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Intermediate Drawing: Technical Drawing

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INTERMEDIATE DRAWING:

DATE: SPRING 2017

SITE: CIM: A-YARD

TEACHING ARTIST: Margarita Esparza [Magy]

Revision to Current Class

OVERVIEW OF CLASS

This 10-week intermediate drawing is the next level for participants who have previous experience in drawing or for those who have taken the Beginning Drawing course through CBA/PAC. This course will review fundamental techniques in drawing such as line/pattern, value, shape/form, and color. Participants will also be introduced to the history of technical drawing in America, the effects of the industrial revolution on design and art, and discover other areas in which art is applied outside of the fine art/museum setting.

ESSENTIAL QUESTION OR THEME

Basic Drawing Tools for Creating Portraits

STUDENT LEARNING OUTCOMES

Participants will:

- **Review** foundations in drawing.
 - Draw lines in various styles, and create their own drawing styles.
 - Create patterns from a reference or design patterns of their own.
- **Study** the history of technical drawing and artists who are famous for their drawing/designs
 - What is Technical Drawing
 - Artists: Frank Lloyd Wright, Leonardo Da Vinci

- **Apply** art history as inspiration for art work.
 - Study art from the 1960's and create artworks that are similar to the artists studied in the lessons.
 - Commercial/Pop Art artists: Andy Warhol, Roy Lichtenstein, Robert Rauschenberg
- **Discover** other areas where art is used.
 - Using any elements of design, create recreational area for a park/campsite.
 - Artist: Robert Smithson, Michael Heizer
 - Learn about logo design and what tools they can use to create a logo that stands out.
 - Artist: Milton Glaser
 - Storyboard (collaborative project): learn about the method to creating a storyboard and how it is used in animation. As a class, develop a story, then create a storyboard to accompany the written story.

STUDENT LEARNING GOALS

At the end of this course the participant will be familiar with composition, sketching materials, and historical references for drawing. The central goal for this course is to help participants grow their abilities in drawing, encourage new ideas, and take a journey into other forms of artistry and craftsmanship outside of a fine art museum setting.

MATERIALS

Drawing paper	Colored pencils	Black Ink pens	Sketchbooks	Rulers
Sketch pencils: 4H, HB, 2B, 6B	Erasers: Gum, Vinyl, Kneaded	Course Handouts	(Optional) crayons, blending stumps/tortillion, sharpener*	

*sharpeners must be approved by the site and site lead, and cannot be left unattended while in the facility.

SOURCES

www.studentartguide.com, www.britannica.com, www.incredibleart.org, *Figure It Out!: The Beginner's Guide to Drawing People* by Christ Hart, *People* by William F. Powell, www.fallingwater.org, www.biography.com/people/leonardo-da-vinci-40396

Course Outline

The following is an outline and summary of details from each lesson. This 10-week course will investigate drawing from foundational art techniques to historical works. The projects in this course will also provide a creative outlet for participants. Collaborative projects will facilitate learning in groups promoting the sharing of ideas and unique drawing techniques that individuals can teach each other.

Review foundations in drawing:

Week 1: Skills Review and Composition

- Technique (12:30pm-1:30): Practice creating lines and patterns by filling in all the spaces and the shapes.
 - Handout- Line Drawing Techniques
- Project (1:30-2:45): Complete the Composition Matrix using the Composition handout as a guide.
 - Handout- Composition: Elements of Design/Principles of Design
 - Handout- Elements and Principles of Design Matrix
- Clean up (2:45pm-3:00pm)
- Reflection Homework: Respond to the Write About It questions
 - Handout- Write About It: Lesson 1 (Use for discussion prior to next lesson.)

Week 2: Spirit Animal Pattern

- Icebreaker (12:30pm-12:50pm): Write About It, select participants to discuss some responses from Lesson 1
- Project (12:50pm-2:45pm): Animal Pattern
 - Use the Line Drawing Techniques (completed exercise from previous lesson) as a reference to add patterns to the animal outlines.
 - Ask students to draw an animal or provide participants with images of animals they can choose from. The animal they choose should have a significant meaning to them. Participants will create an outline of the image and fill spaces with patterns.
- Clean up (2:45pm-3:00pm)
- Reflection Homework: Write About It questions
 - Handout- Write About It: Lesson 2 (Use for discussion prior to next lesson.)

