



COURSE OUTLINE: VGA101 - LIFE DRAWING 1

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Approved: Bob Chapman, Chair, Health

Course Code: Title	VGA101: LIFE DRAWING 1
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	21F
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
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
This course is a pre-requisite for:	VGA201
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 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.
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.

In response to public health requirements pertaining to the COVID19 pandemic, course delivery and assessment traditionally delivered in-class, may occur remotely either in whole or in part in the 2021-2022 academic year.



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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 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

A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.

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	* 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	Learning Objectives for Course Outcome 2
Draw the human figure in a variety of poses.	* 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	Learning Objectives for Course Outcome 3
Use a variety of shading techniques to achieve the illusion of volume.	* 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	Learning Objectives for Course Outcome 4
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.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

Date: August 9, 2021

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Addendum:

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

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