

EASTERN ARIZONA COLLEGE

Drawing/The Creative Process

Course Design
2016-2017

Course Information

Division Fine Arts
Course Number ART 111B
Title Drawing/The Creative Process
Credits 2
Developed by Kenny Rhodes
Lecture/Lab Ratio 1 Lecture/2 Lab

Transfer Status

ASU	NAU	UA
ART Dept Elective	ART 135	Non Transferable

Activity Course Yes
CIP Code 50.0700
Assessment Mode Portfolio
Semester Taught Upon Request
GE Category None
Separate Lab No
Awareness Course No
Intensive Writing Course No

Prerequisites

None

Educational Value

This class is designed for learners who are interested in gaining a basic knowledge of drawing principles and techniques.

Description

In this beginning course, students will sketch 3-dimensional forms in chiaroscuro and create one- and two-point perspective drawings.

Supplies

Sketchbook 11X14
Drawing Pencils HB-6B
Art Gum Eraser

Competencies and Performance Standards

1. Draw a still-life using proper elements of design using graphite.

Learning objectives

What you will learn as you master the competency:

- a. Explain seeing as a basis for drawing.
- b. Identify the tools and material needed for graphite drawing.
- c. Acquaint self with the elements of scale and proportion.
- d. Define the elements of line quality and shape awareness.
- e. Define volume and form.
- f. Create a still life of common objects using graphite.

Performance Standards

Competence will be demonstrated:

- o by completing an individual project
- o by participating in class activities

Performance will be satisfactory when:

- o learner can explain the relationship between seeing and drawing
- o learner identifies the different tools and materials needed for graphite drawing
- o learner can demonstrate use of scale and proportion
- o learner can define the elements of line quality and shape awareness
- o learner can define volume and form
- o learner can create a still life of common objects

2. Sketch three dimensional forms in chiaroscuro.

Learning objectives

What you will learn as you master the competency:

- a. Convert light and shadow into an image.
- b. Practice shading techniques.
- c. Render an image using lights and darks with graphite on white paper.
- d. Design a three-dimensional image in chiaroscuro.

Performance Standards

Competence will be demonstrated:

- o by completing an individual project
- o by participating in class activities

Performance will be satisfactory when:

- o learner can demonstrate how light and shadow form an image
- o learner can demonstrate shading techniques
- o learner can render an image using lights and darks with graphite on white paper
- o learner can design a three-dimensional image in chiaroscuro

3. Create a convincing one-point perspective drawing.

Learning objectives

What you will learn as you master the competency:

- a. Define vanishing point.
- b. Explain how horizontals and verticals do not change in one point perspective.
- c. Sketch an example of how objects would appear above the viewer's horizon line.
- d. Sketch an example of how objects would appear below the viewer's horizon line.
- e. Sketch an object that is directly in front of the vanishing point.

Performance Standards

Competence will be demonstrated:

- o by completing an individual project
- o by participating in class activities

Performance will be satisfactory when:

- o learner can define the concept of vanishing point
- o learner can explain how horizontals and verticals do not change in point perspective
- o learner can sketch an example of how objects would appear above the viewer's horizon line
- o learner can sketch an example of how objects would appear below the viewer's horizon line
- o learner can sketch an object that is directly in front the vanishing point

4. Create a convincing two-point perspective drawing.

Learning objectives

What you will learn as you master the competency:

- a. Establish the vanishing point by approximation.
- b. Construct convergence lines.
- c. Sketch an object applying proper contour and edging techniques.
- d. Sketch a group of objects in two point perspective.

Performance Standards

Competence will be demonstrated:

- o by completing an individual project
- o by participating in class activities

Performance will be satisfactory when:

- o learner can establish the vanishing point by approximation
- o learner can construct convergence lines
- o learner can sketch an object applying proper contour and edging techniques
- o learner can sketch a group of objects in two point perspective

5. Demonstrate familiarity with a variety of media.

Learning objectives

What you will learn as you master the competency:

- a. Utilize positive shapes and negative space to create an effective drawing.
- b. Acquaint self with basics of portrait drawing.
- c. Demonstrate proficiency with charcoal.
- d. Sketch an object with chalk/pastels.
- e. Create a picture using crayons.
- f. Show how to cross hatch using inks.
- g. Design an individual project using graphite, charcoal, chalk, crayon, or ink as a medium.

Performance Standards

Competence will be demonstrated:

- o in individual an individual project
- o by participating in class activities

Performance will be satisfactory when:

- o learner utilizes positive shapes and negative space to create an effective drawing
- o learner acquaints self with basics of portrait drawing
- o learner demonstrates proficiency with charcoal
- o learner sketches an object with chalk/pastels
- o learner creates a picture using crayons
- o learner shows how to cross hatch using inks
- o learner designs an individual project using graphite, charcoal, chalk, crayon, or ink as a medium

Types of Instruction

Classroom Presentation

On-Campus Lab

Grading Information

Grading Rationale

40% Participation

60% Portfolio

Grading Scale

A	90-100%
B	80-89%
C	70-79%
D	60-69%
F	0-59%

This course may be taken Pass/Fail:

P	70% or higher
F	69% or lower