

MASTER SYLLABI

7/1/03

MINNESOTA SCHOOL OF BUSINESS
GLOBE COLLEGE
TECHNICAL COURSE SYLLABUS

COURSE NUMBER: **VD100** COURSE TITLE: HUMAN FORM AND ACTION
COURSE LENGTH: 12 WEEKS CREDIT HOURS: 3
PREREQUISITES: NONE CONTACT HOURS: 50 (10 LECTURE/40 LAB)

TEXT: THE FIGURE, Walt Reed, North Light Books

BRIDGEMAN'S LIFE DRAWING, George B. Bridgman, Dover Publications, Inc.

HOW TO DRAW COMIC THE MARVEL WAY, Stan Lee/John Buscema, Simon & Schuster, Inc.

THE MALE AND FEMALE FIGURE IN MOTION, Eadweard Muybridge, Dover Publications, Inc.

COURSE DESCRIPTION: An examination of the human form and it's artistic depiction, with an emphasis on creating figures that display a full range of characteristic movement and a convincing feeling of action.

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

1. Describe the proportions of the human figure, male and female.
2. Describe the anatomy of the human figure.
3. Invent figures and poses as three-dimensional forms in space.
4. Accurately depict balance and gait in moving and stationary figures.
5. Analyze the Muybridge sequences and grids to determine correct body positions of moving figures.
6. Accurately draw figures and gestures from live models.
7. Describe the hand and its power of expression.
8. Describe the importance of a good silhouette.
9. Draw the features of the face and how to construct them.
10. Describe the differences in the male and female figure.
11. Describe the distribution of the masses.

COURSE OUTLINE:

	Topic/s & Class Activities	Required Reading
Week 1-3		
Unit #1	Proportions The individual parts Structural differences: male and female Relative proportions at various ages Construction: Arm, Leg, Hand, Foot, Head Movable Parts Foreshortening Balance, Rhythm Turning and Twisting Distribution of the masses Light and Shade	Bridgman's Life Drawing Pg. 1-92 The Figure Pg. 1-45 How to Draw Comics the Marvel Way Pg. 19-39

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Required Reading**

Week 4-6

Unit #2

Anatomy and Figure Drawing
Relative proportions of the adult figure
Bones and muscles affect the surface of the figure
The skeleton figure as a whole
The muscles of the body
The head and neck
The torso
The shoulder and arms
The hand and wrist
The leg and foot
Figure drawing step by step.

Bridgman's Life Drawing
Pg. 134-152, 1650-169
The Figure
Pg. 47-73
How to Draw Comics the Marvel Way
Pg. 41-49

Week 7-9

Unit #3

Heads, Hands and Features
Blocking in the head
Drawing the head in different positions
Movement of the head
Planes of the head
The Features: eyes, nose, mouth, ears, and chin
Light and shade of the head
Differences of the male and female heads
You learn to draw by drawing
The hand it's powers of expression

Bridgman's Life Drawing
Pg. 95-130, 154-158
The Figure
Pg. 75-115
How to Draw Comics the Marvel Way
Pg. 87-107

Week 10-12

Unit #4

The figure in motion
The joints, how they move
Drawing the figure in balance.
Movement of the spine and body
Twisting and turning
Foreshortening
Sitting, Bending, Kneeling
Walking, Running
Gesture Drawing
The importance of the silhouette
Moos symbols
Select the most descriptive pose

The Male and Female Figure in Motion
Pg. 2-121
The Figure
Pg. 117-143
How to Draw Comics the Marvel Way
Pg. 51-85, 109-123

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INSTRUCTIONAL METHODS: Class sessions will consist of instructor lectures, demonstrations, hands-on exercises, and drawing projects. Students will be assigned reading from required texts and instructor provided handouts.

Students should expect homework assignments and to spend approximately 5 hours in unsupervised lab per week.

EVALUATION METHODS:

Testing	250 Points
Lab Exercises and Tutorials	100 Points
Assignments/Projects	550 Points
Attendance and Participation	<u>100 Points</u>
	1000 Points Total

GRADING: Points

900 - 1000	= A
800 - 899	= B
700 - 799	= C
600 - 699	= D
599	= F