

COURSE OUTLINE FOR ANIMATION

3.1.1 ANM 1030 INTRODUCTION TO DRAWING

Credits: 3

Prerequisite: None

3.1.2 Purpose of the Course

To give students improved confidence in your drawing technique and equip the student with a working knowledge of a range of basic practical and conceptual skills in drawing. To develop students' skills in capturing emotions and scenarios through drawings, which will in turn help their art be expressive and appealing. This unit also seeks to prepare them for skills such as Storyboarding and Hand drawn frame by frame animation.

3.1.3 Expected Learning Outcomes

Upon completion of the course, the learner will be able to:

1. Identify common barriers to learning to draw.
2. Discuss the applications of drawing in animation.
3. Use basic drawing materials with a proper drawing technique.
4. Create blind and open contour drawings.
5. Capture the effects of 1-, 2- and 3- point perspective.
6. Capture the effects of positive and negative space in a drawing subject.
7. Identify how light casts a shadow and affects the value in a drawing subject.
8. Draw in different styles (Artist studies)

3.1.4 Course Content

TOPIC	SUB-TOPIC
Drawing tools.	• Dry media drawing • Digital Drawing
Drawing surfaces.	• Drawing on paper. • Graphics Tablet
Drawing Techniques.	Pencil drawing techniques. • Outline • Hatching • Cross-Hatching • Stippling • Back and Forth stroke • Scumbling
Fundamentals in Drawing.	• Elements of Drawing. • Principles of drawing.
Making sense of space.	• Perspective. • Positive/ Negative space.
Introducing light to the subject.	• Tone and Value. • Introducing shadows.
Learning to draw with basic forms.	• Basic geometric shapes. • Three dimensional forms • Still-Life drawing.
Introduction to figure drawing.	• Understanding Human anatomy. • Human figure drawing from observation. • Drawing the human head.

Figure Drawing.	• Drawing of the human posture. • Drawing of the animal posture.
Artist Studies	• Analyzing and applying the shape languages of different established artists

3.1.5 Mode of Delivery

Practical work supported by presentations, class discussion and critique, and one-on-one discussion with your lecturer.

3.1.6 Instructional Materials and/ or Equipment

Sketchbook, Easel, Drawing board, Pencils and eraser, Colored pencils

3.1.5 Course Assessment

SUBJECT		MARKS
Attendance and participation		5%
Assignments:		10%
Mid semester Exam		20%
Final Exam		60%
TOTAL		100%

3.1.8 Core Reading Materials for the Course

a) Textbooks

Barber, B. (2015). *Introduction to Drawing*. Arcturus Publishing Limited.

Civardi, G. (2014). *An Introduction to Drawing the Human Body*. Kent: Search Press Limited.

b) Journals

The Journal as Art

A Visual Journal

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c) E-resources

White, T. (2012). *Animation from Pencils to Pixels: Classical Techniques for the Digital Animator*. Routledge. Retrieved from <http://dx.doi.org/10.4324/9780080475851>

Mattesi, M.D. (2012). *Force: Animal Drawing*. Routledge. Retrieved from <http://dx.doi.org/10.4324/9780240814360>

3.1.9 Recommended Reference Materials

a) Textbooks

Richards, J. (2013). *Freehand drawing and discovery urban sketching and concept drawing for designers*. Hoboken: Wiley Publishing Inc.

b) Journals

New, J. (2005). *Drawing From Life: The Journal as Art; First Edition*. New York: Princeton Architectural Press.

Chronicle Books LLC. (2010). *One Sketch a Day: A Visual Journal*. San Francisco: Chronicle books.

c) E-resources

White, T. (2012). *Animation from Pencils to Pixels: Classical Techniques for the Digital Animator*. Routledge. Retrieved from <http://dx.doi.org/10.4324/9780080475851>

Cox, M.V. (2013). *Children's Drawings of the Human Figure*. Routledge. Retrieved from <http://dx.doi.org/10.4324/9780203775707>

Silver, R. (2013). *Art as Language*. Routledge. Retrieved from <http://dx.doi.org/10.4324/9780203782583>