

Oklahoma State University Institute of Technology
Face-to-Face Common Syllabus
Fall 2017

GRD 1133 BASIC DRAWING

Basic Drawing is the start of an ongoing exploration of drawing skills as they relate to the Graphic Design field. Beginning studies deal with the principles of linear perspective and the use of light and shadow. Through sketching, students will look for line, tone, and texture. Subjects include still life studies and outdoor sketches. Theory/Lab.

Course Purpose:

The purpose of this course is to introduce the students to perspective, proportioning, line quality, light and shadow and texture in a drawing medium.

Type of Course: Theory/Lab

Credit Hours: 3; Total clock hours of theory per semester: 25;

Total clock hours of lab per semester: 50.

Class Length: Full Semester

Class Days and Times: Tuesday and Thursdays 8:00 AM – 10:25 AM

Prerequisites: None

Instructor Name: Kurt W Stenstrom

Instructor Phone: (918) 293-5070

Office: Bldg. 300/HOS and Room 161

Instructor Email: k.stenstrom@okstate.edu

Contact: My preferred method of contact is email. Please allow 24-48 hours to return your correspondence during the normal work week.

Instructor's Office Hours: Monday and Wednesday 3:15-4:30 PM by Appointment.

School Name: Visual Communications

School Main Phone: 918-293-5050

REQUIRED TEXT, REFERENCES, AND MATERIALS

Texts: *Basic Perspective Drawing, A Visual Approach 6th edition* by John Montague, ISBN #978-1-118-13414-6 (pbk) John Wiley & Sons Publishing.

Optional Texts: *Pencil Drawing* by David Lewis, *The Sketch in Color* by Robert Oliver, *Pencil Sketching* by Thomas C. Wang

Materials/Tools: Beinfang white drawing paper pad (50 sheets, 14"x17"), T-Square, Triangle, White & Kneaded Erasers, Masking tape, Pica Pole, Spray fixative, Sandpaper, 2H, HB, 2B, 4B, & 6B drawing pencils. (not all items are in the GRD 1st semester toolkit)

Estimated Cost for Materials: \$ 141.00

Upon completion of the course, students should:

Course Objectives	Assessment of Objectives
Demonstrate the correct use of Internet, library, publications, books, manuals, etc. to research industry specific terms, practices, techniques, mediums, media, resources, and trends.	None
Incorporate field trips and visitations to industry vendors, studios, agencies, museums and exhibits to develop industry terminology.	
Analyze appropriate language communications specific to the design industry.	
Demonstrate correct use of design rationales to satisfy the interests of the target audience.	
Demonstrate correct use of the principles of linear perspective for visual images.	
Demonstrate correct use of light and shadow to express pictorial realism.	
Demonstrate correct use of brainstorming, research, analysis, psychographic and demographic information for developing problem-solving skills.	
Incorporate team brainstorming, research, and analysis and concept development for advancing skills in collaboration and cooperation.	
Formulate design projects based on the foundations of the elements and principles of design.	
Incorporate software and hand skills to produce visual representations of concepts.	
Incorporate thumbnails, sketches, layouts, comprehensives, storyboards, illustrations, imagery, photography, typography, copy, logos, design marks, colors, and styles into design projects.	
Incorporate historical techniques and styles used by old masters in the industry into design projects.	
Incorporate different types of media, advertising and marketing techniques into design projects.	

Develop well-defined designs that are targeted to the appropriate audience/clientele.	
Create appropriate brand media design needs.	
Create designs that have conceptualized strategies, content and outcomes.	
Create super comprehensive designs suitable for presentation.	

Aspects of the course objective assessments may be used in the university's assessment of student learning. If applicable, an asterisk (*) above indicates this assignment is used in the university assessment program.

COURSE ACTIVITIES

In this course students, will:

- Participate in class discussions and activities.
- View videos that depict the various concepts.
- Create, compose and render objects and still life drawings in correct perspective and proportional scale.
- Demonstrate the proper use of light and shadow to create dimensional feeling in their renderings.
- Demonstrate through sketching that they understand line, tone and texture.
- Take examinations.
- May be required to do quizzes.

