

# Common Course Outline

## ARTD 111 Drawing I 3 Semester Hours

### Community College of Baltimore County

#### Description

**ARTD 111 — 3 Credits —Drawing I** explores the basics of drawing using a variety of traditional materials and digital media. A series of drawing exercises and projects investigate subjects including still life, architectural perspective, and the human figure. This course prepares students for intermediate-level visual arts courses in both transfer and career programs in art, design, and interactive media. It may also be taken for personal enrichment.

**3 Credits; 2 lecture hours per week; 3 laboratory hours per week**

**Prerequisites: ACLT 052 or ACLT 053 or permission of program coordinator.**

#### Overall Course Objectives

Upon successful completion of the course the student will be able to:

1. use traditional and computer drawing media to produce finished drawings;
2. describe the contours of objects using the element of line;
3. represent the spatial interaction of shapes through figure ground relationships;
4. identify basic shapes within complex forms;
5. define value through a range of light and dark tones to illustrate the volume of objects;
6. recognize the tactile qualities of objects through the representation of texture;
7. create the illusion of three-dimensional space on a two-dimensional surface by using the rules of perspective;
8. organize a composition using the elements and principals of visual organization;
9. measure the proportions of subjects and align them correctly in their drawings; and
10. experiment with the expressive qualities of drawing through the exploration of various themes.

#### Major Topics

1. Media
  - a. graphite
  - b. charcoal
  - c. conte crayon
  - d. ink
  - e. computer media

2. Line
  - a. contour line
  - b. cross contour line
  - c. hatching
  - d. stippling
  - e. gesture
3. Figure Ground Relationships
  - a. stable figure/ground
  - b. reversible figure/ground
  - c. ambiguous figure/ground
4. Shapes
  - a. Geometric
  - b. organic
  - c. invented
5. Value
  - a. shading
  - b. hatching
  - c. ink wash
  - d. stippling
  - e. computer value
6. Texture
  - a. actual
  - b. invented
  - c. simulated
7. Perspective
  - a. one-point
  - b. two-point
  - c. multi-point
8. Composition
  - a. foreground, subject, background
  - b. picture plane
  - c. balance
9. Proportion
  - a. foreshortening
  - b. measuring
  - c. scale relationship
10. Themes
  - a. object rendering
  - b. still-life
  - c. human figure
  - d. landscape
  - e. architecture

## **Course Requirements**

Grading/exams: Grading procedures will be determined by the individual faculty member but will include the following:

Artist research notebook that includes information on at least 35 different artists

Minimum of 60 drawings completed outside of class

Portfolio including all drawings completed during the course

Writing: The individual faculty member will determine specific writing assignments.

## **Other Course Information**

This course is a foundation/core course within the Institute of Art, Design, and Interactive Media. Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.