The University of Western Ontario Department of Visual Arts SA 2610B Introduction to Drawing

Term/ Session: Winter 2020 Time: Monday and Wednesday 2:30 pm to 5:30 pm Location: VAC 206 Professor: Geordie Shepherd gshephe@uwo.ca Office Hours: VAC 213 Wednesday 1-2 pm

Course Description This class is an introduction to basic drawing techniques and will introduce the student to a broad spectrum of materials and processes. Building on this base, the class will also use a series of conceptual approaches to help students explore the question of "why draw?" and in doing so allow them to locate themselves within the contemporary art milieu.

Course Objectives:

Upon successful completion of the course, the student will be able to:

- Demonstrate technical proficiency across a variety of materials expressive of drawing as art medium.
- Demonstrate perceptual, visual, and conceptual skills through art making and as a critical viewer.
- Demonstrate sufficient confidence to expand upon introductory drawing skills in advanced studio courses.

Classroom Conduct

- Be on time and be prepared to work with all necessary materials
- Clean your work space and the room after each work session. Please do not leave a mess.
- Respect each other's focus and be considerate when sharing studio equipment, and during any discussions and demonstrations.
- If you prefer to listen to your own music, please use ear buds but remove them during announcements or demonstrations.

Owl Course Site: https://owl.uwo.ca/portal

Readings and documents pertaining to lessons will be posted on Owl/ Sakai in the resources folder. It is your responsibility to ensure you read and understand them before class time.

Cell Phones, computers & Social Media

This class is a social media free zone. During class-time, cell phones, computers or watches may be used for listening to music, but no use of social media, or phone calls is permitted. All ringers must be turned off, & devices kept in your backpack if not used. If a situation is in progress & you might need to receive an emergency call or message, inform your professor or TA & they will assess its urgency. If an emergency develops unexpectedly but your ringer is turned off, you can be reached through the main office (519) 661-3440, or Meghan Edmiston (519) 661-2111 x86183, who will find you in class.

Course Requirements

Attendance and Homework:

Arriving 30 minutes or more late or leaving early without notice will affect project grades if it becomes a recurring issue. Under University regulations, should a student miss 15% of their classes without written corroboration for health or bereavement, they can be debarred from participation in final evaluations and/or critiques by their professor.

Students are expected to spend a minimum of 6 hour outside of class per week towards fulfilling course requirements.

Unless specifically given as a homework, all assignments must be worked on in class. Assignments not seen in progress by the instructor will not be accepted for grading due to plagiarism concerns.

Materials and notes: Students must have all materials required for each project with them at the beginning of each class and have a journal or sketchbook to take notes on all lectures, presentations and class discussions. Lack of materials will affect a one's ability to properly complete in-class exercises.

Sketchbook: A sketchbook is a visual diary of one's influences, emotions, experiences and thoughts, and can serve as resource file, notebook— in short, a catch-all for anything related to things that affect and inspire you. Each student will maintain a sketchbook throughout the semester. Some artists keep multiple sketchbooks, one small portable one and a 2nd larger book for developing ideas. In addition to drawing, you can paste images, articles, found scraps, etc. into the pages.

Communications: Students are responsible for making themselves aware of all assignments, procedures and due dates in the syllabus or announced on OWL. It is the student's complete responsibility to keep informed of any such changes.

Due Dates: Students must complete all assignments by the beginning of class on stated due dates, unless an agreement has been made with the instructor. Penalty for late work is 3% per day (21% per week). No late work will be accepted 2 weeks, or later, after the assigned due date (grade = 0) without academic accommodation.

Students must adhere to health and safety guidelines in accordance with departmental regulations, continued failure to comply could result in removal from the course with a failing grade.

Critiques: Prompt attendance at all critiques is mandatory. Missing a critique without prior consultation will affect your project grade.

Late work submission: Late projects can be handed in either to myself in my office, or on-line, If on-line, the student will take a good photo of the entire artwork and upload it to their dropbox. If handed into me personally, the moment it is in my hand is the time & date handed in. For the picture upload method, the digital timestamp will be the time & date. After uploading the JPEG the project will be considered complete and <u>must not be worked</u> any further or I will disregard the upload & use the time & date physically handed in.

Lockers: Students will be assigned lockers for use during the term. If shared, be respectful of others by keeping the work and supplies safe and in an orderly fashion. Students are required to clean out their belongings at the end of the term. The department cannot be held responsible for any materials or work left beyond this deadline.

Allergies

Any student with a severe allergy requiring an EpiPen please inform me as soon as possible. Art materials use a wide range of materials & it is possible some allergens will be present in certain materials.

Model drawing resources

If you need or wish to draw a nude model outside of classtime, <u>The ArtsProject</u> has very affordable pay per use life modeling sessions Monday evenings & Tuesday afternoons.

Evaluation:	
Portfolio #1	20%
Portfolio #2	10%
Drawing as Tool	30%
Final Project	30%
Sketchbook	10%

Grading Criteria

- Curiosity & creativity with materials & process;
 Innate & learned proficiency in materials/ processes/ techniques;
 Understanding goals and process of the assignment, ambition & challenge
 Resolution (& unity) of the finished work (technical, concept and presentation-wise)