite for:	VGA201
Vocational Learning Outcomes (VLO's): Please refer to program web page for a complete listing of program outcomes where applicable.	<p>#3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.</p> <p>#4. Contribute as an individual and a member of a game development team to the effective completion of a game development project.</p> <p>#5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.</p> <p>#6. Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics.</p> <p>#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.</p> <p>#8. Create original game assets to meet requirements outlined in game design documents and/or creative briefs.</p>
Essential Employability Skills (EES):	<p>#1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.</p> <p>#2. Respond to written, spoken, or visual messages in a manner that ensures effective communication.</p> <p>#4. Apply a systematic approach to solve problems.</p> <p>#5. Use a variety of thinking skills to anticipate and solve problems.</p>



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- #8. Show respect for the diverse opinions, values, belief systems, and contributions of others.
- #9. Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
- #10. Manage the use of time and other resources to complete projects.
- #11. Take responsibility for ones own actions, decisions, and consequences.

Course Evaluation:

Passing Grade: 50%, D

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

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.

Draw and understand the skeletal and muscular structures of the human body and its proportions

Learning Objectives 1.



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- * 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.

Draw the human figure in a variety of poses.

Learning Objectives 2.

- * 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.

Use a variety of shading techniques to achieve the illusion of volume.

Learning Objectives 3.

- * 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.

Course Outcome 4.

Knowledge and understanding of light and shadow.

Learning Objectives 4.

- * Drawing simple and complex objects, such as the human figure with its relation to its light source and the casting of shadows.



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* Understand and demonstrate the ability to create volume using light and shadow.

Date:

Thursday, August 31, 2017

Please refer to the course outline addendum on the Learning Management System for further information.