



## COURSE OUTLINE: VGA101 - LIFE DRAWING 1

Prepared: Jeff Dixon

Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

<b>Course Code: Title</b>	VGA101: LIFE DRAWING 1	
<b>Program Number: Name</b>	4008: GAME - ART	
<b>Department:</b>	VIDEO GAME ART	
<b>Semesters/Terms:</b>	19F	
<b>Course Description:</b>	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.	
<b>Total Credits:</b>	3	
<b>Hours/Week:</b>	3	
<b>Total Hours:</b>	45	
<b>Prerequisites:</b>	There are no pre-requisites for this course.	
<b>Corequisites:</b>	There are no co-requisites for this course.	
<b>This course is a pre-requisite for:</b>	VGA201	
<b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>	<b>4008 - GAME - ART</b>	
<b>Please refer to program web page for a complete listing of program outcomes where applicable.</b>	VLO 3 Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.	
	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.	
	<b>Essential Employability Skills (EES) addressed in this course:</b>	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 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.		



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EES 9 Interact with others in groups or teams that contribute to effective working 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.

**General Education Themes:** Arts in Society  
 Science and Technology

**Course Evaluation:** Passing Grade: 50%, D

**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	Learning Objectives for Course Outcome 1
Draw and understand the skeletal and muscular structures of the human body and its proportions	<ul style="list-style-type: none"> <li>* Draw individual and multiple bones and their relation to each other in the human body.</li> <li>* Draw individual and multiple muscles and their relation to each other in the human body.</li> <li>* Draw the human figure accurately, displaying proportional relationships of the body parts to the whole body.</li> </ul>
Course Outcome 2	Learning Objectives for Course Outcome 2
Draw the human figure in a variety of poses.	<ul style="list-style-type: none"> <li>* Understand and draw foreshortening in relation to the human form.</li> <li>* Draw the human figure in various poses.</li> <li>* Create gesture drawings of a figure spontaneously.</li> <li>* Draw accurate and proportionate human forms in a pose.</li> </ul>
Course Outcome 3	Learning Objectives for Course Outcome 3
Use a variety of shading techniques to achieve the illusion of volume.	<ul style="list-style-type: none"> <li>* Demonstrate the use of graduated and continuous tones, cross contour lines, and cross hatching to create volume.</li> <li>* Simplify, exaggerate, or distort visual elements and proportions to highlight specific qualities.</li> <li>* Create full body poses using shading techniques to create volume.</li> </ul>

	<b>Course Outcome 4</b>	<b>Learning Objectives for Course Outcome 4</b>				
	Knowledge and understanding of light and shadow.	* Drawing simple and complex objects, such as the human figure with its relation to its light source and the casting of shadows. * Understand and demonstrate the ability to create volume using light and shadow.				
<b>Evaluation Process and Grading System:</b>	<table border="1"> <thead> <tr> <th>Evaluation Type</th> <th>Evaluation Weight</th> </tr> </thead> <tbody> <tr> <td>Assignments / Projects</td> <td>100%</td> </tr> </tbody> </table>		Evaluation Type	Evaluation Weight	Assignments / Projects	100%
Evaluation Type	Evaluation Weight					
Assignments / Projects	100%					
<b>Date:</b>	August 14, 2019					
<b>Addendum:</b>	Please refer to the course outline addendum on the Learning Management System for further information.					