## Course Information and Instructor’s Expectations

### Course Description:

This course will provide students with methods and techniques needed in order to draw what you see, to sketch, to express visually in 2D, and to understand how 3D works. It will also provide a broad conceptual framework for exploring 2- and 3-dimensional design. It includes drawing instruction, an introduction to different forms of visual communication (formal, perceptual, symbolic, and technical), the use of design process, and creative problem solving.

Drawing is a form of communication, closely related to sight and touch, relying on lines and shapes on a surface rather than on text or sound. As well as being a way of representing something, more significantly (especially in an age of readily available cameras), it is a way of communicating something selective. Drawing is personal and subjective in the way that it presents a refined thought, rather than telling us the whole picture.

It can also be a way in which a designer thinks. Through drawing:

- Ideas can emerge and be drawn out further
- Sense can start to be made out of complexity
- Definition can emerge from ambiguity

### Why is drawing necessary in the context of design?

As well as visually portraying forms, ideas, feelings, and concepts, drawing can also be a way of finding out more about these things for oneself. So we look at two sides to drawing:

- It’s a way of visually explaining things to other people (illustrations, visualizing ideas and concepts in quick sketches, diagrams, maps, etc.)
- It can also be a way of exploring a subject, a way to aid a thought process, a way to find out more about something or drawing out an idea in the way that one draws water from a well.

### How do designers use drawing?
Drawing is used in many disciplines: medicine, engineering, architecture, scientific enquiry, aeronautics, etc. Visual thinkers use drawing to explain or articulate things visually, so it’s integral to all design disciplines. Designers use drawing to work out ideas. They use it to increase their sensitivity to visual language and, very importantly, to communicate.

**Drawing skills:**
- Help people be better design thinkers.
- Help designers tap into their intuition and creativity.
- Encourage confidence, playfulness and inventiveness.
- Help move designers quickly through a succession of ideas and iterations relative to a design problem.
- Help designers be in control of their own creative process.
- Help with the first step of the design process, literally to "draw out an idea" from the creative mind.
- Increase sensitivity to seeing as well as help us learn why we see the world the way we do.

**Class format:**
Class periods will be made up of lecture/demonstration time, slide lectures, studio work time, and discussion (small and large group reviews of work.) Assignments will include specific observational drawings, 2- and 3-dimensional design projects, analysis of your own work and that of others (current and historical.)

**Coursework:**
Coursework consists of two main components:
1. In class and out of class drawings and design projects. Work includes but is not limited to: full value modeled organic forms, full valued perspective drawing, figure drawing, preliminary sketch work/ideation for projects, and a mid-term vocabulary quiz. (These projects = %90 of final course grade.)
2. Participation: active class contribution, being on time and not leaving early, and attendance. (Participation = 10% of final course grade.)

**Course Prerequisites:**
Apparel design or graphic design or interior design pre-major

**Required and Recommended Materials:**
See separate list for supplies.

**Established Course Objectives:**
Upon successful completion of this course, you will have gained confidence in your ability to:
- Draw accurately from observation.
- Use drawing to visualize ideas.
- Effectively use value to portray texture, space and volume.
- Use value relationships to add dynamism to a composition.
- Understand how to see abstract shapes and patterns.
- Understand how to analyze designs/drawings in terms of design principles, and to put these principles into practice in your own designs/drawings.
- Use a variety of drawing mediums and be responsive to differences between them.
- Develop ideas between two and three dimensions.
- Develop a professional approach to the execution of creative visual work.

Technically, you will have learned to be more proficient in the following ways:
- Using both line and value to express shape as well as volume.
- Crafting a drawing with pencil.
- Knowing how to “finish” a drawing.
- Abstracting forms.
- Drawing the effects of light.
- Capturing a sense of space and depth through understanding linear and atmospheric perspective.
Student Learning Outcomes following course completion:

1. Can identify, define, and solve problems: Students will learn how to identify elements and principles of design and to apply them in drawing assignments.
2. Can locate and critically evaluate information: Students will learn to define criteria for evaluation of the effectiveness of design solutions, in critiques of their own and others’ work.
3. Have mastered a body of knowledge and a mode of inquiry: Students will have learned to be more proficient in the technical aspects of using both line and value to express shape as well as volume, the craft of drawing with a pencil, “finishing” a drawing, abstracting forms, drawing the effects of light, a sense of space and depth through an understanding of linear and atmospheric perspective.
4. Understand diverse philosophies and cultures within and across societies: There’s a cultural component to this class and at the end of this course, students will be able to more fully appreciate their individual cultural perspectives and appreciate how this influences the way one creates.
5. Can communicate effectively: Students will make oral and visual presentations of their work throughout the semester and participate in critiques with their peers and with the instructor.

Release of Work Statement:
Students understand that enrollment in this course grants consent for their work to be selected for inclusion in college or departmental publications (online or in print). Your instructor may select to use your work to represent her/his skills as an instructor in a teaching portfolio (online or in print).

Attendance:
Students are expected to attend all classes, be on time and remain for full class session. Students will be prepared for all class sessions and participate in discussions and critiques.
In case of unavoidable absence, inform instructor and make up assignment by obtaining information from other students.

Missing 2 class sessions may result in a lower grade. Missing 3-4 class sessions may result in failure of the course.

Workload:
To achieve average results, the average student will spend an average of 6 hours outside of class time.

