

**GRA 133 Drawing I for
Graphic Design Majors**
▪ Room 1281
Three Credit Course



DRAWING I

for Graphic Design Majors

Fall 2009

Mr. Robert Jones
Instructor

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COURSE DESCRIPTION:

This course is an introductory level foundation course in drawing. A variety of media and subject matter including still life will be a focus in this course. Demonstration, discussion and formal critiques will augment studio work.

COURSE GOALS:

Upon successful completion of this course, students will be able to:

- ⇒ Demonstrate the ability to draw utilizing perceptual means incorporating the basic properties of line, value, scale and proportion, figure-ground relationship and texture.
- ⇒ Demonstrate the ability to activate the concept of the picture plane.
- ⇒ Produce cohesive composition.
- ⇒ Diagram perspective.
- ⇒ Create the illusion of three-dimensional forms and space on a two-dimensional plane.
- ⇒ Integrate critical thinking skills through completed artworks and formal critiques.

METHODS:

Each class will include a brief lecture and/or demonstration, followed by in-class studio work, with group and individual instruction from the professor. Outside independent drawing projects, reading assignments and research will be assigned throughout the semester. Drawing projects will be critiqued through class discussions and dialogue with the professor. A final comprehensive drawing project will conclude the course. Attendance at the final critique is mandatory.

TEXT:

Drawing Essentials by Deborah Rockman, Oxford University Press, 2009

ATTENDANCE:

IMPORTANT: Students in all GRA and ART drawing courses are REQUIRED to attend 2 hours of Open Lab drawing sessions each week in addition to your required 4 hours of class time.

Attendance will be taken at the beginning of each class and Open Lab. You are allowed three absences without penalty. I will not withdraw students from this course, that will be your responsibility. Each absence beyond three will result in your grade for the semester being lowered one-half of a grade point (from a B to a B/C, C to a D etc.). NO EXCEPTIONS.

Grades will also be lowered for arriving late or leaving early with three of them equaling one absence. Students who are unprepared for class (bring all of your materials!) will be marked absent.

If you miss a class, you will still be held responsible for concepts studied and assignments given in the classes you miss. Missing class is your responsibility.

Exchange phone numbers and e-mail addresses with your classmates so that you can get all assignments and notes. I will not respond to student e-mail or voice mail requests for class information if I was not contacted regarding your absence in advance of the class session.

PROJECTS: Projects will only be accepted for the full grade possible on the day they are due! Meeting deadlines is an important part of the graphic design field. All assignments are due at the start of class on their assigned due date and must be ready to hang on the critique wall. Late assignments can still be turned in for a reduced grade.

CRITIQUES: Final project critiques are an important aspect of the learning process. The majority of feedback on the quality of your work and suggestions for improvement will occur during preliminary critiques and final project critiques. A final critique at semester's end will be the equivalent of a final exam. Failure to appear at the final critique will result in a grade of F for this course. There are no exceptions to this policy.

PRESENTATION: Special attention will be given to proper use of professional grade artist's materials and clean, neat presentation. All projects should conform to the original assignment specifications in terms of size and medium (meaning tools and drawing surfaces). Students may also be expected to present their projects verbally to the class.

GRADING: Your grade is based on a number of factors that include project execution and improvement, class participation, attendance, attitude and effort. Excellence in all of these areas is required to earn an "A" in this course.

Grading is an individual process and can be subjective regarding artwork, but general standards will be used to evaluate your performance in order to assign a letter grade. Assignments will be the primary source of your grade and you will be expected to work outside of class approximately one to two hours for every hour of class. Assignments will be considered in terms of execution, composition, craftsmanship, inventiveness and risk-taking.

GRADING RUBRIC:

- A** projects will have consistent excellence in all criteria and will reflect the students understanding of concepts and expected learning outcomes.
- B** projects are above average, show evidence of growth and are effective and well composed and executed.
- C** projects are satisfactorily completed and may lack individual visual interest, lack of execution of media or evidence of growth.
- D** projects are insufficient and/or show inadequate technical execution and reflect a lack of class participation.
- F** projects are unsatisfactory, incomplete and/or reflect student's unwillingness to work.

