Overview
Art 100 is an introductory drawing class that focuses on perceptual development through pictorial representation. We will be learning to see, drawing what we “see” rather than what we think we “know”. We will explore drawings role in the creation of a visual language; developing visual sensitivity, technical skills, mechanical skills, and an understanding of the creative process.

We will be learning the building blocks of expression in the understanding of materials, techniques, and perceptual experience by investigating: gesture, line, tone, measuring and sighting methods, linear perspective, the principles of depicting volumes, physical surfaces, light and shadow, the elements and principles of design.

A range of drawing materials will be explored. Subject matter will include still life, nature, architecture, constructed and imagined inventions. Class time will consist of drawing sessions, discussions, slide lectures, weekly critiques, keeping a sketchbook, drawing on-site, and trips to art exhibitions.

Program Learning Outcomes (PLO):
• Students will demonstrate proficiency in studio foundation skills as they relate to the elements and principles of design.
• Students will exhibit proficiency in the use of materials, techniques and media.
• Students will be equipped to critically analyze their artwork as well as others.
• Students will learn new techniques and gain confidence as an artist.
• Students will develop skills to further themselves in creative endeavors.
• Students will learn how to draw.

Student Learning Outcomes (SLO):
• Understand the basic techniques of drawing.
• Demonstrate proper drawing mechanics.
• Explore and demonstrate a sensitivity to the given media and materials.
• Convincingly interpret a 3 dimensional form on a 2 dimensional picture plane, working from life and imagination.
• Demonstrate control over the size and placement of objects within the picture plane to create a pleasing composition.
• Become familiar with the process of creative thinking and problem-solving.
• Communicate design concepts clearly.

Attendance and Late Work Policy
Poor attendance will negate a large portion of the grade that your work earns you. It is vital that you attend every class meeting. No more than 3 absences are permitted for any reason. After 3 absences, each absence counts as a drop of one full letter grade. You must also be on time. Tardiness for 3 class periods counts as an absence.
Late assignments and portfolios will only be accepted the following class, for a drop of one full letter grade. **Projects later than one class period will not be accepted and will receive a 0.** If you are absent on a due date because of an excused absence, you may turn your project in the day you return with no grade penalty.

**Grading**

Grades will be given on a standard scale:

- **A 90-100** = Excellent achievement, going above and beyond requirements with extra time and effort
- **B 80-89** = Requirements met with good achievement and clear understanding of objectives
- **C 70-79** = Requirements met with average effort and work
- **D 60-69** = Requirements met with minimum effort and careless work
- **F < 60** = Minimum requirements not met, inadequate understanding of course material

The following will be considered when assessing your performance:

- How well your assignments achieve their objective
- Your understanding of the visual elements and principles, concepts and techniques covered in class, as shown in the work you produce
- Creativity and conceptual innovation
- Craft and presentation
- Participation in critiques and discussions
- Attendance and participation
- Effort, ambition and initiative
- Ability to work independently
- Progress and growth

50% In-class studio assignments, participation
20% Sketchbook
25% Out-of-class assignments
5% Quizzes

**Sketchbooks:** Your are required to keep a sketchbook. Bring the sketchbook to each class to keep your research, drawings, discussion notes, artist names, assignment due dates, and notes on what we review during class. A sketchbook is an invaluable resource for creativity, ideas, and documentation of your time and experience.

Sketchbooks will be collected for review at the mid-term and end of the semester.

**Required Text:** *Drawing from Observation, 2nd Edition*, by Brian Curtis. It is available new or used at our bookstore or online at: [www.amazon.com](http://www.amazon.com)

Much of the information will be given through in-class lectures and demonstrations. You will be required to do reading assignments, take lecture notes, read handouts, and take quizzes on terminology and class information.

**General Information:** The materials and techniques we will be using can lead to a messy class. Wear the right clothing with this in mind. Lockers are available for storage of drawings and portfolios. Students must bring required materials to class. Cell phones must be quiet. No headphones. Disruptive behavior will not be tolerated.

**Medical Conditions:** If you are pregnant or should become pregnant while taking this course, or have a medical condition that could increase your sensitivity to chemical exposure, it is important for you to take all precautions concerning your own personal safety. Students who need accommodations for certified disabilities should work through the Office of Disability Services and then your professor.

If you have special needs, consult with me or go to [http://www.sfasu.edu/disabilityservices/](http://www.sfasu.edu/disabilityservices/).