Study the history of technical drawing and artists who are famous for their drawing/designs.

Week 3: Technical Drawing Part 1- Technical Drawing

- Write About It discussion (12:30pm-12:50pm): select a response from Lesson 2 to discuss as a group.
- Historical Context (12:50pm-2:15pm): Technical Drawing Lecture
 - Handout- What is Technical Drawing

- Project (2:15pm-2:45pm): Drafting and Design
 - Handout- Drafting and Designing, Provide handout, and introduce the project so that participants may begin planning. They may use magazine references or images they have access to that can be brought to class for the following lesson.
- Clean up (2:45pm-3:00pm)

Week 4: Technical Drawing Part 2- Drafting & Design

- Continue Project (12:30pm-2:45): Drafting and Designing
 - Participants will continue to work on Drafting and Design-Furniture project.
- Clean up (2:45pm-3:00pm)
- Reflection Homework: Write About It questions
 - Handout- Write About It: Lesson 4 (Use for discussion prior to next lesson.)

Apply art history as inspiration for art work.

Week 5: Art from the 1960's- Commercial/Pop Art PART 1

- Icebreaker (12:30pm-12:50pm): Write About It discuss/ select some responses from Lesson 4
- Historical Context (12:50pm-2:00pm): Lecture: Commercial and Pop Artists- Andy Warhol, Roy Lichtenstein, and Robert Rauschenberg.
- Project (2:00pm-2:45pm): Handout- Commercial Artists Project. In teams of 2 or 3 choose an Artist's and an item to draw a work in the selected artists style.
- Clean up (2:45pm-3:00pm)
- Reflection Homework: Write About It questions
 - Handout- Write About It: Lesson 5 (Use for discussion prior to next lesson.)

Week 6: Art from the 1960's- Commercial /Pop Art PART 2

- Icebreaker (12:30pm-12:50pm): Write About It discuss/ select some responses from Lesson 5
- Continue Project (12:50pm-2:45pm): Commercial Artists Project
- Clean up (2:45pm-3:00pm)
- Reflection: Write About It questions
 - Handout- Write About It: Lesson 6 (Use for discussion prior to next lesson.)

Discover other areas where art is used.

Week 7: Landscape Planning

- Icebreaker (12:30pm-12:50pm): Write About It discuss/ select some responses from Lesson 6
- Lecture (12:50pm-1:30pm): Handouts- About the Artists: Robert Smithson, Famous Recreational parks/centers
- Project (1:30pm-2:45pm): Handouts-Recreation: Design a recreational center/park based on the random themes given.
- Clean up (2:45pm-3:00pm)
- Reflection: Write About It questions
 - Handout- Write About It: Lesson 7 (Use for discussion prior to next lesson.)

Week 8: Logo Design

- Icebreaker (12:30pm-12:50pm): Write About It discuss/ select some responses from Lesson 7
- Handouts (12:50pm-1:30pm)- Artist: Milton Glaser, Famous Logos and Design Elements
- Project (1:30pm-2:45pm): Create a Logo for randomly chosen business. Then create an ad for that company.
- Clean up (2:45pm-3:00pm)
- Reflection: Ask students to be ready to present their ads/logo in the next class.

Week 9: Storyboard Creation- PART 1

- Icebreaker (12:30pm-1:15pm): Ad presentations
- Handout (1:15pm-1:45pm)- Storyboard Creation
- Project (1:45pm-2:45pm): Handout- Creating a Story (Class project)
- Clean up (2:45pm-3:00pm)
- Reflection Homework: Write About It questions
 - Handout- Write About It: Lesson 9 (Use for discussion prior to next lesson.)

Week 10: Storyboard Creation- PART 2

- Icebreaker (12:30pm-12:50pm): Write About It discuss/ select some responses from Lesson 9
- Continue Project (12:50pm-2:00pm): Creating a Story (Class project)
- Clean up (2:00pm-2:15pm)
- Reflection (2:15pm-2:30pm): Share final project storyboard [if not enough time, present the day of the awards ceremony after the ceremony]