



COURSE OUTLINE

This course concentrates on developing the skills needed to effectively draw the human figure. Gesture, action lines, basic anatomy, proportion, foreshortening, contour, light, shadow, and drapery will be practiced. Students will gain the confidence needed to visualize then draw the male and female figure from life or from memory. These skills have a direct application to visual story telling in comics and graphic novels.

1. Instructor Information

(a)	Instructor:	Joan Steacy		
(b)	Office Hours:	Thursday 1:30 – 5:30		
(c)	Location:	Young 315E		
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2. Intended Learning Outcomes

(No changes are to be made to these Intended Learning Outcomes as approved by the Education Council of Camosun College.)

Upon successful completion of this course students will be able to:

1. Analyze the structure of the skeletal system, musculature, and surface of the human form.
2. Produce realistic drawing of the human figure from life, both nude and draped.
3. Draw from memory the human form from any angle.
4. Apply drawing skills to visual storytelling for comics, graphic novels, gaming, illustration, storyboards and animation.

3. Required Materials

- (a) Texts: FIGURE DRAWING – DESIGN AND INVENTION by Michael Hampton
ISBN: 0-615-27281-9
FUN WITH A PENCIL by Andrew Loomis
ISBN: 9780857687609
- (b) Other: *Please refer to materials supply list*

4. Course Content and Schedule

The Drawing Process

Upon successful completion of this course students will be able to:

- Draw short action poses and longer sustained poses
- Draw quickly within given time frame
- Produce a portfolio of fully rendered drawings and sketches

The underlying structure of figure in motion

Upon successful completion of this course students will be able to:

- Understand basic anatomy and visualize the hidden bone and muscle structure
- Draw three-dimensional figures on a two-dimensional surface
- Capture movement and express life in drawings
- Apply figure drawing skills to visual storytelling
- Sketch figures from memory for character studies and layouts for comics

The Big Picture

Upon successful completion of this course students will be able to:

- Analyze how parts of the figure form the whole picture
- Break down figure into its component parts and connect to the whole
- Recognize the big shapes and integrate that mass into the figure
- Eliminate excessive or unnecessary detail -simplify!
- Have an understanding of figure/ground relationship through positive and negative space exercises
- The figure cannot exist without a ground and the ground informs the figure
- Understand basic anatomy and how muscles and bones connect to form the whole body
- Develop your life drawings into characters rendered in your own style.
- Draw multiple figures on a page to create interaction and visual storytelling composition

VIST 122 • Structural Drawing

Sept. 4 - Dec. 4 2014

Drawing from either male or female model.

Critiques will be given in every class.

Week One • Sept. 4

Skeletal Anatomy and the Importance of Gesture

Activity

- draw gestures, study action lines, shoulder/hip angles
- consider balance, rhythm, patterns

Homework: read pages 3-9 and 24,25 from FIGURE DRAWING – DESIGN AND INVENTION by Michael Hampton

Week Two • Sept. 11

Muscle mass

Activities

- gesture drawing review
- longer poses
- study bulk, mass, and weight
- connections

Homework: read pages 42-45 FDDI

Week Three • Sept. 18

Contour line

Activity

- draw contour line to define essential details
- focus on thick/thin line weight
- importance of wrapping lines

Samples of different line weight styles used in comics, graphic novels, Manga will be discussed (students bring in samples)

Week Four • Sept. 25

Foreshortening

Activity

- practice different angles and viewpoints with objects
- apply principles of foreshortening to drawing the figure as if transparent
- study depth and exaggeration
- Samples of extreme foreshortening in comics will be shown.

Homework: read pages 46-53 FDDI

FIRST ASSIGNMENT DUE IN 2 WEEKS, WORTH 30% OF FINAL MARK!

Week Five • Oct. 2
Head, Hands, & Feet

Activity

- draw multiple head, hands, and feet from any angle, understand how they connect with other body parts to make the whole figure
- learn how bones and muscles work together.
- George Bridgman's The Human Machine will be shown and discuss.

Homework: read pages 57-85, 160-177 FDDI and pages 36-40 FUN WITH A PENCIL by Andrew Loomis

Week Six • Oct. 9
Lighting

Activity

- draw ball cone cube cylinder in shadow
- highlights, halftone, cast shadow, reflective light
- lighting the head
- positive and negative space, figure ground relationship
- draw only the highlights
- draw only the shadows
- combine light and shadow as one drawing
- incorporate background element

Homework: read pages 232-235 FDDI

Week Seven • Oct. 16
The Draped model

Activity

- study the seven types of folds: pipe, zigzag, spiral, diaper, half lock, drop, inert

Students will bring in examples of stylized costumes in Manga and Comics that show types of folds. Classical art images will be shown in comparison with contemporary comic art.

