

GLASSBORO STATE COLLEGE
GLASSBORO, NEW JERSEY

Department of Art

March 4, 1983

Proposal For A New Course

Details:

Course Title: Drawing I - Representation

Sponsor: Department of Art, Dr. George Neff, Chairman

Course Level: Undergraduate; three semester hours

Curricular Effect: Major requirement, foundation core

Prerequisites: None

Implementation: Fall, 1983

Resources: Drawing I - Representation is to be part of the foundation core taken by all art major students. Most studio faculty are qualified to teach such a course. Existing facilities and library resources are adequate.

Rationale:

Drawing I - Representation will be part of an expanded drawing segment in the foundation core. Many faculty have felt that certain fundamental skills in design and drawing should receive more emphasis in preparation for the studio specializations. Toward that end, this course focuses on specific outcomes in terms of drawing skills.

Essence of the course:

See attached course outline.

Results of consultation:

This document has been prepared by the Art Department Curriculum Committee, discussed in a department hearing and approved by the Art Faculty. In preparation catalogs from the following colleges and universities were studied:

Pratt Institute, New York City
Tyler School of Art, Temple University
Maryland Institute, College of Art, Baltimore
Philadelphia College of Art
Parsons School of Design, New York City
Moore College of Art, Philadelphia

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Course Outline

TITLE: Drawing I - Representation

COURSE NUMBER:

INSTRUCTOR:

OVERVIEW: Working in the visual arts, and working with visual ideas generally, requires particular skills in developing visual imagery. Often it is necessary to draw a concept - to visualize a concept - in order to understand its potential. Perhaps as writing clarifies thinking, drawing clarifies visual thinking. The process of using the drawing medium to materialize a concept, or, for that matter, the process of thinking through the drawing medium itself, is fundamental to all students, whether or not the final form of the idea is to be a drawing or even two-dimensional. Representing the appearance of the practical world on a two-dimensional surface is a skill fundamental to all studio areas. This course is designed to insure the achievement of basic representational drawing skills.

OBJECTIVES: In order to complete the course students must demonstrate a working knowledge of the following:

1. Perspective
 - a. One point, two point, and three point perspective
 - b. Application of the principles of perspective to simple (geometric, regular) and complex (architectures, the figure, etc.) shapes
 - c. Manipulation and control of the distance between
 - 1) the viewer and the object
 - 2) the object and the vanishing point(s)
 - 3) the object and the eye level
2. Conceptualization of three-dimensional objects
 - a. Brief sketches that contain the basic volumetric features of an object
 - b. Brief sketches that contain the basic volumetric features of an object and manipulate the location of the viewer in relation to the object
 - c. A framework that allows rapid visualization of the figure

3. Light and shadow
 - a. Primary light
 - b. Secondary Light-reflected light
 - c. Highlight
 - d. Darktone
 - e. Cast Shadow
 - f. Effect of cast shadows on planes, shapes, and textures
 - g. Simultaneous contrast - light on dark and dark on light
4. Establishing tones, tonal gradations and edges of planes with various drawing media
Use of basic drawing media in creating tones, gradations, and systems of marks/lines
5. Drawing various subject matter with marks/lines proper proportion in tone and scale.
 - a. Still life
 - b. Landscape
 - c. Figure
6. Manipulation of the page to create the illusion of volume.
Integrating and organization of the image with the page.

EVALUATION:

Student work will be graded in terms of the objectives by means of critiques or examination at the discretion of the professor.

GRADING:

Given the completion of course objectives a grade will be assigned.

Drawing I - Representation

Catalog Description:

This course presents the basic representational skills and knowledge for effective drawing. Subjects covered will include the elements and principles of perspective, composition, anatomy, light and shade, and rendering.