A. COURSE DESCRIPTION

Credits: 3
Lecture Hours/Week: 3
Lab Hours/Week: *.*
OJT Hours/Week: *.*
Prerequisites:
This course requires the following prerequisite
   ART 1450 - Life Drawing I
Corequisites: None
MnTC Goals: None

This course builds on Drawing I: learning how an artist sees. A variety of subjects are used including the human head and casts of famous statuary. This training is patterned after the classical art training used for centuries in Europe. Prerequisite: ART1450 or equivalent.

B. COURSE EFFECTIVE DATES: 12/08/1997 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Memorize the six basic principles of drawing.
2. Draw five different subjects from life.
3. Quickly memorize the silhouettes of the masses to capture the essential proportions and gesture.
4. Draw the contour of the light and dark masses and make this outline expressive.
5. Draw the edge of the shadow and be sure that its shape correctly expresses the structure.
6. Shade the shadows flat keeping the areas of light and shadow simple and distinct.
7. Add the essential detail.
8. Model the form to complete the drawing by simplifying and refining the detail.
9. Model the edges as sharp or soft as they appear in the visual form.
10. Draw the human head and compare the first drawing of the model with this last drawing of the model for progress.

D. LEARNING OUTCOMES (General)

1. The learner will memorize and apply six drawing principles.
2. The learner will concentrate on drawing a model's head from life.
3. The learner will focus on drawing the masses, values, and edges of a drawing of a live model's head.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted