

CUYAMACA COLLEGE
OFFICIAL COURSE OUTLINE

ART 230 – FIGURE DRAWING I

2 hours lecture, 4 hours laboratory, 3 units

Catalog Description

Utilizes the skills and concepts developed in ART 124 to address the drawing of the nude human figure. Students will learn how articulation, standard proportion, bones and muscles influence the rendering of the human form. Drawing will be done from live models with studio lighting. Emphasis on representational drawing with line and value. This course is important for anyone dealing with the human figure, i.e., drawing, painting, sculpture, photography, illustration, graphic design, fashion design, etc.

Prerequisite

ART 124

Entrance Skills

Without the following skills, competencies and/or knowledge, students entering this course will be highly unlikely to succeed:

- 1) Understand, use and apply the terms on the official ART 124 vocabulary list
- 2) Draw in a realistic and representational manner
- 3) Apply left and right brain drawing theory
- 4) Drawing using contour and cross-contour lines in mechanical, expressive, modeled and closure modes
- 5) Draw using blind, modified blind, gesture, sighting and geometrizing techniques
- 6) Draw using foreshortening
- 7) Identify and render the nine achromatic values
- 8) Apply traditional value ranges
- 9) Do highlighting and shading
- 10) Make and use realistic and artist's textures
- 11) Enlarge, reduce and transfer compositions

Course Objectives

Students will be able to:

- 1) Understand and use the vocabulary identified in the official ART 230 vocabulary list
- 2) Learn the historical role the human figure has played in art
- 3) Learn the formal etiquette used between artist and model
- 4) Draw the human figure in the realistic and representational modes
- 5) Learn and apply standard human proportion to left and right brain drawing
- 6) Learn what influence the human skeleton has on figure drawing
- 7) Learn what influence the muscles have on figure drawing
- 8) Develop hand and eye coordination
- 9) Understand and draw the human form using right and left brain drawing systems
- 10) Understand and draw the human form using lines, positive shapes, negative spaces and textures
- 11) Understand and draw the human form using foreshortening and modeling
- 12) Work in a safe and ecological manner

Special Materials Required of Student

- 1) Sketchbook, drawing paper
- 2) Masonite clipboard
- 3) Charcoal (vine, pencil)
- 4) Conté crayon
- 5) Workable fixative with odor
- 6) 2H, HB, 2B, 4B graphic pencils
- 7) Erasers (kneaded, plastic)
- 8) Blenders (chamois, tortillion, stump)
- 9) Ink and brush
- 10) Ruler

Minimum Instructional Facilities

Studio with large flat drafting tables, easels, wall space with bulletin boards, bright lighting, sinks with hot and cold water, adequate ventilation, outside spray booth, overhead projector or 35mm slide projector, AV screen, marker board, light box, rotatrim paper cutter, mat cutter, cutting mats, pencil sharpeners, human drawing cast, complete human skeleton, model stand, studio lighting, visual security to protect model's privacy from outside the classroom

Course Content

- 1) Define and use the terms on the official Art 230 vocabulary list
- 2) Discuss the differences between naked and nude
- 3) Discuss the roles that both female and male human figures have played throughout the history of art

- 4) Discuss and apply the professional etiquette used between artist and model
- 5) Establish a zero-tolerance policy for inappropriate remarks or actions by students or staff concerning nude models
- 6) Discuss the why and how of maintaining visual security of the model's privacy from view from outside of the classroom/studio
- 7) Define and apply the influence of the skeleton on the articulation, proportion and volumes of the human body
- 8) Define and apply the influence of the surface muscles on the movement, proportion and volumes of the human body excluding the head
- 9) Emphasize drawing in the realistic and representational modes
- 10) Application of positive shapes and negative space in rendering the human figure
- 11) Apply contour, cross-contour and searching lines to render the human figure
- 12) Apply line quality to rendering of the human figure
- 13) Apply right brain drawing techniques: blind, modified blind and gesture to the rendering of the human figure
- 14) Apply left brain drawing techniques: visualization, standard proportions, schematic drawing and foreshortening to the rendering of the human figure
- 15) Apply visual analysis techniques (requiring both the left and the right brain): sighting and massing to the rendering of the human figure
- 16) Apply value ranges: full range, high key, middle key, low key, extreme contrast and silhouette to the rendering of the human figure
- 17) Apply achromatic modeling with highlighting and shading using both non-directional and directional applications of value to the rendering of the human figure
- 18) Select the appropriate materials and tools to use safely and ecologically in figure drawing: papers, boards, graphite, charcoal, conté crayons, eraser's blenders, ink brushes, fixatives, rulers, light box, studio lighting, model stands, drafting tables, and cutting tools

Method of Instruction

- 1) Range of live nude models to emphasize diversity of gender, age and race
- 2) Lecture with transparencies, 35mm slides, videos, video discs, films and/or computer projection system
- 3) Instructor drawing demonstrations
- 4) Assignments (reading, classroom, homework, studio)
- 5) Individual student conferences
- 6) Student art exhibitions
- 7) Field trips

Method of Evaluation

A uniformly applied grading system will be established in writing and distributed to all students. The instructor will use multiple measurements to determine the students' intellectual understanding of the official Art 230 vocabulary list and concepts as well as their application and craft in specific drawings. Instructor must have written quizzes and a written final exam that covers the official Art 230 vocabulary list. Grading options include:

- 1) Attendance and participation in studio cleanup, safety procedures, classroom discussion, student art exhibitions, field trips
- 2) Individual student conferences or skill demonstrations
- 3) Quantity, quality of assignments (homework, classroom, studio)
- 4) Verbal or written critiques by students of studio projects or artworks
- 5) Quizzes (written) or tests (objective)
- 6) Team papers

Texts and References

- 1) Required: None
- 2) Supplemental: None

Exit Skills

Students having successfully completed this course exit with the following skills, competencies and/or knowledge:

- 1) Understand, use and apply the terms on the official ART 230 vocabulary list
- 2) Understand the professional etiquette used between artists and models
- 3) Understand how the skeleton and muscles influence the drawing of the human form
- 4) Understand and apply standard proportion to drawing the human figure
- 5) Understand and draw the human figure in both realistic and representational modes using both left and right brain applications
- 6) Understand and draw the human figure using contour and cross-contour lines in mechanical, expressive, modeled and closure modes
- 7) Understand and draw the human figure using blind, modified blind, gesture, massing and visualizing techniques
- 8) Understand and apply foreshortening to the human figure
- 9) Understand and render the human figure with achromatic values, shading and highlighting
- 10) Understand and select the appropriate materials and tools to use safely and ecologically in figure drawing: papers, boards, graphite, charcoal, conté crayon, erasers, blenders, ink, brushes, fixatives, rulers, light box, studio lighting, model stands, drafting tables, easels and cutting tools