## GID 31: GRAPHIC DESIGN DRAWING

#### **Foothill College Course Outline of Record**

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Heading	Value
Effective Term:	Summer 2022
Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Not open to students with credit in GID 70 or GRDS 60.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

#### **Student Learning Outcomes**

- A successful student will create arresting, on-the-spot drawings quickly.
- A successful student will be able to fabricate solid three-dimensional figures and objects on paper through observation plus the use of research.
- A successful student will be able to indicate light and shadow as they apply to defining form and/or anatomy.
- A successful student will be able to demonstrate improved presentation techniques in producing layouts for graphic designs.

#### **Description**

Developing drawing skills for communicating ideas. Learning to simplify complex realistic images to express design concepts rapidly and effectively.

#### **Course Objectives**

The student will be able to:

- 1. create arresting, on-the-spot drawings quickly.
- 2. fabricate solid three-dimensional figures and objects on paper through observation plus the use of research.
- examine and indicate light and shadow as they apply to defining form and/or anatomy.
- demonstrate improved presentation techniques in producing layouts for graphic designs.

#### **Course Content**

- 1. Breaking complicated still life into basic geometric forms
  - a. Cylinders
  - b. Cubes
  - c. Spheres
  - d. Cones
  - e. Pyramids
- 2. Breaking group arrangements into simple shapes

- a. Creating an invisible outer "envelope" (total enclosure drawn as intersecting lines)
- b. Finding the biggest shape within the "envelope"
- 3. Using mechanical aids to perception
  - a. Thumb or pencil held in vertical position
  - b. Thumb or pencil held in horizontal position
  - c. Using viewing squares or frames
- 4. Determining vertical and horizontal alignments
- 5. Determining proportional relationships
- 6. Defining forms by means of negative space (backgrounds and holes)
- 7. Defining forms by means of shadow areas
- 8. Defining forms by means of perspective
  - a. One point
  - b. Two point
  - c. Other space indicators (size, tone, detail, position, color)
- 9. Defining forms by means of edges and surfaces
- 10. Defining forms with tools and materials
  - a. Markers and pencils
  - b. Layout, tracing and sketch pads
- 11. Arranging forms within defined areas
  - a. Rectangles
  - b. Squares
  - c. Circles
  - d. Free form
- 12. Choosing subject matter
  - a. Using photographic reference
  - b. Observing real objects
  - c. Sketching on location
- 13. Expressing concepts by means of drawings
  - a. For ad and TV storyboard layouts
  - b. For poster layouts
  - c. For editorial illustration layouts
  - d. For a culturally diverse population

#### **Lab Content**

Weekly lab exercises in the Network Lab. Each lab exercise may be individual or group activities and covers assigned reading and lecture topics.

#### **Special Facilities and/or Equipment**

- 1. Drawing tables, a light table and a model platform with spotlight.
- 2. When taught via Foothill Global Access: ongoing access to computer with email software and capabilities; email address; JavaScript-enabled internet browsing software.

#### Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Completed student projects Full class critiques Student-teacher conferences Portfolio review

#### Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture, discussion, oral presentations, electronic discussions related to the art of graphic design drawing

Use of online discussions and chat to discuss methods of drawing for designers

Demonstration of methods and materials related to drawing for designers

Demonstration of traditional and digital techniques of sketching and drawing for graphic design presentations

### Representative Text(s) and Other Materials

Nelson, Craig. The Drawing Bible. 2011.

Although this text is older than the suggested "5 years or newer" standard, it remains a seminal text in this area of study.

# Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

- 1. Weekly reading assignments from text, online sources and outside written sources include current periodicals, webzines and critical writings on the subject of design drawing.
- Writing assignments include critical analysis of both professional and student work with emphasis on understanding the use of line, shape, form and color in design drawing.

#### Discipline(s)

**Graphic Arts**