GRADING PERCENTS:	Projects	50%	GRADING SCALE:	Letter grade:	Number grade:
	Class work	25%		A	100 - 90
	Homework	15%		B	89 - 80
	Professionalism	10%		C	79 - 70
				D	69 - 60
			F	59 - 0	

PROGRESS REPORTS:

To monitor their success in this course, students will be given progress reports that summarize the quality of the work they are doing in the class.

**STUDENTS WITH
DISABILITIES:**

Students with learning, physical or psychological disabilities who require accommodations for this course must contact Ann Binder, Director of Special Needs Services, in room 1320 in the Career and Counseling Center or call 610-325-2748. Please meet with me to discuss your accommodation letter.

BEING SUCCESSFUL:

Drawing is an important aspect of understanding and using design in a deliberate and sensitive manner. To be successful in this class... Nota bene!

- ⇒ "Showing up" is a major step towards being successful in anything!
- ⇒ Attitude is as important as hard work!
- ⇒ Learn to see and observe as an artist does. Don't think!
- ⇒ Put time/effort into the sketching/thinking/planning stages of a project.
Drawing is a "process" that is worked out and made successful at these early stages. It's not the slick textures or highlights!
- ⇒ Use time management skills effectively as drawing is a time consuming activity.
- ⇒ Get organized!
- ⇒ READ and LOOK at books/magazines devoted to this discipline.
The successful student will develop a habit of reading about the career path they intend to follow and looking at a lot of artwork.
- ⇒ Take notes... literally, not mentally!
- ⇒ Practice at home. Give time to your work.
- ⇒ LOOK, LOOK, LOOK at examples of great drawing and sketching. Resources include books on drawing, museums and galleries, DVD extra materials that include storyboard sketches, industrial design sketches, the drawings of designers and architects, and various other similar resources as drawing and painting blog sites.
- ⇒ DRAW, DRAW, DRAW. Drawing only improves through more drawing. DRAW - DRAW - DRAW. More action, less thinking about it!
- ⇒ Hand in all your work, homework, class work and final projects... on time!
- ⇒ Don't be afraid to take creative risks.
- ⇒ Put time/effort into your final projects. Making good art is not accomplished an hour before class. Drawing can be tedious and yet enjoyable. It's work that you can derive pleasure from! Money too!

MATERIALS LIST: required for this course:

- PAPERS
- 1 - Newsprint Pad Rough 50 Sheet 18x24
 - 1 - Strathmore 400 Premium Drawing Pad Regular 18x24
 - 1 - Strathmore Series 500 Charcoal Pad White 18x24 (mid term)
 - 1 or more sheets of Canson Mi-Teintes Drawing Paper 19x25
Colors: Dark gray, felt gray, or sand
 - 1 - Arches 30x40 drawing paper. (Final projects)
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- DRAWING MEDIA
- Pencils: 6H, 4H, 2H and HB (1 each)
2B, 4B and 6B. (2 each)
 - 1 - Ebony pencil
 - Sanding Block
 - Pencil Sharpener (Small metal one)
 - (3) Medium size kneaded erasers, (1) Art Gum eraser, (1) white eraser
 - Vine or Willow Charcoal (thick/soft) 12 pack
 - Compressed charcoal, 2 sticks medium
 - Blending Stumps: 3/8 inch
 - (1) Black charcoal pencil 2B, (1) white charcoal pencil
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- MISCELLANEOUS
- Tackle Box or Art box to hold materials
 - (1) sketch clip board 22.5 x 25 inches *
 - 3/4" White Artists tape
 - 3/4" Drafting tape
 - Scotch Magic Plus tape *
 - #1 X-acto knife with extra #11 blades
 - Fixative Spray - Workable
 - Chamois cloth
 - Straight edge 30" inch ruler
 - Portfolio (nothing fancy) 20 x 26 inches - to transport drawings safely *
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* OPTIONAL SUPPLIES

Other materials may be requested as semester progresses.

Learn to buy good quality supplies if you can afford them, they make a huge difference in ease of handling. At the very least, buy good brushes. Utrecht Art Supply on South Broad Street has several good sable brushes at fair prices. Many of the supplies from this list, if good quality, can last you well into your professional career.

The list above will cost you approximately \$145.00

Source: Dick Blick Web Site 12/2008

ART STORE LIST: http://www.designnote.org/links_new.html

ACTIVITIES CALENDAR: http://www.designnote.org/draw/gral33_draw.html