

**McDaniel College, Budapest**

**ART 2201 - Life Drawing**

**Professor:** Tamás Szigeti

**Availability:** shortly before and after class, as well as by appointment

**COURSE DESCRIPTION**

The sessions in life drawing to be offered from Spring 2018 are aimed for students with previous education in drawing, painting or graphic design. A preliminary review of applicants' earlier visual works is recommended to be part of the admission process.

The main goal of this course is to introduce students into a geometrical interpretation of the human head and figure, based on the anatomical knowledge of bone structures and muscles.

Practising proportional studies of the skull and the figure will help students understand symmetry as the basic principle of its structure. Spatial configuration of the head's forms and their perspective distortions are the main focus of these studies. Later on, dynamic characteristics like deviations from the idealised forms, textures and asymmetry in details will help students find the balance between precision in form and personal expression.

During the first couple of sessions students will practise sketching on human skull models.

From the third session on live models will be present at the sessions so that students will gain experience in sketching and structuring their portraits. In the last third of the semester students will start drawing the full human figure. In view of the complexity of this task, a variety of media and smaller scale sheets (A4 to A3) will be used.

As of the media, from the beginning, graphite pencil and pastel sticks or charcoal will be used alternatively so that both precise line drawings and shaded sketches will be created. Apart from these, ballpoint pen and oil pastel will also be used to create quick sketches.

**COURSE OBJECTIVES:**

- to offer students visual keys to understand the geometry in the human skull and face
- to help students simplify and render the complex forms of the face into structural sketches
- to make students be aware that the spatial scheme draftsmen use to render the full human figure
- to learn and practice the use of a variety of media to represent both human face and figure

### LEARNING OUTCOMES:

- students will learn to analyze the basic geometry of the human skull and the face by means of sketches
- students will apply shading on their structural drawings in order to represent the human head's spatial relations
- students will understand how to create sketches of the head from different angles to show its complexity and distortions
- students will get acquainted with a selection of media to be used for structural drawing and shaded sketches
- student will get an introduction into the visual analysis of the full human figure in order to render successfully its proportions and basic movements

### REQUIRED MATERIALS:

All materials necessary for completing this course will be provided in class.

### ASSIGNMENTS AND GRADING:

100 points in total (the letter grades will be assigned according to the grading system of McDaniel, Budapest)

- attendance, in-class participation 40 points
- home assignments 20 points
- mid-term exam 20 points
- final exam 20 points

### COURSE POLICIES:

As this class is based on practice, student attendance and participation is a basic requirement. Each class builds on the material acquired in the previous class, so it is strongly advised not to miss two consecutive classes, as it would result in a serious drawback. Three certified absences are allowed, however, without any consequences in the final grade – after that, a full letter grade per missed class will be deducted from your final course grade. You are also encouraged to arrive on time as the classes generally start with a presentation on the given topic or a quick practice of the material covered in the previous class.

### CALENDAR – Spring 2018

<b>January 31</b>	An introduction into the human head, learning the basic forms of the skull
<b>February 7</b>	Sketching the skull in pencil

<b>February 14</b>	Adding shadows to shapes: a tonal representation of the skull
<b>February 21</b>	Drawing the live model. Main forms and their geometry. Sketching with the pencil.
<b>February 28</b>	Double structures. Comparing the forms of the head with those of the skull.
<b>March 7</b>	Details of the face. Structural sketches of the nose, the mouth, the eyes.
<b>March 14</b>	Shaded drawing of the face.
<b>March 21</b>	Mid-term
<del>March 28</del>	Easter Holiday – No classes
<b>April 4</b>	Rendering different aspects of the head. Foreshortening and distortions.
<b>April 11</b>	Quick sketches of the face to render facial expressions using ballpoint pen and chalk.
<b>April 18</b>	First sketches of the full figure.
<b>April 25</b>	Using blocks to render proportions and movement.
<b>May 2</b>	Proportions of the human figure: its analysis from different angles.
<b>May 9</b>	Figure in space. Placing the figure in its surroundings.
<b>May 16</b>	Final exam