EVALUATION - GRADES WILL BE BASED ON THE QUALITY AND COMPLETION

OF THESE TASKS: *(NOTE-Please indicate the course specific evaluations. List assignment(s) used in the university's assessment of student learning as separate line items and marked with an asterisk.)*

Assignments 80%
 assignments, in-class projects, presentations, reports,

Performance 10%
 This includes, but is not limited to, attendance, participation in demos, lectures, as well as attitude and work ethic.

Tests..... 10%

Total 100%

OSUIT Grading Scale
A = 90%-100%
B = 80%-89%
C = 70%-79%
D = 60%-69%
F = 59% & below

*The student's grade for this assignment will be used in the university's assessment of student learning. A 70% competency or higher receives a Pass rating. This Pass/Fail rating is independent of the student's course grade.

Quizzes, small weekly assignments (see below): Normal return time to student by next class meeting or no later than one (1) week.

Major assignments listed above and similar type projects: Normal return time to students in one (1) to two (2) weeks.

RECOMMENDED STUDENT COMPETENCIES/SKILLS

- Visualize objects in still life or real life
- Accurately measure objects, space and proportions.
- Perform value and texture quality on different mediums

AUTHORIZED TOOLS

Students may use any/all course materials, including books and notes, while participating in classroom activities but not quizzes or written tests. All quizzes and written assignments are to be completed independently; no collaboration with classmates is permitted and any instance of such will be considered academic dishonesty.

COURSE ASSIGNMENTS

Unless otherwise specified by your instructor, all assignments will include the student's name, date, with all renderings being done in graphite. See following pages for value of assignments. Each student is expected to produce original work. Copying assignments will result in zero points for each party involved. Copying of artwork, previously created work or illegal use of copyright materials may result in the student being withdrawn from this course. This course will require hours of outside class time or lab use. Open building and lab hours are set by the division chair and determined each semester and will be posted for your convenience.

LATE WORK

Ten percent (10%) of the total possible points for a project will be deducted from the final grade for each day (not including weekends) a deadline is missed. The same deduction will be applied to missing special presentations or demonstrations unless otherwise specified with project instructions. Any work handed in unfinished will be considered incomplete and can be counted as a zero. The final project will not be accepted after due date specified with project instructions.

COURSE NOTEBOOK

A *class notebook* will be neatly kept in a three-ring binder and divided into sections with tab dividers. Lecture and demonstration information (notes), handouts, graded projects, thumbnails, tests, quizzes, and a morgue file will be kept therein. To serve as a useful tool during your learning process, your notebook should be brought to class daily. Notebooks will be evaluated a minimum of twice within the trimester, once just prior to mid-term and again prior to the end of the semester. The instructor will give the dates for this evaluation. The three notebook grades will be awarded based on the completeness and orderliness of the notebook (sectioning and tabs must be used). These notebook grades are valued as part of the performance grade criteria

TESTING

(Weighted at 10% of the grade) Tests will be given in conjunction with units of study. Tests will only be given at the announced time. Makeup of tests is at the instructor's discretion based on significant circumstances. The midterm test will only be given during midterm week. The final exam will only be given during final week.

Test 1	Vocabulary test/Perspective/Contour terms	100 pts.
Test 2	Perspective Skills	100 pts.
	Comprehensive Written Final Exam	100 pts.

TOTAL (if we have 3 tests) 300pts

PERFORMANCE

(Weighted at 10% of the grade) Note that your Performance grade includes lectures, demos, effective use of time on assignments, coming prepared with all tools & supplies, attitude and work ethic, etc. Check with your instructor for the actual total here. Students are assessed each class period. Performance points available each class: 10 pts/class

Assignments are given with demonstrations on how to accomplish them. Often, shortcuts and helpful tips are given on how to get the job done in the most expedient, efficient production manner. Reading material, handouts, or other resource materials are given out at this time. Students are required to take thorough notes on the step-by-step instructions. Lectures and demonstrations missed will not be made up.