Homework: read pages 218-231 FDDI

Week Eight • Oct. 23
Highlights & shadows on drapery

Activity

- draw using light and shadow to create depth
- highlights, halftones, and shadows
- study cast shadows and reflective light on drapery
- create shadows with cross hatching techniques
- use thick and thin line weight to describe contour of folds, then use tone for shadow
- draw the model with one strong light source (twenty minute poses)
- look for patterns and big shapes
- explore contrast through strong lighting

Samples of how dramatic lighting on drapery is used in comics to create mood in storytelling will be shown and discussed.

SECOND ASSIGNMENT DUE IN 2 WEEKS, WORTH 30% OF FINAL MARK!

Week Nine • Oct. 30
The Clothed Model

Activity

- finding the stress points
- tension folds, slack folds, combined folds

Homework: read pages 68-69 FWAP

Week Ten • Nov.6

Fabric

Activity

- knowing what's under clothing informs how fabric folds
- look, see, and study complex, detailed folds and understand how to simplify their structure
- learn how fabric determines types of folds i.e. heavy or lightweight, textured, shiny fabrics

Examine drapery through the ages; classic and contemporary costume design in comics will be shown and discussed

Week Eleven • Nov.13

Dramatic lighting in Costumes

Activity

- draw different types of fabrics with contrasting light source
- stylize folds to avoid unnecessary detail
- know what to leave out
- exaggerate proportions of model to give a sense of drama

Stylized costume fabric in comics and manga, samples will be shown.

Week Twelve • Nov.20

Multiple figures on a plane / Layout Composition and Design

Activity (drawing longer poses)

- design and create dynamic compositions
- basic use of perspective to create depth
- consider point of view to create drama
- apply interaction of multiple characters
- explore use of props to create whole picture

Examples of good design and composition in comics and films will be studied.

Homework: read pages 99-100 FWAP

THIRD ASSIGNMENT DUE IN 2 WEEKS, WORTH 30% OF FINAL MARK!

Week Thirteen • Nov.27

Rendering final work.

Activity

- choosing the strongest drawings for your portfolio
- digitally photograph drawings for portfolio
- teacher critique 3rd assignment rough for approval

Week Fourteen • Dec.5

FINAL ASSIGNMENT DUE!

- peer critique
- instructor final critique

5. Basis of Student Assessment (Weighting)

Grading Rubrics are attached

First Sketch Pad	30%
Second Sketch Pad	30%
Final Sketchbook	30%
Classroom Participation	10%

Total: 100 marks

6. Grading System

Standard Grading System (GPA)

Percentage	Grade	Description	Grade Point Equivalency
90-100	A+	Works well above and beyond course requirements!	9
85-89	A	All assignments completed to high degree of finish, responsive to critiques, thoroughly engaged in classroom activities	8
80-84	A-	As above, though to slightly lesser degree	7
77-79	B+	All assignments completed, good participation	6
73-76	B	All assignments completed, acceptable participation	5
70-72	B-	As above, though to slightly lesser degree	4
65-69	C+	Some assignments late or incomplete, lack of full participation	3
60-64	C	Some assignments late or incomplete, missed classes, noticeable lack of participation	2
50-59	D	Minimum level of achievement for which credit is granted; a course with a "D" grade cannot be used as a prerequisite.	1
0-49	F	Minimum level has not been achieved.	0

7. Recommended Materials or Services to Assist Students to Succeed Throughout the Course

LEARNING SUPPORT AND SERVICES FOR STUDENTS

There are a variety of services available for students to assist them throughout their learning. This information is available in the College calendar, at Student Services, or the College web site at camosun.ca.

STUDENT CONDUCT POLICY

There is a Student Conduct Policy **which includes plagiarism**. It is the student's responsibility to become familiar with the content of this policy. The policy is available in each School Administration Office, at Student Services, and the College web site in the Policy Section.

ADDITIONAL COMMENTS

Things to remember: A picture tells a story, and a story tells a picture. Having created hundreds of drawings, students will know how to critique their own work and decide which ten examples should be chosen for their final portfolio.

All finished drawings start the spark of an idea, then a sketch - comics marry the drawings with words to create a visual story. The goal is to apply drawing skills learned in class to your story.

Keep in mind the grading criteria is for your own progress, and not a comparison with other students.

Grading Rubric for Assignment #1: 1st 50 page Sketch Pad, Female Form (30 points)

	A (8.0-10)	B (7.0 – 7.9)	C (6.0 – 6.9)	D (5.0 – 5.9)
Gesture	Shows progressive competency in analyzing the underlying skeletal system with strong action lines, balance, rhythm and proportions.	Shows progression in analyzing the underlying skeletal system but action lines, balance, rhythm and proportion are not well defined.	Makes effort to follow instruction but does not fully demonstrate an understanding of underlying skeletal system or characteristics	Does not use medium effectively. Appears to have applied minimal effort. Sketch pad is incomplete.
Bulk & Mass	Shows understanding of the solid structure of the female form. Uses solid muscle shapes to construct a whole figure.	Demonstrates solid bulk and mass but does not fully develop underlying structure	Draws solid forms with lines but lacks tone and underlying structure	Does not use medium effectively. Appears to have applied minimal effort. Sketch pad is incomplete.
Contour line, tone and foreshortening	Uses tone effectively to show mass strengthened with varying line weight. Shows strong understanding of surface contour line that informs underlying structure	Uses good line and tone to indicate mass but contour wrapping lines need better articulation	Attempts to use medium effectively but static line weight and tonal variation is weak	Does not use medium effectively. Appears to have applied minimal effort. Sketch pad is incomplete.

