DAVIS UNIVERSITY

COURSE SYLLABUS
DSN108: DRAWING FOUNDATIONS

COURSE SYLLABUS FOR: DSN108 DRAWING FOUNDATIONS

CREDIT HOURS: 5 CREDITS

INSTRUCTOR:

INSTRUCTOR EMAIL:

INSTRUCTOR OFFICE HOURS:

COURSE DESCRIPTION: A basic foundation of drawing and composing. Students will be introduced to drawing what they see, including the introduction to drawing techniques, comprehension of terminology, and material use.

TEXT: Drawing Essentials: A Complete Guide to Drawing by Debra Rockman 3rd Edition, Oxford University Press, ISBN 978-0-19-020952-0

MATERIALS REQUIRED:

- Drawing pencils – 3-5 pencils minimum which range from HB to 6B. Be prepared to purchase more as needed.

- Sketchbook – spiral 8×10 or larger

- Conte (optional)

- White eraser

- Kneaded Eraser

- Mono Zero Eraser (optional)

- Drawing paper – paper that can handle a variety of media. Heavyweight drawing paper in a pad is recommended.

- Ruler or straight edge triangle

- X-ACTO knife Optional)

- Pencil Sharpener

- Sand Paper for sharpening pencils

PLAGIARISM AND COPYRIGHT INFRINGEMENT POLICY: Work that is found to be plagiarized receives a grade of zero and often causes a student to fail a class. Documentation of plagiarism is added to the student's academic file as a violation of accepted student conduct and is subject to disciplinary action. Plagiarism is the use of another person's exact words, or their ideas written in the student's words without giving the original author credit.

Plagiarism can result from any of the following:

- Quote material directly without using quotation marks.
- Paraphrase the original so that many of the phrases are the same as the original. A good rule is no more than 3 or 4 words in a row should be the same as the original.
- Copy the original sentence pattern, substitution synonyms for key words.
- Neglect to indicate the source of the original material.

ASSESSMENTS:

The final course grade is determined by a weighted average of the 11 module projects (each accounting for 1/11th of the total grade). Final project scores are assigned based on instructor feedback and evaluation

COURSE GRADE:

A+ = 97%–100%	C+ = 77%–79%
A = 93%-96%	C = 73%–76%
A− = 90%–92%	C− = 70%–72%
B+ = 87%–89%	D+ = 67%–69%
B = 83%–86%	D = 63%–66%
B− = 80%–82%	D− = 60%–62%
	F = Below 60%

TENTATIVE COURSE OUTLINE:

(Subject to change)

Module/ Units	Content Covered	Assignments & Assessment
Module 1	Introduction to Drawing Basics ➢ Fundamentals of line, shape, form, and setting up a geometrical still life composition ➢ Basic elements of art and composition principles	Project: 1 x Geometrical Still Life Drawing
Module 2	Shading Techniques ➢ Shading, hatching, cross-hatching, and value scales applied to simple forms ➢ Identifying and applying shading methods	Project: Practice sheets with shading exercises on geometric shapes
Module 3	Surrealist Drawing Foundations ➢ Principles of surrealism, imagination, and combining unrelated elements creatively ➢ Key surrealist artists and techniques	Project: 1 x Surrealist Drawing (experimental composition)
Module 4	Drawing Fruits – Form and Texture ➢ Observing and rendering organic shapes, textures, and details of various fruits ➢ Anatomy and textural differences in common fruits	Project: 1 x Still Life Drawing of Fruits (focus on accuracy and variety)
Module 5	Composing with Random Objects ➢ Arranging and drawing everyday random objects with attention to overlap and negative space ➢ Composition rules for complex still life	Project: Preliminary sketches of object arrangements for final still life
Module 6	Integrated Still Life Mastery ➢ Combining fruits and objects in a complete still life, including light source and shadows ➢ Analyzing light, shadow, and unity in still life	Project: 1 x Complete Still Life Drawing With Objects and Fruits Midterm Evaluation
Module 7	Perspective Basics with Cubes ➢ Understanding cubes in space, horizon lines, and vanishing points introduction ➢ Core concepts of linear perspective	Project: Multiple cube drawings exploring basic perspective distortions

Module 8	One-Point Perspective Application ➢ Constructing scenes and objects using one-point perspective rules ➢ Rules and common errors in one-point perspective	Project: 1 x Complete One-Point Perspective Drawing (e.g., interior or road scene)
Module 9	Two-Point Perspective Application ➢ Building complex forms and architecture with two-point perspective ➢ Differences between one- and two-point perspective	Project: 1 x Complete Two-Point Perspective Drawing (e.g., building or corner view)
Module 10	Facial Features – Eyes, Nose, Lips ➢ Proportions, structure, and detailed rendering of individual facial elements ➢ Proportional relationships in facial features	Project: Isolated studies of eyes, nose, and lips with shading
Module 11	Complete Human Face Portrait ➢ Assembling features into a full face, including skin tones, hair, and expression ➢ Overall facial proportions and common portrait pitfalls	Project: 1 x Complete Drawing of Human Face (portrait from reference) Final Evaluation