

Drawing Foundations

Course Description:

An intensive course, covering comprehensive rules and foundations of drawing from the start such as light & shadow, perspective, shading techniques, figure drawing, in addition to landscape and environment drawing

Duration: 15 Classes

Course Contents

Class 1 Introduction and line control

- Drawing Tools
- Hand Control & Warm-up Exercises
- Line Quality & Line Weight
- Sketching Techniques
- Effective Practice Methods

Class 2 Basic Shapes and 3D Forms

- 2D Shapes
- Basic 3D Forms
- Form Construction
- Combining Forms
- Cross Contours

Class 3 Perspective Fundamentals

- Horizon Line & Eye Level/bird and worm eye
- One-Point Perspective
- Two-Point Perspective
- Box Construction

- Box Rotation
- Organic Forms in Perspective

Class 4 Advanced Perspective

- Ellipses in Perspective
- Cylinders & Cones
- Circles in Perspective
- Three-Point Perspective
- High & Low Camera Angles
- Applying Perspective to Everyday Objects

Class 5 Observational Drawing

- Sight-Size Method
- Comparative Measuring
- Proportions & Relationships
- Still Life Drawing
- Preparing Drawings for Rendering

Class 6 Light, shadow and Values

- Light Sources
- Value Scale
- Form Shadow
- Cast Shadow
- Reflected Light
- Edge Control
- Rendering Basic Forms

Class 7 Composition and Shape Design

- Rule of Thirds
- Composition rules
- Visual Balance
- Focal Points
- Shape Language
- Positive & Negative Shapes

- Big, Medium & Small
- Overlapping & Framing

Class 8 Environment Construction and Symmetry

- Perspective in Real Objects
- Indoor Construction
- Outdoor Construction
- Scale & Human Reference
- Character Placement
- Symmetrical Objects
- Center Line & Axes
- Furniture & Architecture Construction

Class 9 Head Construction

- Loomis Method
- Head Proportions
- Skull Simplification
- Head Planes
- Facial Feature Placement
- Front & Side Views

Class 10 Head Rotation and Expressions

- 3/4 View
- Up & Down Angles
- Bird's Eye View
- Worm's Eye View
- Basic Facial Expressions

Class 11 Head Rotation and Expressions

- Gesture Drawing
- Line of Action
- Rhythm
- Body Masses
- Mannequin Construction

- Building the Human Figure

Class 12 Body

- Human Proportions
- Axial Skeleton
- Anatomical Landmarks
- Front, Side & Back Views
- Constructing Arms & Legs

Class 13 Hands, Feet and Dynamic Figure

- Hand Construction
- Finger Construction
- Foot Construction
- Drawing Hands & Feet from Different Angles
- Weight & Balance
- Contrapposto
- Dynamic Poses
- Foreshortening

Class 14 Clothing and Environment Rendering

- Clothing Construction
- Fabric Folds
- Tension & Compression
- Gravity in Drapery
- Atmospheric Perspective
- Indoor & Outdoor Lighting
- Character Integration
- Creating Depth & Mood

Class 15 Final Project and Professional workflow

- Idea Development
- Reference Gathering
- Moodboard
- Composition Thumbnails

- Sketch Refinement
- Final Line Art
- Value Study
- Final Artwork Review
- Professional Workflow

Attendance Policy

- Students missing more than 2 classes will be failing the course.

Grading Policy

- Grades are distributed as follows
 - Assignments and in-class Exercises 60%
 - Final Project 40%