



COURSE IMPLEMENTATION DATE: { _____ }
 COURSE REVISED IMPLEMENTATION DATE: { Jan-04 }
 COURSE TO BE REVIEWED: { Jan-08 }
 (FOUR (4) YEARS AFTER IMPLEMENTATION DATE, MONTH / YEAR

OFFICIAL COURSE OUTLINE INFORMATION

Students are advised to keep course outlines in personal files for future use.
 Shaded headings are subject to change at the discretion of the department and material will vary - see course syllabus available from instructor

FACULTY/DEPARTMENT: _____ **GRAPHIC DESIGN** _____
COURSE NAME/NUMBER: GD 116 **FORMER COURSE NUMBER:** _____ **UCFV CREDITS:** 2
DRAWING II
COURSE DESCRIPTIVE TITLE

CALENDAR DESCRIPTION:

The purpose of the course is to develop the skills and ability to render accurate and structurally sound, freehand drawing in line and tone. Using various drawing mediums separately or in combination, the students will explore further the materials and tools of drawing in both black and white and colour. Students will be encouraged to seek new ways of seeing and expressing visual ideas. Anatomy and drawing the figure from life will be introduced and an increased emphasis will be placed on composition.

PREREQUISITES: GD 115, and admission to the Graphic Design program, or permission of instructor.

COREQUISITES: _____

<p>SYNONYMOUS COURSE(S)</p> <p>(a) Replaces: _____ (Course #)</p> <p>(b) Cannot take: _____ for further credit (Course #)</p>	<p>SERVICE COURSE TO:</p> <p>_____ (Department / Program)</p> <p>_____ (Department / Program)</p>
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<p>TOTAL HOURS PER TERM: <u>39</u></p> <p>STRUCTURE OF HOURS:</p> <p>Lectures: <u>15</u> hrs. Seminar: _____ hrs. Laboratory: _____ hrs. Field Experience: _____ hrs. Student Directed Learning: _____ hrs. Other (Specify): <u>24</u> hrs.</p> <p>Combination of Lecture and Lab Hours: <u>Yes</u> YES/NO</p>	<p>TRAINING DAY-BASED INSTRUCTION</p> <p>LENGTH OF COURSE: _____ N/A</p> <p>HOURS PER DAY: _____ N/A</p>
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MAXIMUM ENROLMENT: 30 (25 for program)

EXPECTED FREQUENCY OF COURSE OFFERING: _____ Once a year

WILL TRANSFER CREDIT BE REQUESTED?: (Lower-level courses only) **YES** X **NO** _____

WILL TRANSFER CREDIT BE REQUESTED?: (Upper-level requested by department) **YES** _____ **NO** _____

TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE: **YES** _____ **NO** _____

AUTHORIZATION SIGNATURES:	
Course designer(s): _____ Graphic Design Faculty	Chairperson: _____ (type name in this field) (Curriculum Committee)
Course reviewed by: _____ Virginia B. Cooke	Dean: _____ Virginia B. Cooke
Department Head: _____ Don Murray	
PAC Approval in Principle Date: _____ (type date in this field)	PAC Final Approval Date: _____ 29-Jan-03

GD 116

COURSE NAME / NUMBER

LEARNING OBJECTIVES / GOALS / OUTCOMES / LEARNING OUTCOMES:

This course will extend the concepts and processes introduced in Drawing I, and apply them to the generation of ideas for commercial needs. Continuing exploration of drawing media are emphasized and problems in perspective when rendering animate and inanimate objects are studied in depth.

METHODS:

Through a series of lectures and exercises, the student will refine their knowledge and skills in rendering objects and animate forms within a composition while emphasizing their context. Various projects will explore the use of drawing media such as pencils, conte, charcoal, chalk and oil pastels, and ink. Students will participate in weekly class critiques to sharpen their skills, aesthetic judgement and appreciation of drawing.

PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Credit can be awarded for this course through PLAR

YES X

NO

METHODS OF OBTAINING PLAR:

Interview and Portfolio.

TEXTBOOKS, REFERENCES, MATERIALS:

[Textbook selection varies by instructor. An example of texts for this course might be:]

SUPPLIES / MATERIALS:

Pencils, 18 x 24" sketchbook, charcoal, pastels, and various drawing supplies as required.

STUDENT EVALUATION:

[An example of student evaluation for this course might be:]

Individual weekly projects will be marked and evaluated based on creativity, clarity and punctuality.

GD 116

COURSE NAME / NUMBER

COURSE CONTENT:

[Course content varies by instructor. An example of course content might be:]

A series of lecture/studio projects designed to develop drawing skills and techniques.