Grading Structure:
http://policy.umn.edu/Policies/Education/Education/GRADINGTRANSCRIPTS.html

<table>
<thead>
<tr>
<th>Grade</th>
<th>Achievement</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>outstanding</td>
<td>4.00</td>
</tr>
<tr>
<td>B</td>
<td>significantly above</td>
<td>3.00</td>
</tr>
<tr>
<td>C</td>
<td>meets course requirements in every respect</td>
<td>2.00</td>
</tr>
<tr>
<td>D</td>
<td>is worthy of credit even though it fails to fully meet course requirements</td>
<td>1.00</td>
</tr>
</tbody>
</table>

Projects will be graded throughout the semester. Factors in grading include:
- **Criteria:** how successfully the specific objectives of the assignment have been fulfilled
- **Concept:** ideas behind the work, creative problem solving, creativity
- **Craft:** technique, neatness, care in making & execution of work
- **Composition:** layout, use of design principles
- **Bonus:** rare bonus for taking risks that may or may not achieve desired results, evidence of pushing limitations regardless of risk of failure

The overall grade for the semester is determined by adding up the points accrued in each project. Roughly 10% of the final grade will be for class participation, which will be determined by how much you contributed to the class.

Accepting and Returning Assignments:

Grading Late Work:
Work that is not ready at the start of class (on due date) will be considered late. Late work will be accepted up to one week after the due date and will lose 10%. Late work can be submitted during class or during McNeal office hours.

Policy for Missed Exams:
There is no provision for missed exams.
Make Up Work for Legitimate Absences:
http://www.policy.umn.edu/Policies/Education/Education/MAKEUPWORK.html

Extra Credit Options:
Opportunities are limited.

University Policies

Personal Electronic Devices in Classroom:
http://policy.umn.edu/Policies/Education/Education/STUDENTRESP.html
Laptops may be used on occasion in classroom for research purposes.

Use of Class Notes and Materials:
http://policy.umn.edu/Policies/Education/Education/CLASSNOTESSTUDENTS.html

Scholastic Dishonesty and Student Conduct Code:
http://policy.umn.edu/Policies/Education/Education/STUDENTRESP.html

Sexual Harassment:
http://policy.umn.edu/hr/sexualharassment

Statement on Climate of Inclusivity:
You are expected to be attentive during class, ask questions if you do not understand something, and to offer your opinion. You are also expected to listen respectfully to other students and to me when speaking. The University of Minnesota is committed to providing a safe climate for all students, faculty, and staff. All persons shall have equal access to its programs and facilities without regard to race, color, creed, religion, national origin, sex, age, marital status, disability, public assistance status, veteran status, or sexual orientation. Racism, sexism, homophobia, classism, ageism and other forms of bigotry are inappropriate to express in this class. Reports of harassment are taken seriously, and there are individuals and offices available for help. (or refer to http://regents.umn.edu/sites/regents.umn.edu/files/policies/Equity_Diversity_EO_AA.pdf)

Availability of Disability and Mental Health Services:
The University of Minnesota is committed to providing all students equal access to learning opportunities. The Office of Equity and Diversity has a Disability Resource Center (DRC) that works with students who have disabilities to provide and/or arrange reasonable accommodations.

- Students who have, or think they may have, a disability (e.g. mental health, attentional, learning, vision, hearing, physical or systemic), are invited to contact DS to arrange a confidential discussion at 612-626-1333 (V/TTY) or drc@umn.edu.
- Students registered with DRC, who have a letter requesting accommodations, are encouraged to contact the instructor early in the semester to discuss accommodations outlined in their letter.

For additional information please visit: https://diversity.umn.edu/disability/

As a student you may experience a range of issues that can cause barriers to learning, such as strained relationships, increased anxiety, alcohol/drug problems, feeling down, difficulty concentrating and/or lack of motivation. These mental health concerns or stressful events may lead to diminished academic performance or reduce your ability to participate in daily activities. University of Minnesota services are available to assist you with addressing these and other concerns you may be experiencing. You can learn more about the broad range of confidential mental health services available on campus via www.mentalhealth.umn.edu or contact Counseling/Consulting Services at 612-624-3323.

Academic Services:
If you would like additional help, please contact one of the offices listed below.
Student Writing Support http://writing.umn.edu/sws/index.html
Student Academic Success Service http://www.uccs.umn.edu/
GDES 1311-003    GENERAL SCHEDULE

1     Section One: Sketching & Visualization: Learning to draw what you see, drawing methods and materials
January 17W  Introduction: drawing what you see
          Cubes & cylinders
22M  Mark-making
          Cubes & cylinders
          Cones & spheres, design principles
24W  Composition + design principles
29M  Sketching, gesture drawing, movement
31W  Drawing from Nature Project
February 5M  Drawing from Nature Project
7W  Drawing from Nature Project, mounting
12M  Nature revisions + Conceptual self-portrait

2     Section Two: Sketching & drawing: structure and value
14W  In class still life, Nature due
19M  In class still life, McNeal sketches
21W  In class still life, McNeal sketches
26M  Still life due
          Portrait + anatomy info
28W  Figure drawing + Portrait
March 5M  Figure drawing + Portrait
7W  Figure drawing

SPRING BREAK

3     Depth, Space & Volume
19M  Figure drawing pieces + Portrait due
21W  Linear perspective, (portrait)
26M  Interior space drawing
28W  Interior space drawing
April 2M  Figure drawing
4W  Figure drawing
9M  Figure drawing
11W  Interior space drawing, pre-review
16M  Interior space drawing, line drawing due

4     Revisions & Presentation
18W  Chiaroscuro drawings, interior space work
23M  Drawing from imagination, interior space work
25W  Interior space work
30M  Pre-Review
May 2W  Final Presentations
4F  Pick-up of final projects, McNeal 346, 4-5 pm