

Module Outline

Part 1- as validated

1.	Title	DU1BAFAF4D / DU1BAFAP4D Introduction to Drawing
2.	Level *	4
3.	Credits	20
4.	Indicative Student Study Hours	40 hours lectures, practical demonstrations and workshops; 160 hours independent study
5.	Core (must take and pass), Compulsory (must take) or Optional	Compulsory

* *Foundation Level=3 Degree Year 1 = 4 Degree Year 2 = 5 Degree Year 3 = 6 PG (Masters) = 7*

5. Brief Description of Module (purpose, principal aims and objectives)

Background

Practicing drawing is about much more than developing effective drawing skills. Although they are important, as a practice it serves a number of purposes for art and design students. They acquire the skills needed to give visual form to their thoughts and ideas in a very direct and expressive or informative manner. They learn to concentrate, to focus their attention and develop their analytical and problem solving skills. This all happens against a background of developing their ability to understand and perceive what they are looking at or envisaging, of understanding the translative process of describing 3D forms in two dimensions and so on.

Purpose

This module is intended to support students in developing their knowledge, skills, understanding and application of the materials and fundamental principles of drawing alongside process-led approaches that will inform many aspects of their studio and workshop based studies.

Principal aims and objectives

A principal aim of this module, through practice and dialogue, is to develop students awareness of the important role drawing can play in the development of art and design work, and also to develop their confidence in using drawing. Broadening their horizons, in terms of the ranges of materials they can potentially work with, their awareness of the possibilities of what might constitute drawing and an appreciation of how different approaches to drawing have a potential relevance across disciplines.

6. Learning Outcomes - On successful completion of this module a student will be able to:

(Add more lines if required)

1.	Explore the expressive possibilities of various media, techniques and processes relating to mark making and drawing.
2.	Develop personal drawing work through the use and application of a range of drawing materials, techniques and processes.
3.	Evidence personal investigation of other drawing work and reflect on its relevance to their own practice and interests.
4.	Engage in formative and summative evaluation of their work and performance.

7. Assessment						
Pass on aggregate or Pass all components <i>(modules can only be pass all components if this is a PSRB requirement)</i>				Aggregate		
Summary of Assessment Plan						
	Type	% Weighting	Anonymous Yes / No	Word Count/ Exam Length	Learning Outcomes Coverage	Comments
1.	Material Outcomes	80%	No	N/A	1, 2 & 4	This will be a portfolio submission based on project work produced throughout the module (See below).
2.	Contextual Research and Evaluation	20%	No	500	3	
Further Details of Assessment Proposals						
Give brief explanation of each assessment activity listed						
<p>Submissions for assessment will be in the form of a physical portfolio of work produced throughout the duration of the module.</p> <p>Material Outcomes will be all exploratory and resolved drawing work produced for this module, together with formative and summative evaluations of progress. At this stage of the course, it is anticipated studio-based work will be tutor led, but there is also scope for students to develop their drawing work further, or explore independently identified interests in private study time. This work submitted should be sufficient in content and volume to demonstrate that the learning outcomes have been met to the minimum standard in relation to the various practices or processes explored.</p> <p>Contextual Research includes all contextual research and written commentary produced in relation to outcomes 3. This may be incorporated in sketchbooks or as a separate document, but will most likely include both. There should be evidence of a range of artists, approaches and historical precedents being consulted, sufficient to demonstrate that a breadth of material has been consulted.</p>						

8. Summary of Pre and / or Co Requisite Requirements
n/a

9. For use on following programmes
ZU1BAFAF01 BA (Hons) Fine Art FT - Year 1 ZU1BAFAP01 BA (Hons) Fine Art PT - Stage 1

1.	Module Leader	tbc
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2.	Indicative Content
	<p>A studio-based practical module, designed to introduce materials, techniques and processes related to the act and language of drawing.</p> <p>Through weekly workshop sessions, working from observed phenomena and conceptual information, students will explore contemporary approaches to drawing practice and develop or extend their practical experience and theoretical understanding through a broad range of exploratory drawing experiences.</p> <p>An understanding of the visual language of drawing and how it can inform their personal practice will be explored through an examination of historical and contemporary work.</p> <p>Outcomes will be evidenced through the submission of a portfolio of drawing work, sketchbooks, related contextual research and written reflection.</p>

