WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Digital Drawing
COURSE NUMBER: DSN112

I. RATIONALE:

Visualizing ideas is what designers do and drawing is the first step. Sketching (or doodling if your ideas aren’t that clear at first) begins the getting of your ideas out of your head and into the real world, but that’s not enough. In the old days sketches were turned into paintings and engraving plates before the real world saw them. Today we use computers to do that.

II. MAJOR INSTRUCTIONAL GOALS:

Goal A. Demonstrate the fundamental principles of perspective in composition

Learning Outcomes: The student will:

A-1 Use a scale to create the underlying structure for a one-point perspective.
A-2 Draw shapes (cubes and cylinders) in perspective.
A-3 Create a one-point perspective drawing.

Goal B. Demonstrate the fundamental principles of two-point perspective.

Learning Outcomes: The student will:

B-1 Use a scale to create the underlying structure for a two-point perspective.
B-2 Draw shapes (cubes and cylinders) in two-point perspective.
B-3 Create a drawing using two-point perspective.

Goal C. Demonstrate the use of light and shadow.

Learning Outcomes: The student will:

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

III. CLASS PARTICIPATION:

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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 (i.e., 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.