Grading Rubric for Assignment #2: 2nd 50 page Sketch Pad, Male Form (30 points)

	A (8.0-10)	B (7.0 – 7.9)	C (6.0 – 6.9)	D (5.0 – 5.9)
Hands & Feet	Clearly shows progression in drawing the connection of shoulder to arm, hands to wrist, and foot to leg. Shows an understanding of form of the hand and the ability to draw from any angle.	Shows progress in drawings and an understanding of connections, but lacks structure and form. Shows an ability to draw from more than two angles.	Makes effort to follow instruction but does not fully demonstrate a growing understanding of connections, underlying bone structure and form or the ability to draw from more than one angle.	Does not use medium effectively. Appears to have applied minimal effort. Sketch pad is incomplete.
Head	Shows excellent progression in understanding the connection of head to neck and underlying structure of the skull. Shows angles and ellipses in foreshortened poses. Demonstrates an ability to draw from any angle.	Demonstrates some progression in understanding of connection of head to neck and underlying skull structure but has some areas of weakness. Shows an ability to draw from more than two angles.	Makes effort to follow instruction but does not fully demonstrate a growing understanding of connection of head to neck and underlying bone structure. Does not show the ability to draw from more than angle.	Does not use medium effectively. Appears to have applied minimal effort. Sketch pad is incomplete.
Integrated form using lighting & negative space	Demonstrates a progressive ability to use halftone, shadow, cast shadows, reflective light and highlights effectively to define muscle form.	Shows progressive understanding of lighting but lacks some definition of overall form and/or musculature	Makes effort to follow instruction but does not fully define overall form and/or musculature	Does not use medium effectively. Appears to have applied minimal effort. Sketch pad is incomplete.

Grading Rubric for Assignment #3: Final Sketch Book (30 points)

	A (8.0-10)	B (7.0 – 7.9)	C (6.0 – 6.9)	D (5.0 – 5.9)
Types of Folds	Clearly shows all types of folds. Demonstrates an ability to adapt patterns to different fabric weights and underlying forms.	Shows an understanding of different types of folds but does not consistently apply them to the underlying form.	Shows inconsistent recognition of types of folds and some difficulty articulating their pattern on a surface.	Does not use medium effectively. Appears to have applied minimal effort. Sketch pad is incomplete.
Dramatic lighting on drapery	Demonstrates a progressive understanding of how light on fabric defines the patterns of drapery by using halftone, shadow, cast shadows, reflectivew light and highlights.	Demonstrates an understanding of how lighting defines drapery form but does not use all techniques to effectively render.	Shows inconsistent ability to simplify or articulate drapery structure according to dramatic lighting.	Does not use medium effectively. Appears to have applied minimal effort. Sketch pad is incomplete.
Technique	Shows the development of a highly-polished degree of technique including contour line, cross-hatching and tonal variation. Personal style in visibly emerging.	Shows strong technical skill demonstrated by various techniques. Personal style is developing.	Inconsistent use of techniques. Personal style is yet to emerge.	Does not show an ability to use techniques. Appears to have applied minimal effort. Sketch pad is incomplete.

Grading Rubric for Classroom Participation (10 points)

	A (4.0 - 5)	B (3.5 – 3.9)	C (3.0 – 3.5)	D (2.5 – 2.9)
Attendance and Preparation	Attends class regularly (no unexcused absences). Comes to class prepared with any required readings or homework complete.	Attends class regularly (no unexcused absences). Usually comes to class prepared but occasionally has failed to do required reading or homework.	Attends class somewhat regularly (1-2 unexcused absences). Inconsistent preparation for classes.	Irregular attendance (3 or more unexcused absences). Does not do out of class work—reading, homework.
Participation	Actively engaged in classroom learning. Participates fully in peer critiques. Responds to and gives feedback positively. Raises thoughtful questions and appropriately challenges assumptions and perspectives.	Sometimes contributes to classroom learning. Participates in peer critiques and sometimes responds to a gives feedback positively. Occasionally asks questions to expand his/her learning.	Rarely contributes to classroom learning. Is reluctant to participate in peer critiques. Has some difficulty giving and/or receiving feedback in a positive manner.	Never contributes to classroom learning. Remains focused on his/her own work and neither accepts nor gives peer feedback or contributes to classroom learning.