Note that your performance grade includes lectures, lessons, demos, effective use of time on projects, coming prepared with all tools & supplies, attitude and work ethic, etc. so check with your instructor for the actual total here. Students are assessed each class period. Performance points available each class: 10 pts/class. (Weighted at 10% of the grade)

If students come to class late, it is their responsibility to check in with the instructor at the end of class, or they will be recorded as absent. Students are expected to work with others, use time effectively, be dependable, and be responsible for and respectful of their own area as well as other students and the school's property. Students are expected to dress in an appropriate manner and behave professionally at all times. Acceptable performance / behavior will include, but not be limited to, the demonstration of:

- Good work ethic
- Dress and language use appropriate for professional workplace
- Positive attitude
- Wise use of class time
- Working well with others; respecting and not disrupting others
- Regular attendance in class
- Being prepared for class
- Participation in class discussions, demonstrations, and projects
- Accurately following written and verbal instructions
- Meeting deadline schedules

- Leaving your work area neat at the end of class
- Following all computer use and lab rules

Use of Cell phones is not permitted in class. We respectfully request that all cell phones be set to no audible noise and that students not interrupt lectures or demonstrations by leaving class to conduct personal business. Lectures and demonstrations will not be repeated.

The use of iPods, or other individual music players, is not permitted in class except at the permission of the instructor. Lectures and demonstrations will not be repeated and attention in class is necessary to do well.

COMPUTER LAB AND CLASSROOM POLICIES

Open lab hours are set by the department head and determined each semester. Lab hours available outside class use will be posted for your convenience.

- No food or drink, even with a lid, is allowed in labs at any time.
- All workstations must be left clean and neat, computers shut down, and chairs pushed up to the table upon leaving the lab.
- Keep printer paper stacked neatly in its proper place next to the printer.
- Only currently enrolled Vis Com students with proper prerequisites are allowed in the labs. Space in the labs is on a first come first serve basis.
- No disruptive behavior or horseplay in the labs. This includes loud or disruptive music. Treat each other and the equipment with respect.
- If experiencing a computer problem, students are to fill out the pink problem sheets and leave a detailed description of any problem they have in the lab. During open lab times lab monitors are not there to troubleshoot student's problems during open lab times.
- All Visual Communication building labs will have a stated closing time. Please manage your time so that you are prepared to leave at the appropriate time. NO EXCEPTIONS. All labs may close when there are storms in order to protect equipment.
- During open lab times, students are required to print their name legibly on the Computer Lab Sign-In Sheet with the computer station number where they are working. Do not leave your computer except for short breaks. Simply having a file open and your personal belongings at the computer will not mark your place for an extended period of time.
- Use of the Internet is for academic purposes only. A student needing to work on a project will always take priority. Students are not allowed to play games in the labs. Maturity and discretion is expected of students at all times. Violation of this policy can result in loss of use of the lab or other disciplinary action at the discretion of the Division Chair.
- Students agree to treat the school's equipment and software with respect at all times. By signing the form (found on the last page of this course outline), the student agrees to act in an ethical manner and not be disruptive to the organization, ownership, and configuration of the computers. This includes, but is not limited to, reconfiguring, hacking, bootlegging of software, and destruction of property.

