

## Liverpool John Moores University

Title: VISUAL STUDIES 2  
Status: Definitive  
Code: **5502GA** (116702)  
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design  
Teaching School/Faculty: St Helens College

Team	Leader
Carole Potter	Y

**Academic Level:** FHEQ5  
**Credit Value:** 24.00  
**Total Delivered Hours:** 60.00  
**Total Learning Hours:** 240  
**Private Study:** 180

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Practical	33.000
Seminar	6.000
Tutorial	6.000
Workshop	15.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Traditional Portfolio	60.0	
Portfolio	AS2	Digital Portfolio	40.0	

### Aims

1. Develop a personal artistic process that best communicates the individual's concepts and vision.
2. Utilise the rules of drawing through the interpretation of image creation and measurement. (Suggested: perspective, and the golden ratio)
3. Confidently use real world experiences to visualise imaginary places and objects.
4. Work effectively between traditional and digital processes.

## Learning Outcomes

After completing the module the student should be able to:

- 1 Apply personal drawing skill through a series of visual exercises.
- 2 Present a visual narrative that is fluent through out individual's ongoing practice.
- 3 Apply traditional art practice and present relevant connections between historical image making and digital media production.
- 4 Create digital interpretations of vistas and areas that convey atmosphere and narrative.

## Learning Outcomes of Assessments

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

Traditional Portfolio	1	2	3	4
Digital Portfolio	3	4		

## Outline Syllabus

*Workshops will be facilitated to assist in expanding students drawing and observation skills. These will encourage development of draughtsmanship in your visual mark making. You will develop personal strategies to produce imaginative and sophisticated concept art. Through demonstrations and experimentation you will increase the digital vocabulary when using the large amount of processes within digital drawing and painting tools.*

## Learning Activities

Work will be practically based to ensure the visual exploration of potential new processes and ways of thinking. A short series of workshops will introduce drawing theory and further sessions will develop your personal drawing skills. A visit by a concept artist will be supported by tutorials to stimulate group debate and critical evaluation.

## References

<b>Course Material</b>	Book
<b>Author</b>	Dexter, E.
<b>Publishing Year</b>	2005
<b>Title</b>	Vitamin D
<b>Subtitle</b>	New Perspectives in Drawing
<b>Edition</b>	

<b>Publisher</b>	Phaidon
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Edwards, B.
<b>Publishing Year</b>	2001
<b>Title</b>	The New Drawing on the Right Side of the Brain
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Harper Collins
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Lee, S.
<b>Publishing Year</b>	1986
<b>Title</b>	How to Draw Comics the 'Marvel' Way
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Titan Books Ltd
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Hogarth, B.
<b>Publishing Year</b>	1995
<b>Title</b>	Dynamic Wrinkles and Drapery
<b>Subtitle</b>	Solutions for Drawing the Clothed Figure
<b>Edition</b>	
<b>Publisher</b>	Watson-Guption Publications Inc
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Hoptman, L.
<b>Publishing Year</b>	2002
<b>Title</b>	Drawing Now, Eight Propositions
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	MOMA
<b>ISBN</b>	

## Notes

Expanding on previous visual studies a personal, visual language related to Game Art practice.