RARITAN VALLEY COMMUNITY COLLEGE
ACADEMIC COURSE OUTLINE

ARTS 110: BASIC-DRAWING I

I. Basic Course Information

A. Course number and Title: ARTS 110 BASIC DRAWING I

B. New or Modified Course: Modified

C. Date of Proposal: Semester: Fall Year: 2013

D. Sponsoring Department: Visual and Performing Arts

E. Semester Credit Hours: 3

F. Weekly Contact Hours: 4 Lecture: 2 Laboratory: 2

G. Prerequisites/Corequisites: NONE

H. Laboratory Fees: NONE

I. VAPA Contact: Ann Tsubota, (908) 526-1200 x8373, atsubota@raritanval.edu

II. Catalog Description

This course is an introduction to visual expression through the exploration of various black and white media. Still life, landscape, portrait, the human figure, and other subjects will be drawn. Formal concepts such as line, texture, value and perspective will be explored through representational and abstract means.

Students will be required to purchase art supplies.

III. Statement of Course Need

A. Basic Drawing I is generally recognized as core foundational course in the fine arts or graphic design. Along with Two-Dimensional Design, it serves as a prerequisite for many studio courses in two-and four-year institutions. Students in any of these degree programs need to be exposed to the basic components of representation, expression and composition.

B. This course has a lab component because it is a studio art course and requires students to use special facilities such as a drawing studio, and to use artistic materials under the guidance of the instructor.
C. This course generally transfers as a required studio foundations course.

IV. Place of Course in College Curriculum

A. Free elective.
B. This course serves as a specific core program requirement in the A.F.A. Graphic Design, A.F.A. Visual Art, A.A. Studio Art, A.A.S. Multimedia Communications and Digital Media/Film Studies A.S. degrees.
C. To see course transferability: a) for New Jersey schools, go to the NJ Transfer website, www.njtransfer.org; for all other colleges and universities, go to the individual websites.

V. Outline of Course Content

A. Formal Development:
   1. Gesture drawing
   2. Contour line drawing and ‘blind contour’ drawing
   3. Development of positive and negative space
   4. Rendering with shading and knowledge of the value scale
   5. Development of depth, including ‘1 and 2 point linear perspective’, scale, overlapping, atmospheric perspective, diagonal recession and foreshortening
   6. Balanced composition on a two dimensional plane
   7. Rendering of textured and reflective surfaces

B. Use and variety of expressive qualities of media
   1. Charcoal
   2. Ink
   3. Pencil
   4. Misc. such as China marker, gouache, tempera paint, oil stick, conté crayon and collage.
5. Various grounds such as newsprint, large format, toned papers, and high quality papers with rag content such as Rives BFK

C. Subject matter and its interpretation through different representational and abstract modes
   1. Still Life
   2. Interiors and Exteriors of architectural spaces
   3. Landscape
   4. Clothed figure drawing and portraits

D. Content
   1. Interpretation of formal elements of Drawing and their bearing on the meaning of works
E. Art and Design History
1. Principles will be contextualized through major art historical movements or artists

F. Professionalism, studio practice and the art world
1. Development of a sketchbook
2. Museum/gallery visit
3. Critical analysis: written or oral analysis of artworks and in-class critique of other students’ work
4. Storage and care of drawings, suitable presentation methods for portfolio and exhibition

VI. General Education and Course Learning Outcomes

A. General Education Learning Outcomes:
Students will:
1. Analyze and critique the formal elements and their bearing on the meaning of artworks in classroom discussion and weekly critiques using critical analysis, ethical reasoning and constructive comments (GE-NJ 1, 6, ER, *)

B. Course Learning Outcomes:
The student will be able to:
1. Develop and demonstrate a practical knowledge of drawing Draw from observation and from invention with focus on self-expression
2. Produce a portfolio of artworks which employ the formal elements and principles of design to visually express ideas
3. Make drawings using various historical and contemporary drawing styles and methods
4. Employ creative problem-solving to develop an idea into a finished artwork *

*Embedded critical thinking

VII. Modes of Teaching and Learning

A. Lecture/discussion
B. Tutorials
C. Research
D. Studio work time

VIII. Papers, Examinations, and other Assessment Instruments

A. Art Work
B. Portfolios
C. Essays
D. Exams
E. Quizzes
F. Exercises
G. Online Written Discussions
H. Oral Discussions
I. Presentations
J. Critiques

IX. Grade Determinants

A. Projects
B. Exercises
C. Essays
D. Exams
E. Oral and/or written critiques
F. Effort and participation
G. Attendance

X. Text and Materials

A. Textbook with contemporary and historical examples of drawings such as: A Guide to Drawing, Concise Edition, Faber and Mendelowitz, ed.
B. Hand-outs
C. Web Sites
D. Slide Examples
E. The Lion’s Den
F. Videos/DVDs

(Please Note: The course outline is intended only as a guide to course content and resources. Do not purchase textbooks based on this outline. The RVCC Bookstore is the sole resource for the most up-to-date information about textbooks.)

XI. Resources

A. Computer Lab with design software (latest versions), internet
B. Projection screen or display monitor
C. Scanners
D. Printers
E. Studio with drawing surfaces for each student
F. Sinks
G. Marker board
H. Media player to show video
I. Digital projector with up-to-date resolution imaging capabilities and color accuracy, screen