3. Delivery Method *(please tick appropriate box)*

Classroom Based	Supported Open Learning	Distance Learning	E-Learning	Work Based Learning	Other (specify)
Yes					

*If the Delivery Method is **Classroom Based** please complete the following table:*

Activity	(lecture, seminar, tutorial, workshop)	Activity Duration - Hrs	Comments	Learning Outcomes
1	Workshop/Presentation	4 Hrs	AM: Module intro / Review of reading list. Presentation of artists and designers drawing practice and sketchbooks. PM: Mark-making – for size, scale, mass and volume.	3
2	Workshop	4 Hrs	AM: Tonal understanding, additive and reductive drawing to creating tonal range. PM: Sight measurement and Mapping the Surface - working from the model.	1 & 2
3	Workshop	4 Hrs	AM: Montage, Frottage, Collage PM: Developing Sketchbook work 1.	1 & 2
4	Workshop	4 Hrs	AM: Perspective and foreshortening PM: Developing Sketchbook work 2.	1 to 4
5	Tutorials/Workshop	4 Hrs	Individual Tutorials + Spatial Awareness – how scale, composition and other techniques locate objects deep within, or to the fore of the picture plane.	1 to 4
6	Workshop	4 Hrs	Monotype drawing – working in the print workshop	1 to 4
7	Workshop	4 Hrs	AM: Presentation of artists and designers drawing practice and sketchbooks. PM: Exploring the idea of narrative in sequential drawing + Developing Sketchbook work 2.	1 & 2
8	Workshop	4 Hrs	Individual Tutorials + Drawing and Process - Using process methods for group and individual drawing exercises.	1,2 & 3

9	Workshop	4 Hrs	AM: Presentation of artists and designers drawing practice and sketchbooks.	1 & 2
			PM: Drawing at length – exploring different drawing tools and aids.	
10	Workshop	4 Hrs	AM: Drawing the unfamiliar – emphasising the tension between what we see and what we know.	1 to 4
			PM: Portfolio prep and guidance for assessment submission.	
Total Hours		40		
If delivery method is <i>not</i> classroom based state lecturer hours to support delivery				

4. Learning Resources

To include contextualised Reading List.

Physical Resources:

Drawing studio (L Block); drawing Materials and equipment (easels, boards, heaters); Life model/props; Seminar Room with projection facility (L Block).

Reading List:

Dexter, E. *Vitamin D: New Perspectives in Drawing (Themes)* (London: Phaidon, 2005).

Dillon, B. *The end of the line: Attitudes in drawing* (London: Hayward Publishing, 2009).

Kovaks, T. *The Drawing Book: The Primary Means Of Expression* (London: Black Dog, 2006).

Lostritto, C. *Computational Drawing: From Foundational Exercises to Theories of Representation* (New York: Oro Editions, 2019).

Petherbridge, D. *The primacy of drawing: Histories and theories of practice* (New York: Yale, 2010).

Price, M. *Vitamin D2, New Perspectives in Drawing* (London: Phaidon, 2013).

Sale, T. *Drawing: A Contemporary Approach*, 6th Edition (London: Wadsworth, 2011).

Tracy, *Drawing Ambiguity: Beside the Lines of Contemporary Art* (London: I.B.Tauris, 2014).

Websites

<http://www.claudeheath.com/drawings/>

Claude Heath, a contemporary artist working in conceptual and process-based drawing and painting.

www.drawingcenter.org

www.drawingroom.org.uk

www.guardian.co.uk/artanddesign/series/guide-to-drawing

Guide exploring contemporary approaches to drawing and painting, with experimental tutorials and interviews

<http://www.lboro.ac.uk/departments/sota/tracey/index.html>

An open access journal dedicated to the discussion of contemporary drawing and visualisation.

www.tate.org.uk

Tate Channel is a fantastic resource including pod casts, artists discussion panels and symposia Websites

<http://ruskin.ashmolean.org/welcome>

The Elements of Drawing is an online version of the teaching collection and catalogues assembled by John Ruskin at his drawing school in Oxford, which he established in 1871.