

Learning Outcomes: ARTS 212 – Life Drawing

Level 1 – Knowledge

- Identify the various styles, content, media, and contexts as used by various artists in various periods.
- State the differences between drawing from a live model and drawing from still life.

Level 2 - Comprehension

- Describe proportion theories of the Greek sculptors and Italian Renaissance artists.
- Identify visible components of human anatomy.

Level 3 - Application

- Implement effective use of line quality.
- Implement the blocking method (showing planes and volumes) to relate the figure to its environment in correct perspective.
- Implement cross contour, quilting, and topography methods to study surface areas and draw human figures.
- Effectively use a variety of drawing media including graphite, marker, charcoal, and pastels.

Level 4 - Analysis

- Compare contours in straight and curved line relationships.
- Compare a variety of methods for depicting light and shadow falling onto and around a figure.
- Organize a drawing composition into positive and negative space.

Level 5 - Synthesis

- Express one's own personal aesthetic and communicate it to others through appropriate vocabulary and artistic expression.

Level 6 - Evaluation

- Analyze, evaluate and apply the critique process as a means to strengthen personal work and work of peers.