

Lassen Community College Course Outline

Art 3-Beginning Life Drawing

3.0 Units

I. Catalog Description

An introduction to figure drawing from the clothed and nude model in short and extended poses, using a variety of drawing techniques and media. The elements and principles of figure drawing will be presented from historical, cultural, aesthetic, technical and digital points of view. This course has been approved for traditional and temporary emergency online delivery. Students will need to purchase approximately \$100 worth of supplies for online course.

Recommended: Art 2

Prerequisite Skills:

Before entering this course, the student should be able to present a portfolio of work demonstrating competency in drawing

Transfers to both UC/CSU

General Education Area: C

CSU GE Area: C1

C-ID ARTS 200

25.5 Hours Lecture, 76.5 Hours Lab, 51 Expected Outside Class Hours, 153 Total Student Learning Hours

Scheduled: Spring (odd)

II. Coding Information

Repeatability: Not Repeatable, Take 1 Time

Grading Option: Graded or Pass/No Pass

Credit Type: Credit-Degree Applicable

TOP Code: 100210

III. Course Objectives

A. Course Student Learning Outcomes

Upon completion of this course the student will:

1. Produce drawings of the human figure, nude and clothed, from live models (temporary online course will use photographs for models)
2. Understand the importance of the human figure as a stand-alone subject.
3. Achieve a likeness and convincing illusion of the human body in various poses and environments.

B. Course Objectives,

Upon completion of this course the student will:

1. Demonstrate through studio projects an ability to realistically portray the human form
2. Demonstrate an ability to impose strict standards of craftsmanship
3. Accomplish a likeness in the form of a formal portrait
4. Be adept in rendering subcutaneous muscle groups which make up the human figure
5. Name subcutaneous muscle groups
6. Be familiar with methods of character development in various computer

- software
7. Demonstrate through studio projects muscle movement for digital character development
 8. Identify subcutaneous muscle groups and know bone structure through lectures, demonstrations and quizzes.
 9. Have the ability to model the human form with line, value, shadow and mass.
 10. Understand classical methods of mapping the human figure
 11. Critically analyze problems with proportions and correct them
 12. Solve issues of foreshortening.
 13. Will be familiar with painters and artists who utilized line, and gesture in their work and who used the human figure as subject matter, such as Kathie Kollwitz, Egon Shiele, Pablo Picasso, etc.
 14. Implement methods of critiquing contemporary works of fine art
 15. Write in an objective manner that identifies cultural issues
 16. Contribute to a portfolio that documents personal development

IV. Course content

1. The Anatomical Factor
 1. Human Skeleton
 2. Major subcutaneous musculature
2. The Design Factor (perception and drawing)
 1. Perception of edges (content and contour drawings)
 2. Perception of form (gesture, mass, and form drawing)
 3. Perception of composition (negative space drawing)
 4. Perception of value (charcoal drawing)
 5. Perception of color (conte and or pastel drawing)
 6. Chiaroscuro and contrapposto (shading and off-center pose)
3. Expression (emotive/cathartic concepts)
4. Historical Perspective of Life Drawing as an Art form
 1. Non-western contributions to life drawing
 2. Western contributions to life drawing
 3. Fine art and it's relation to contemporary outlier issues (gender, etc.)
5. Artists
 1. Significant contributions of past and contemporary artists
2. Critical Evaluations of Art
 1. Conceptual application
 2. Analysis (critique) and the subjective response
3. Discovery and Research of the human form
 1. Draped
 2. Nude
 3. Short pose
 4. Long pose

V. Assignments

A. Appropriate Readings

Readings from online sources and text

B. Writing Assignments

Two-page critique of drawings from museum visit

Compare and contrast of artists or artworks

C. Outside Assignments

Detailed, three-sided rendering of subcutaneous muscle groups of the human torso, arm and leg

Other drawings from old master sketches and contemporary photographs of the nude figure

Rendering the human figure with computer software (2-D/3-D)

D. Specific Demonstrations of critical thinking

Writing critiques

Critique discussion

Assessing craftsmanship (verbal)

Rendering the human figure from memory

Rendering human figures in perspective and overlapping figures

VI. Methods of Evaluation

Traditional Classroom Evaluation

Number and quality of assignments

Written critiques of exhibited work

Quality of homework

Discussion participation

Attendance

Midterm and Final Assignment

Online Evaluation (Temporary)

A variety of methods will be used, such as: research papers, asynchronous and synchronous (chat/forum) discussions, online quizzes and exams, posting to online website and email communications. A number of drawing projects will be assigned and delivered online.

VII. Method of Delivery

Traditional Classroom Delivery Correspondence Delivery

Hybrid Delivery Online Delivery

Traditional Classroom Instruction

Lectures, demonstrations and practice.

Online Delivery (Temporary)

Participation in forum-based discussions. Online exercises/assignments contained on website. Web based video vignettes with discussion paper, email communications, postings to forums, online lecture notes and web links will comprise the method of instruction.

VIII. Representative Texts and Supplies

Arner, Eddie, *Beginner's Guide to Life Drawing*, 2019, Search Press, ISBN-10: 1782217533, ISBN-13: 978-1782217534, Available on Kindle and Paperback

Traditional Delivery

Materials and supplies needed: estimated cost: \$100 (We supply in the classroom except for sketchbook)

Sketchbook: 9" x 12"

Pencils, pens, charcoal (vine and compressed), erasers
(3 to 4 pads of paper) 18in. x 24in. Drawing Paper, 24 Sheet Pad or larger (Total individual sheets will be around 75 to 100)
Spray Fixative

Online Delivery (Temporary)

Materials and supplies needed: estimated cost: \$100

Sketchbook: 9" x 12"

Pencils, pens, charcoal (vine and compressed), erasers
(3 to 4 pads of paper) 18in. x 24in. Drawing Paper, 24 Sheet Pad or larger (Total individual sheets will be around 75 to 100)
Spray Fixative

IX. Discipline/s Assignment

Art, Graphic Arts

IX. Course Status

Current Status: Active

Original Approval Date: 6/1/1990

Revised By: James Kleckner

Curriculum/Academic Standards Committee Revision Date: 05/16/2023