

Like Basic Drawing I, this course applies visual expression through the exploration of varied black and white media. Still life, landscape, portrait and human figure (drawing from a live model), and other subjects will be drawn. Unlike the regular course, however, this Honors Section will require more complex drawing assignments that involve a higher level of content development, as well as formal drawing skills beyond the rudimentary level. Representational and abstract drawing will be encouraged. There will also be required reading assignments, two guided field trips to New York City galleries and museums, and a class with a visiting artist. Students will be required to purchase art supplies.

III. Statement of Course Need

- A. Basic Drawing I-Honors is necessary so that we can attract students with a fairly strong pre-college drawing background. These students might otherwise test out of, or take the non-honor's Basic Drawing I and feel stifled or bored. Basic Drawing I is generally recognized as a 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 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. Black and white media to be used throughout the semester

1. Charcoal
2. Ink
3. Pencil
4. Misc. such as China-marker, gouache or tempera, oil pastel, Conte-crayon, 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. portraits
5. working from a live nude model

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
 - a. Readings and discussions/lectures on contemporary and historical drawing genres, and art theories

F. Professionalism, studio practice and the art world

1. Development of a sketchbook
2. Field Trip – Museum/gallery visits in NYC with instructor:
3. Written assignment (critical analysis) and /or oral analysis based on the NYC museum/gallery visit

4. In-class critiques of other students' work
5. Storage and care of drawings, suitable presentation methods for portfolio and exhibition

VI. General Education and Course Learning Outcomes

A. General Education Learning Outcomes:

The student will:

1. Beyond the rudimentary: 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. Beyond the rudimentary: 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 introduced in this honor's course via classroom instruction, visiting artist and required field trips
4. Employ creative problem-solving to develop an idea into a finished artwork *

**Embedded critical thinking*

C. Assessment Instruments

1. Art work made during class time
2. Art work (assigned homework)
3. Written paper
4. Student oral presentations
5. In class critiques
6. Participation in discussions

VII. Grade Determinants

- A. Visual class and homework assignments
- B. Written paper or oral presentation
- C. Attendance

- D. Participation in critiques
- E. Participation in discussions based on readings
- F. Field Trip participation

Modes of Teaching and Learning:

- 1. Lecture/discussion
- 2. Instructor demonstrations
- 3. In class and homework assignments
- 4. Research and readings
- 5. Guided field trips
- 6. Visiting artist lecture/workshop

VIII. Texts and Materials

Textbooks such as:

- A. Drawing Projects by Maslen & Southern
- B. A Guide to Drawing by Faber & Mendelowitz
- C. Criticizing Art Understanding the Contemporary (3rd ed) by Barrett

D. Required Readings from books such as:

- 1. On Modern Art by Klee, Paul, 1948. Faber and Faber Limited.
- 2. Theories of Modern Art by Chipp, Herschel, B., Univ. of California Press.
- 3. Ways of Seeing by Berger, John

E. Required readings from periodicals such as:

- 1. Art In America
- 2. Art Forum
- 3. New York Times

F. Students will purchase their own art supplies.

G. Hand-outs

H. Web-sites

I. Slide examples

J. 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.)

IX. Resources

- A. Drawing studio
- B. Sink
- C. Projection screen or display monitor
- D. Still life props
- E. Drawing boards

- F. Appropriate studio furniture
- G. Track lights
- H. Walls that allow drawings to be displayed
- I. Marker board
- J. Digital slides, DVD's, videos, library books
- K. Instructional drawing supplies
- L. Visiting Artist
- M. Live Drawing Model
- N. RVCC College Gallery
- O. Access to computer lab with design software (latest versions), internet
- P. Scanners
- Q. Printers
- R. Media player to show video
- S. Digital projector with up-to-date resolution imaging capabilities and color accuracy

