

ART158 : * Life Drawing Laboratory

General Information

Author:	<ul style="list-style-type: none">April Bey
Course Code (CB01) :	ART158
Course Title (CB02) :	* Life Drawing Laboratory
Department:	ART
Proposal Start:	Winter 2025
TOP Code (CB03) :	(1002.10) Painting and Drawing
CIP Code:	(50.0705) Drawing.
SAM Code (CB09) :	Non-Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000166750
Curriculum Committee Approval Date:	05/08/2024
Board of Trustees Approval Date:	06/18/2024
Last Cyclical Review Date:	05/08/2024
Course Description and Course Note:	ART 158 enables life drawing students to have additional supervised life drawing studio time and to increase their technical drawing and design skills relative to concurrent enrollment in a life drawing course. Note: This course is Pass/No Pass only.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none">Credit
Author:	No value

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Art
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08) Course is not a basic skills course.	Course Special Class Status (CB13) Course is not a special class.	Grading Basis <ul style="list-style-type: none">Pass / No-Pass Only
<input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	Pre-Collegiate Level (CB21) Not applicable.	Course Support Course Status (CB26) Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Not transferable

Transferability Status

Not transferable

Units and Hours

Summary

Minimum Credit Units (CB07) 1

Maximum Credit Units (CB06) 1

Total Course In-Class (Contact) Hours 54

Total Course Out-of-Class Hours 0

Total Student Learning Hours 54

Credit / Non-Credit Options

Course Type (CB04)

Credit - Not Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	0	0
Laboratory Hours	3	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks) 18

Hours per unit divisor 54

Course In-Class (Contact) Hours

Lecture 0

Laboratory 54

Studio 0

Total 54

Course Out-of-Class Hours

Lecture 0

Laboratory 0

Studio 0

Total 0

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
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No Value	No Value	No Value	No Value
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Pre-requisites, Co-requisites, Anti-requisites and Advisories

Co-Requisite

ART152 - Figure Drawing

OR

Co-Requisite

ART201 - Drawing For Animation

OR

Co-Requisite

ART205 - Fundamentals Of 2-D Keyframe Animation

Entry Standards

Entry Standards

Create observational drawings from the live figure model in a wide range of drawing media that demonstrate successful development, application, and understanding of: anatomy and structure of the human body.

Proportion, sighting, measurement, and foreshortening.

Gesture drawing and massing of form.

Use of line and value in describing the human figure.

Development of composition using human figure.

Create gesture drawings which capture an attitude of a pose.

Create gesture drawings which depict accuracy in a pose.

Apply principles of construction drawing to the human figure and animals.

Capture human emotion and expression through drawing.

Apply perspective; use lighting to define form and also as a design element; use drapery in drawing.

Create a story for an animated short film.

Create a storyboard for an animated short film.

Create key frames integrating characters and background.

Design opening and closing titles.

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction

Studio

Methods of Instruction

Laboratory

Out of Class Assignments

N/A

Methods of Evaluation

Rationale

Project/Portfolio

Portfolio of work produced in the lab class (e.g. a portfolio displaying multiple drawings of still life configurations and/or figure drawing sessions)

Textbook Rationale

No Value

Textbooks

Author

Title

Publisher

Date

ISBN

No Value

No Value

No Value

No Value

No Value

Other Instructional Materials (i.e. OER, handouts)

Description

No required textbooks. Supplemental handouts given by instructor

Author

No value

Citation

No value

Online Resource(s)

No value

Materials Fee

A material/lab fee may be required for this course.

Learning Outcomes and Objectives

Course Objectives

Draw the figure in various time limitations.

Demonstrate technical skills necessary to draw the figure with pure lines as well as tonal drawing involving chiaroscuro.

Analyze and articulate the movements of forms in the space to express the relationship of the figure to its particular space.

Develop the structure of the figure by synthesizing anatomical studies.

Use the figure as a vehicle to express emotional attitudes by use of the abstract elements of line, tone, texture, and value.

Experiment with various drawing media such as conte crayon, pastels, ink, and paint.

Present completed projects related to assignments in corequisite life drawing course, ART 152, 201, or 205.

SLOs

Develop an independent studio practice utilizing life drawing skills.

Expected Outcome Performance: 70.0

<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art
	Produce original work the demonstrate a high level of craft
<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
	Produce original work the demonstrate a high level of craft
<i>ILOs</i> Core ILOs	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>ART</i> Studio Arts	Demonstrate intermediate mastery in a range of 2D/3D visual media
	Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks
<i>ART</i> Animation - A.S. Degree Major (NAS)	Gain skills allowing for transfer to 4-year colleges or entry into the workplace.
	Retrain themselves to diversify their work options within animation, gaming, or visual effects

Compile a cohesive life drawing portfolio.

Expected Outcome Performance: 70.0

<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
	Produce original work the demonstrate a high level of craft
<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art

<i>ILOs</i> Core ILOs	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
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<i>ART</i> Studio Arts	Demonstrate intermediate mastery in a range of 2D/3D visual media
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Course Content

Lecture Content

No value

Laboratory/Studio Content

Course Introduction: (2 Hours)

- Course content and expectations
- Lab procedures

An approach to drawing the figure from life: (12 Hours)

- Seeing the figure as a whole
- Layout of the figure on the working format
- Blocking out the figure on simple forms, working within the framework of the layout
- Evaluating proportions: part to part and the parts to the whole figure
- Evaluating movements: capturing the essence and the gesture of the pose
- Increasing knowledge of human anatomy as it applies to life drawing

Drawing Forms: (9 Hours)

- Drawing full dimensions rather than edges
- Drawing the figure in perspective and proportion

Light and Shade (9 Hours)

Compositional Studies: (9 Hours)

- Using the figure in pictorial composition
- Representing of pictorial space
- Organizing of pictorial space

Creative use of the Figure: (9 Hours)

- Exploring and inventing
- Abstracting using the figure as a point of departure

Exploration of Varied Drawing Media: (4 Hours)

- Line drawing pen
- Line drawing with charcoal
- Line drawing with conte crayon
- Watercolor washed

Total hours: 54

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

Yes

If yes, who is your departmental library liaison?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

Did you contact the DEIA liaison?

Yes

Were there any DEIA changes made to this outline?

No

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value