WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Fundamentals of Drawing
COURSE NUMBER: DSN 110

I. MAJOR INSTRUCTIONAL GOALS:

GOAL A To demonstrate the basic elements of composition

Learning Outcomes: The student will:
A-1. Draw a blind contour and contour drawing
A-2. Identify the basic elements of design
A-3. Draw basic shapes exploring the view and cropping
A-4. Demonstrate the use of fore-ground, middle-ground and back-ground
A-5. Describe the concept of drawing on the right side of the brain
A-6. Describe the concept of tonal values

GOAL B Demonstrate the fundamental principles of perspective in composition

Learning Outcomes: The student will:
B-1. Use a scale to create the underlying structure for a one-point perspective
B-2. Draw shapes (cubes and cylinders) in perspective
B-3. Create a one-point perspective drawing

GOAL C Demonstrate the fundamental principles of two-point perspective

Learning Outcomes: The student will:
C-1. Use a scale to create the underlying structure for a two-point perspective
C-2. Draw shapes (cubes and cylinders) in two-point perspective
C-3. Create a drawing using two point perspective

GOAL D Demonstrate the proportion of the human head.

Learning Outcomes: The student will:
D-1. Investigate the proportions of the head
D-2. Draw a human head demonstrating the proportions
D-3. Produce a final line drawing of the human head in full front view
D-4. Produce a final line drawing of the human head in three-quarter view
D-5. Produce a final line drawing of the human head in profile

GOAL E Demonstrate the proportions of the human figure
Learning Outcomes: The student will:

E-1. Draw the human form in various positions using the theory of proportion
E-2. Draw the human body in motion
E-3. Produce a final line drawing of the human figure
E-4. Describe the concept of gesture drawings

GOAL F Demonstrate the use of light and shadow

Learning Outcomes: The student will

F-1: Draw the cube, sphere, and cylinder using a light source
F-2: Draw an object placing a cast shadow in the drawing
F-3: Draw an object demonstrating the highlight areas

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

External Storage Requirement:
Students are required to supply their own external storage (ie., SD card, external hard drive, etc.) See Course Blackboard for instructor’s directive for your course. Memory cards are NOT supplied with cameras and video equipment.