

# FD1235 OBSERVATIONAL DRAWING

Credits: 3

This freshman-level course introduces students to methods of structural-based drawing through rigorous observational practices. With an emphasis on composition, ideas such as light, shade, value contrast, proportion, textural effects, mass, volume, and technique are introduced. Utilizing the study of natural and manufactured objects, students become familiar with principles of one and two-point perspective. Upon successful completion of this course, students demonstrate improved knowledge and skills in translating what is observed from life into a 2D picture plane.

Prerequisites: none

Notes: formerly FD 1275 Drawing I

Course Learning Outcomes	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Acquire fundamental drawing skills through project assignments.	Art works are composed with accurate proportions and values in presented media formats.	Art works apply mostly proportions and values in presented media formats.	Art works demonstrate some technical understanding of proportions and values in presented media formats.	Art works do not demonstrate a technical understanding of proportions and values in presented media formats.	FD3	Design Competence
Apply structural drawing methods to compositions in the creation of two dimensional works.	Projects utilize a structural understanding of three-dimensional objects and spatial relationships in order to create accurate depictions in two-dimensions.	Projects often utilize a structural understanding of three-dimensional objects and spatial relationships in order to create accurate depictions in two-dimensions.	Projects sometimes utilize a structural understanding of three-dimensional objects and spatial relationships in order to create accurate depictions in two-dimensions.	Projects rarely utilize a structural understanding of three-dimensional objects and spatial relationships in order to create accurate depictions in two-dimensions.	FD3	Design Competence
Develop drawing specific vocabulary in relationship to the elements and principles of design.	Student discourse in class discussions and critiques demonstrates a strong knowledge and use of drawing-specific terms and concepts to clearly communicate critical reflection.	Student discourse in class discussions and critiques demonstrates a moderate knowledge and use of drawing-specific terms and concepts to clearly communicate critical reflection.	Student discourse in class discussions and critiques demonstrates some knowledge and use of drawing-specific terms and concepts to clearly communicate critical reflection.	Student discourse in class discussions and critiques demonstrates little knowledge and use of drawing-specific terms and concepts to clearly communicate critical reflection.	FD1	Communication Competence / Cultural Competence
Engage in ideation by means of thumbnail sketches, composition layouts, and research.	Drawings originate from an iterative planning process that derives from critical assessment and self reflection.	Drawings often originate from an iterative planning process that derives from critical assessment and self reflection.	Drawings sometimes originate from an iterative planning process that derives from critical assessment and self reflection.	Drawings rarely originate from an iterative planning process that derives from critical assessment and self reflection.	FD5	Critical Thinking
Employ one-point and two-point perspective in the creation of observed and imagined drawings.	Projects demonstrate both a strong comprehension and a strategic deployment of one-point and two-point perspective systems in order to create illusionistic space.	Projects often demonstrate both comprehension and strategic deployment of one-point and two-point perspective systems in order to create illusionistic space.	Projects sometimes demonstrate both comprehension and strategic deployment of one-point and two-point perspective systems in order to create illusionistic space.	Projects rarely demonstrate either strong comprehension or strategic deployment of one-point and two-point perspective systems in order to create illusionistic space.	FD3	Design Competence