## Course Title: DIGITAL DRAWING STUDIO – I

Course Code:

BFAGD-202

Credit Hours: 3 (1+2)

## Course Outline:

Course Objectives <ul> <li>To enable students think out of the box.</li> <li>To enable students apply hybrid ideas on their practice.</li> <li>To make the students understand drawing as integrative tool where ideas and processes are explored.</li> <li>To let them explore and experiment with the software.</li> <li>To help them acquire command on new mediums &amp; methods.</li> </ul> <li>Course Outcomes</li> <li>The students will understand the development phases leading to original ideas. They will be able to             <ul> <li>Draw their ideas from imagination.</li> <li>Explore and understand digital drawing practices.</li> <li>Demonstrate the ability to research in order to stay updated in their field.</li> </ul> </li> <li>Course Contents         <ul> <li>Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight</li> <li>Introduction to character drawing</li> <li>Representation, abstraction, and developing from imagination.</li> </ul> </li> <li>Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.</li>		
<ul> <li>To enable students apply hybrid ideas on their practice.</li> <li>To make the students understand drawing as integrative tool where ideas and processes are explored.</li> <li>To let them explore and experiment with the software.</li> <li>To help them acquire command on new mediums &amp; methods.</li> </ul> Course Outcomes The students will understand the development phases leading to original ideas. They will be able to <ul> <li>Draw their ideas from imagination.</li> <li>Explore and understand digital drawing practices.</li> <li>Demonstrate the ability to research in order to stay updated in their field.  Course Contents  <ul> <li>Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight</li> <li>Introduction to character drawing</li> <li>Representation, abstraction, and developing from imagination.</li> </ul></li></ul>	Course Objectives	
<ul> <li>To make the students understand drawing as integrative tool where ideas and processes are explored.</li> <li>To let them explore and experiment with the software.</li> <li>To help them acquire command on new mediums &amp; methods.</li> </ul> Course Outcomes The students will understand the development phases leading to original ideas. They will be able to <ul> <li>Draw their ideas from imagination.</li> <li>Explore and understand digital drawing practices.</li> <li>Demonstrate the ability to research in order to stay updated in their field.  Course Contents <ul> <li>Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight</li> <li>Introduction to character drawing</li> <li>Representation, abstraction, and developing from imagination.</li> </ul> Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.</li></ul>		To enable students think out of the box.
<ul> <li>are explored.</li> <li>To let them explore and experiment with the software.</li> <li>To help them acquire command on new mediums &amp; methods.</li> </ul> Course Outcomes The students will understand the development phases leading to original ideas. They will be able to <ul> <li>Draw their ideas from imagination.</li> <li>Explore and understand digital drawing practices.</li> <li>Demonstrate the ability to research in order to stay updated in their field.</li> </ul> Course Contents <ul> <li>Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight</li> <li>Introduction to character drawing</li> <li>Representation, abstraction, and developing from imagination.</li> </ul>		To enable students apply hybrid ideas on their practice.
<ul> <li>To help them acquire command on new mediums &amp; methods.</li> <li>Course Outcomes         The students will understand the development phases leading to original ideas. They will be able to             Draw their ideas from imagination.         </li> <li>Explore and understand digital drawing practices.</li> <li>Demonstrate the ability to research in order to stay updated in their field.     </li> <li>Course Contents         Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight     </li> <li>Introduction to character drawing         Representation, abstraction, and developing from imagination.     </li> <li>Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.     </li> </ul>		
Course Outcomes         The students will understand the development phases leading to original ideas. They will be able to         Draw their ideas from imagination.         Explore and understand digital drawing practices.         Demonstrate the ability to research in order to stay updated in their field.         Course Contents         Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight         Introduction to character drawing         Representation, abstraction, and developing from imagination.         Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.		To let them explore and experiment with the software.
<ul> <li>The students will understand the development phases leading to original ideas. They will be able to</li> <li>Draw their ideas from imagination.</li> <li>Explore and understand digital drawing practices.</li> <li>Demonstrate the ability to research in order to stay updated in their field.</li> </ul> Course Contents <ul> <li>Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight</li> <li>Introduction to character drawing</li> <li>Representation, abstraction, and developing from imagination.</li> </ul> Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.		To help them acquire command on new mediums & methods.
<ul> <li>Draw their ideas from imagination.</li> <li>Explore and understand digital drawing practices.</li> <li>Demonstrate the ability to research in order to stay updated in their field.</li> </ul> Course Contents           Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight           Introduction to character drawing           Representation, abstraction, and developing from imagination.           Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.	Course Outcomes	
<ul> <li>Explore and understand digital drawing practices.</li> <li>Demonstrate the ability to research in order to stay updated in their field.</li> </ul> <b>Course Contents</b> Image: Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight           Image: Introduction to character drawing           Image: Representation, abstraction, and developing from imagination.           Image: Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.	The students will understand the development phases leading to original ideas. They will be able to	
<ul> <li>Demonstrate the ability to research in order to stay updated in their field.</li> <li>Course Contents         <ul> <li>Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight</li> <li>Introduction to character drawing</li> <li>Representation, abstraction, and developing from imagination.</li> </ul> </li> <li>Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.</li> </ul>		Draw their ideas from imagination.
Course Contents         Image: Structure of the structur		Explore and understand digital drawing practices.
<ul> <li>Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight</li> <li>Introduction to character drawing</li> <li>Representation, abstraction, and developing from imagination.</li> </ul>		Demonstrate the ability to research in order to stay updated in their field.
<ul> <li>Introduction to character drawing</li> <li>Representation, abstraction, and developing from imagination.</li> <li>Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.</li> </ul>	Course Contents	
<ul> <li>Representation, abstraction, and developing from imagination.</li> <li>Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.</li> </ul>		Free-Hand Perspective/Blocking In/ Line Quality/ Loosening Up/ Loose to Tight
Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.		Introduction to character drawing
Through problem solving within a range of projects, development of a visual language, and drawing skills to be applied to conceptual, visual, and technical disciplines.		Representation, abstraction, and developing from imagination.
skills to be applied to conceptual, visual, and technical disciplines.		0
	Through problem solving within a range of projects, development of a visual language, and drawing	
Recommended Books	skills to be applied to conceptual, visual, and technical disciplines.	
	Recomme	nded Books

- 1. Pearce, Steven. (2013). Drawing Still Lifes. Mission Viejo: Walter Foster Publishing Inc.
- Beloeil, Gilles, Riabovitchev, Andrei &Castr, Roberto F. (2013) Art Fundamentals: Color, Light, Composition, Anatomy, Perspective and Depth. UK: 3DTotal Publishing.
- 3. Maslen, Mick & Southern, Jack. (2011). *Drawing Projects: An Exploration of the Language of Drawing*. UK: Blackdog Publishing.
- 4. Maslen, Mick & Southern, Jack. (2011). Drawing Projects: An Exploration of the Language of Drawing. UK: Black dog Publishing.
- 5. Civardi, Giovanni. (2010). The Art of drawing. UK: Search Press.
- 6. Greene, G. (2010). The Ultimate Guide To Colored Pencil: Over 40 Step By Step Demonstrations. OHIO: North Light Books.
- 7. Civardi, Giovanni, (2006). Drawing techniques. UK: Search Press.
- 8. Bambach, C. C. (1999). Drawing and painting in the Italian Renaissance workshop: theory and practice, 1300-1600. Cambridge: Cambridge University Press.
- 9. Pogány, W. (1996). The Art of drawing. Lanham: Rowman & Littlefield.
- 10. Hoffman, H. S. (1989). Vision and the art of drawing. New Jersey: Prentice-Hall, Inc.