SYLLABUS ATTACHMENT

View the Syllabus Attachment, which contains other important information, by visiting http://osuit.edu/center/student_syllabus_information

Course Schedule			
Course Outline Schedule	Topic	Assignment	Due Date
<i>Day/Week 1</i>	<p>Syllabus review: Class expectations, projects, assignments, and basic overview of Basic Drawing.</p> <p>Lecture: Overview of industry, creativity, class expectations</p>	<p>Assignment 1 Home Work— 1.5 hr. drawing of face</p> <p>Notebook Check</p>	<p>9/7</p> <p>9/12</p>
<i>Day/Week 2</i>	<p>Lecture: Perspective</p> <p>Demo: 1pt perspective</p> <p>Demo: 2pt perspective</p>	<p>Assignment 2, Home Work— 3 Photo examples of 1pt perspective</p> <p>Assignment 3, In Class— 1pt perspective 9 Boxes</p> <p>Assignment 4, Home Work— 3 Photo examples of 2pt perspective</p> <p>Assignment 5, In Class— 2pt perspective 9 Boxes</p>	<p>9/14</p> <p>9/14</p> <p>9/19</p> <p>9/19</p>
<i>Day/Week 3</i>	<p>Lecture: Perspective In our everyday lives</p> <p>Demo: Freehand sketching of 1pt perspective and 2pt perspective.</p>	<p>Assignment 6, In Class— 1pt/2pt Outside drawing of arch structure</p> <p>Assignment 7, In Class— 1 & 2pt freehand drawing of</p>	<p>9/21</p> <p>9/21</p>

	<p>Lecture: Perspective In our everyday lives</p> <p>Demo: 3pt perspective</p>	<p>objects</p> <p>Assignment 8, In Class— 3pt perspective/ascending and descending</p> <p>Assignment 9, Home Work— 3 Photo examples 3pt perspective</p>	<p>9/26</p> <p>9/26</p>
<i>Day/Week 4</i>	<p>Lecture/Demo Geometric Solids in 2pt perspective</p> <p>Lecture/Demo Geometric solids with cast shadows</p>	<p>Assignment 10, In Class— Geometric solids</p> <p>Assignment 11, In Class— Geometric solids with cast shadows</p>	<p>9/28</p> <p>10/3</p>
<i>Day/Week 5</i>		<p>Test 1, Vocabulary test/Perspective/Contour terms</p> <p>Career Encounters— NO CLASS</p>	<p>10/5</p> <p>10/10</p>
<i>Day/Week 6</i>	<p>Lecture/Demo Contour Line Drawing</p>	<p>Assignment 12, In Class— Basic contour line of geometric solids</p>	<p>10/12</p> <p>10/17</p>
<i>Day/Week 7</i>	<p>Lecture/Demo Contour Line</p>	<p>Assignment 13, In Class— Basic contour line</p> <p>Test 2, Perspective Skills</p> <p>Midterm Notebook check</p>	<p>10/19</p> <p>10/24</p>

<i>Day/Week 8</i>	Lecture/Demo Contour Line	Assignment 14, In Class— Contour line of various objects Assignment 15, In Class— Contour line of shapes/objects/toys	10/26 10/31
<i>Day/Week 9</i>	Lecture/Demo Contour Line	Assignment 16, In Class— Contour line/mechanical shapes Assignment 17, In Class— Contour line/plants	11/2 11/7
<i>Day/Week 10</i>	Lecture/Demo Shading and Texture Lecture/Demo on shading objects	Assignment 18, In Class— Shading scales Assignment 19, In Class— Shaded geometric shapes	11/9 11/14
<i>Day/Week 11</i>	Lecture/Demo Shading and Texture	Assignment 20, In Class— Shaded object still life Assignment 21, In Class— Geometric shapes	11/16 11/21
<i>Day/Week 12</i>	Lecture/Demo Shading and Texture	Assignment 22, In Class— Glass	11/28
<i>Day/Week 13</i>	Lecture/Demo Shading and Texture	Assignment 23, In Class— Skulls Assignment 24, In Class— Fruit	11/30 12/5

<i>Day/Week 14</i>	Lecture/Demo Shading and Texture	Final project Quick sketches exercises	12/7
	Lecture/Demo Final Project		12/2
<i>Day/Week 15</i>	Final Project DUE	Quick sketches exercises Final project Final Notebook Check Final Exam	12/14

Schedule is subject to change at instructor discretion.