

Liverpool John Moores University

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Title: Basic Drawing Techniques & Media
Status: Definitive
Code: **3501CFDF** (128713)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: London College for Design and Fashion

Team	Leader
Mark Roughley	

Academic Level: FHEQ3 **Credit Value:** 10 **Total Delivered Hours:** 40
Total Learning Hours: 100 **Private Study:** 60

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	8
Off Site	8
Seminar	2
Tutorial	2
Workshop	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Portfolio	Work submitted for assessment will consist of an introduction to key skills in drawing from observation resulting in a portfolio of drawings, and the exploration of various media documented in sketchbooks.	100	

Aims

- 1. To understand drawing materials*
- 2. To explore different observational drawing techniques*
- 3. To encourage the exploration of various media.*
- 4. To develop the core elements of drawing, such as: line, tone, shading, mark-making etc.,*
- 5. To produce finished work and evaluation*

Learning Outcomes

After completing the module the student should be able to:

- 1 Explore different drawing materials
- 2 Use various observation techniques
- 3 Apply different drawing techniques and media
- 4 Produce finished work based on observation

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Portfolio	1	2	3	4
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Outline Syllabus

- 1. Introduction to drawing materials. Graphite pencils, Graphite Sticks, Chalk*
- 2. Pastels, Oil Graphite pencils etc.,*
- 3. Observation techniques, including measuring, using scales, constructing, comparing sizes*
- 4. Eye hand coordination: contour drawing, line drawing*
- 5. Drawing the human body in correct proportion.*
- 6. Drawing by touch, drawing without looking at the page, recording texture*
- 7. Drawing techniques: line, tone, shading, blending, mark- making techniques; composition*
- 8. Proportion & Scales*
- 9. Presentation and Evaluation*

Learning Activities

Lectures, Seminars, Workshops.

Notes

This module enables students to practice drawing skills in various media and how to move between their eye, hand and mind. It encourages exploration of the

relationship between the second and third dimensions and facilitates students' flexibility, confidence and sophistication with drawing