

Course Abstract

If you need accommodations due to a disability, contact Disability Services in Edison Hall Room 100, 732.906.2546.

To foster a productive learning environment, the College requires that all students adhere to the Code of Student Conduct which is published in the college catalog and website.

Course ID and Name: **ART 109 Drawing**

Department: Visual Performing Media Arts

Chairperson: Annie Hogan

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Prerequisites: N/A **Co-requisites:** N/A

Course Description:

A workshop and lecture course exploring media, concepts and techniques of drawing. Skill in representing objects, landscape, human and imaginative form is approached through practice and the examination of the works of previous and present day artists. Individual criticism aimed at personal growth of artistic ability and insight. Outside assignments to be reviewed by instructor. Field trips required.

General Education Status:

Credits:	Lecture Hours:	Lab Hours:
3	3	0

Learning Outcomes:

1. Define and analyze basic art fundamentals and visual concepts and apply these to drawing from observation.
2. Demonstrate proficiency in the use of dry and wet drawing media in the creation of works of art.
3. Examine works of art (past and present) and synthesize these influences in the creation of studio work.
4. Demonstrate and apply critical thinking skills to evaluate and analyze individual works of art and use this analysis to improve creativity.
5. Experiment with representational and non-representational modes of visual expression to formulate an individual artistic expression in drawing.

Course Content Areas:

1. Draw various models from observation, including still life, landscape, human model, photography, and collage.
2. Practice in applying the concepts of formalism and composition to drawing.
3. Focus on effective interactions between positive and negative space, including the relationship of the image to the sheet of paper.
4. Model surfaces by applying values, lights and darks, and gradations to the illusion of highlights and shadows.
5. Practice varied applications in mark making, such as hatching and cross-hatching, blending, erasing, working in layers, creating textures and building other surface effects.
6. Apply basic color concepts and black and white contrasts as appropriate to various media, including graphite, charcoal, pastel, ink and watercolor.
7. Understand basic historical and contemporary art images and their relationships to drawing.