ART A125: PERSPECTIVE DRAWING

Item	Value
Curriculum Committee Approval Date	10/18/2023
Top Code	100210 - Painting and Drawing
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)
Associate Arts Local General Education (GE)	• OC Active Participation - AA (OC2)
Associate Science Local General Education (GE)	• OCC Arts - AS (OSC1)
California State University General Education Breadth (CSU GE-Breadth)	• CSU C1 Arts (C1)

Course Description

Drawing of three dimensional objects using perspective as a tool. Emphasis on fundamentals and different procedures used. Emphasizes methods which are directly related to the artist's needs including short cuts. Recommended for art majors and certificate programs. Transfer Credit: CSU; UC.

Course Level Student Learning Outcome(s)

1. Explain and discuss the theory of perspective using single-point, two-point, and three-point.
2. Create a drawing utilizing techniques such as top view and elevations of objects as well as measuring points and casting of shadows.
3. Create a drawing which demonstrates skill development in utilizing a quality of line, value, (dark and light) and sense of proportion in representing accurately three-dimensional forms.

Course Objectives

• 1. Discuss the history and applications of orthographic projection and perspective drawing.
• 2. Demonstrate one point top plan perspective.
• 3. Demonstrate how shadow, light and shading can be applied to basic forms.
• 4. Explain and show examples of three point perspective.
• 5. Demonstrate three point perspectives.
• 6. Demonstrate the ability to draw reflections.

Lecture Content

Introduction to orthographic projection and perspective drawing Theory History Historical examples Applications execution One point top plan perspective, measuring point technique Theory Examples Demonstration Application synthesis 45 and 30.60 degree, parallel perspective Theory Examples Demonstration Application synthesis Circle and ellipses, shadows of basic forms 2D 3D Lighting Shadow Depth   Interior perspective. Theory Examples Demonstration Application synthesis Three point perspective. Theory Examples Demonstration Application synthesis Cast shadows and reflections Theory Examples Demonstration Application synthesis

Lab Content

Orthographic Views Drawing projects using simple and complex primitive forms. Construction Techniques Basic 1, 2, 3 point perspective construction exercises Rectangular solids curves ellipses wheels section planes One Point Perspective Primitive form exercises Drawing projects of character spaces such as alleys and rooms. Two Point Perspective Primitive form exercises Drawing projects of props and scene spaces in ¾ view including cutaways Drawing projects of scene spaces in 1st person view Three Point Perspective Primitive form exercises Drawing projects of props and scene spaces in ¾ view including cutaways Drawing projects of scene spaces in worms eye (bottom up) and birds eye (top down)

Method(s) of Instruction

• Lecture (02)
• Lab (04)

Instructional Techniques

Lecture, whiteboard demonstrations and application of ideas, video lecture

Reading Assignments

Handouts and website content. 8 Hours total (.5 hours per week)

Writing Assignments

Execution of projects which include concepts; annotated notebook which includes concepts 8 Hours total (.5 hours per week)

Out-of-class Assignments

Drawing on location. 38 hours total (2+ hours per week)

Demonstration of Critical Thinking

Class assignments, skill progress projects, and final project; a comprehensive annotated notebook reflecting exercises and diagrams

Required Writing, Problem Solving, Skills Demonstration

Execution of projects which include concepts; annotated notebook which includes concepts

Eligible Disciplines

Art: Masters degree in fine arts, art, or art history OR bachelors degree in any of the above AND masters degree in humanities OR the equivalent. Note: "masters degree in fine arts" as used here refers to any masters degree in the subject matter of fine arts, which is defined to include visual studio arts such as drawing, painting, sculpture, printmaking, ceramics, textiles, and metal and jewelry art; and also, art education and art therapy. It does not refer to the "Master of Fine Arts" (MFA) degree when that degree is based on specialization in performing arts or dance, film, video, photography, creative writing, or other non-plastic arts. Masters degree required.

Other Resources

1. Handouts and educational materials to be provided by the instructor