South Central College

GCC 1210* Drawing for Graphic Designers (Copy)

Common Course Outline

Course Information

Description  This course covers basic drawing fundamentals and the use of drawing as a planning tool. Basic drawing techniques will be used to create thumbnail sketches, comprehensives and finished drawings. Students will utilize traditional and computer drawing tools. (Prerequisite: GCC 1120 - Graphic Software 1)

Total Credits  3.00
Total Hours 80.00

Types of Instruction

Instruction Type Credits/Hours
Lecture 1/16
Lab 2/64

Pre/Corequisites

Prerequisite  GCC 1120 - Graphic Software 1

Institutional Core Competencies

Critical and creative thinking: Students will develop the disposition and skills to strategize, gather, organize, create, refine, analyze, and evaluate the credibility of relevant information and ideas.

Written and oral communication: Students will communicate effectively in a range of social, academic, and professional contexts using a variety of means, including written, oral, numeric/quantitative, graphic, and visual modes of communication.

Course Competencies

1  Describe basic form.
   Learning Objectives
   Identify the basic shapes - sphere, cylinder, cone and cube.
   Describe form, value texture and lighting of the basic shapes.
   Draw a composition demonstrating form, value, texture and lighting.
   Evaluate the composition demonstrating form, value, texture and lighting.

2  Demonstrate drawing through.
   Learning Objectives
   Describe breaking a drawing down into basic forms.
   Describe object transparency by drawing through.
   Describe bringing a drawing up by redrawing.
Draw a composition demonstrating drawing through. Evaluate the composition demonstrating drawing through.

3 **Identify one, two and three point perspective.**

**Learning Objectives**
- Demonstrate one point perspective.
- Demonstrate two point perspective.
- Demonstrate three point perspective.
- Practice drawing perspective layouts.

4 **Demonstrate the use of perspective digitally.**

**Learning Objectives**
- Demonstrate perspective using a vector software.
- Demonstrate a perspective using a pixel based software.
- Edit images using vector and pixel based software.

5 **Demonstrate technical illustration.**

**Learning Objectives**
- Compare technical illustration to perspective drawing.
- Layout a technical illustration on an isometric grid.
- Draw the technical illustration in pencil.
- Draw the technical illustration digitally.

6 **Describe the human figure with basic forms.**

**Learning Objectives**
- Break the human form down into the basic shapes.
- Describe foreshortening of the human form.
- Describe the human form in motion.

7 **Demonstrate thumbnail sketches.**

**Learning Objectives**
- Describe the purpose of thumbnail sketches.
- Research a project.
- Draw thumbnail sketches.

8 **Describe the use of comprehensives/mock-ups.**

**Learning Objectives**
- Review thumbnail sketches.
- Select a thumbnail sketch.
- Refine the thumbnail sketch into a comprehensive/mock-up.

9 **Demonstrate storyboarding.**

**Learning Objectives**
- Describe storyboarding objectives.
- Research storyboarding.
- Describe storyboard project.
- Draw the storyboards.
- Evaluate the storyboards.

**SCC Accessibility Statement**

If you have a disability and need accommodations to participate in the course activities, please contact your instructor as soon as possible. This information will be made available in an alternative format, such as Braille, large print, or cassette tape, upon request. If you wish to contact the college ADA Coordinator, call that office at 507-389-7222.

Disabilities page [http://southcentral.edu/academic-policies/disability-rights.html](http://southcentral.edu/academic-policies/disability-rights.html)