



Syllabus

ART 102 Foundation Drawing I

General Information

Date

February 14th, 2019

Author

Sarah Morgan

Department

Visual and Performing Arts

Course Prefix

ART

Course Number

102

Course Title

Foundation Drawing I

Course Information

Credit Hours

3

Lecture Contact Hours

4

Lab Contact Hours

0

Other Contact Hours

0

Catalog Description

This course give students an introduction to all the basic skills of observation, free-hand drawing and critique. It is a foundation for all studio courses. Craftsmanship and development of techniques in a variety of media is demonstrated through the creative process.

Prerequisites

None

Co-requisites

None

Grading Scheme

Letter

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category

The Arts

FLCC Values

Institutional Learning Outcomes Addressed by the Course

Course Learning Outcomes

Course Learning Outcomes

1. Articulate principles of design and elements of art.
2. Apply principles of design and use appropriate materials to demonstrate basic freehand techniques resulting in finished work.
3. Exhibit knowledge of the creative process from concept to finished product using a variety of measures, including thumbnails, finished sketches, revisions, and working critiques.
4. Evaluate works based on visual concepts through critiques, demonstrating the ability to communicate ideas and receive constructive criticism.

Program Affiliation

This course is required as a core program course in the following program

AAS Graphic Design and AS Fine Arts

Outline of Topics Covered

- A. Observation drawing based on direct observation from still life.
 1. The relationship of positive form and negative space.
 2. Explore the possible expressive potentials of lines created with various media.
 3. Contour line drawings: Contour as a means to describing edges effectively.
 4. Weighted line drawings: Describing light and shadow through economy of line.
 5. Textured shading drawings: Texture and its importance as a means to artistic expression.
 6. Rendered shading drawings: Representing smooth value gradations.
- B. 1 Point perspective drawings
- C. 2 Point perspective drawings