South Central College

GCC 1215 Drawing Foundations for Graphic Communications

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 digital illustrations. Students will utilize traditional and computer drawing tools. (Prerequisite: GCC 1120)
Total Credits	3
Total Hours	80

Types of Instruction

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

Pre/Corequisites

Prerequisite	GCC 1120

Institutional Core Competencies

Critical and Creative Thinking - Students will be able to demonstrate purposeful thinking with the goal of using a creative process for developing and building upon ideas and/or the goal of using a critical process for the analyzing and evaluating of ideas.

Course Competencies

1. **Describe the use of drawing in graphic design.**

    Learning Objectives
    Demonstrate drawing as a planning tool.
    Demonstrate drawing to create templates for digital illustration.
    Describe drawing skills as applied to digital illustration.

2. **Describe basic form.**

    Learning Objectives
    Identify the basic forms.
    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.

3. **Demonstrate form drawing.**

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.

4.   Demonstrate perspective.

Learning Objectives
Demonstrate one point perspective.
Demonstrate two point perspective.
Demonstrate three point perspective.
Practice using perspective as a drawing tool.

5.   Demonstrate thumbnail sketches.

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

6.   Demonstrate comprehensives/mock-ups.

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

7.   Demonstrate storyboarding.

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

8.   Demonstrate vector based illustration.

Learning Objectives
Describe vector digital illustration.
Demonstrate vector illustration.
Prepare a vector illustration.
Draw the vector illustration.
Evaluate the vector illustration.

9.   Demonstrate pixel based illustration.

Learning Objectives
Describe pixel based illustration.
Demonstrate pixel based illustration.
Prepare a pixel based illustration.
Draw the pixel based illustration.
Evaluate the pixel based illustration.