

Professor Sara Woolley Gómez
SJWoolley@citytech.cuny.edu

Class Site:

TBD

Office Hours:

TBD

Course Overview

This is an introductory course designed to explore the basic tools, techniques and principles of drawing. Students will develop an understanding of the five basic perceptual skills of drawing: The Perception of Edges, The Perception of Spaces, The Perception of Relationships, The Perception of Light and Shadow, and The Perception of the Whole Form. This will be continued with an in-depth study of classical drawing principles critical to achieving realism in drawing. Concepts such as Composition, Proportion and Perspective will be covered. Students will learn to further render form through analysis of light and shadow and by utilizing the 5-value system.

2 Credits, 4 Hours (1 lecture, 3 lab) ENG 092R (ESOL 032R) and/or ENG 092W (ESOL 031W) as required.

Attendance (College) and Lateness (Department) Policies

A class roster roll will be taken at the beginning of each class. Only two absences are allowed. After two absences, a student may be withdrawn because of unsatisfactory attendance (code WU). Students arriving after the roll is taken will be marked "late." Students will be notified at the earliest opportunity in class after they have been absent or late. After four latenesses, a student will be asked to withdraw from the class (code W) or may be withdrawn from the class (code WU).

Academic Integrity Standards

Students and all others who work with information, ideas, texts, images, music, inventions, and other intellectual property owe their audience and sources accuracy and honesty in using, crediting, and citing sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and at New York City College of Technology and is punishable by penalties, including failing grades, suspension, and expulsion.

Academic Integrity and Expectations

You are responsible for reading, understanding and abiding by the NYC College of Technology Student Handbook, "Student Rights & Responsibilities," section "Academic Integrity Standards." Academic dishonesty of any type, including cheating and plagiarism is unacceptable. "Cheating" is misrepresenting another student's efforts/work as your own. "Plagiarism" is the representation of another person's work, words or concepts as your own.

In-Class Structure/ Timeline

- Hang homework up for peer and instructor review
- Individual Sketchbook Drawing warm up
- Meet with students as a group to review work and offer feedback
- Go over new in-class lesson, demo
- Work in class
- Give new assignment & homework



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Grading System

- Sketchbook (Keeping a sketchbook of drawings and class notes is a requirement.) 10%
- Individual Assignments 40%
- In-Class Productivity, Participation in Critiques, In Class Quizzes 25%
- Final Project 25%
- Projects given as Homework Assignments are due at the beginning of class and must be placed hung up for critique upon arrival ; otherwise it is consider late.
- There will be no make-ups for those who miss any Classes, the Quizzes, or the Final project.
- ANY MISSED ASSIGNMENTS WILL EARN A ZERO. Assignments received after the deadline will drop a grade at the end of the class. After that time period, any late assignment will earn a zero.
- A final portfolio of all projects will be handed in with the final project at the end of the semester. Students have the option to revisit earlier projects and revise them based on original comments.

Make-ups:

If a student finds they will not be able to present or hand in a project on the scheduled day, it is their responsibility to notify the instructor PRIOR to the due date and request alternate arrangements. Points will be deducted for late assignments and missed critiques.

Labs

You are expected to work on sketchbooks and assignments for at least four hours a week outside of class. You will find that assignments will take a lot more than that to be successful. Students are encouraged to utilize outside of class Life-Drawing Opportunities listed on the Class Site Resources section.

Critiques

Each student will present his/her work weekly for critique using appropriate design vocabulary. The critique is a neutral dialogue. Students will present their work and discuss the strengths and weaknesses, expressing what works and what doesn't work in relation to the assignment guidelines. Peer responses will be given. No personal likes or dislikes are discussed without elaborating the "why" of it. Design-specific terminology should be used at all times.

Communication

Communication is at the heart of everything you do as a creative professional. Whether you go on to become a designer, illustrator, art director, game designer, or any one of the numerous careers that the COMD department is preparing you for, your number one goal is to communicate, and to do it visually. To be able to communicate visually you also need to be able to communicate verbally. One of the most important and overlooked skills in our industry is to be able to express yourself clearly so that other people understand what you are saying. With that in mind you should always try to express yourself as clearly as possible in this (and all) of your classes.

Within this class you are expected to communicate with your classmates and with your professor. If you are going to miss a class it is your responsibility to let the professor know. If you are sick and miss a class when an assignment is due you will get a zero unless you contact your professor. If you have a question or are confused about something COMMUNICATE! Ask a question, send an email. Ignorance is not an excuse.



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Extra Credit:

There will be opportunities for Extra Credit to be earned through: class strips or attending lectures from guest speakers. Proof of attendance and an additional assignment will be required.

Resources:

City Tech is in the heart of one of the most vibrant art communities in the world. As such there are numerous additional resources for students to take advantage of to practice and improve their skills. Full Resource list is available on the Class Site.

Essentials For Class (NEVER COME WITHOUT YOUR TOOLS)

- DRAWING KIT : (*Often sold as a set)
 - Charcoal pencils (soft, medium, and hard)
 - White Charcoal Pencil
 - Compressed Charcoal Sticks (soft, medium, and hard)
 - Charcoal block
 - Masking tape
 - Kneaded eraser
 - White Eraser (General's Factic Extra Soft or equivalent)
 - 2 Paper blending sticks (aka stumps)
 - Graphite Sticks
 - Drawing Pencils (2H, 2B, HB)
 - Exacto Knife
 - Sandpaper pad sharpener
 - Large Bulldog Clips
 - Non permanent black felt tip marker

- PORTFOLIO : Red Envelope 18 x24
- SKETCHBOOK: 9 x 12 HARDBOUND (NOT WIRE BOUND)
- NEWSPRINT DRAWING PAD: 9 x 12
- DRAWING PAPER PAD: 18 x24 80lb Strathmore or similar

- TERMINOLOGY: proper terms for drawing concepts, tools, and techniques will be emphasized. They must be utilized when discussing and critiquing work. There will be quizzes on proper technique and terminology.
- PRESENTATION: Appearances matter. Work should be presented neatly and with care.

Recommended for Class:

- TRAVEL PORTFOLIO : (*variety of options at different price points)

Recommended Texts

Drawing on the Right Side of the Brain by Betty Edwards (Tarcher/Perigee)

Additional Recommended Texts

The Practice and Science of Drawing by Harold Speed (available for FREE Download at archive.org)
Perspective for Artists (Dover Art Instruction) by Rex Vicat Cole

ASSIGNMENTS (There will be additional sketchbook homework due weekly)

1. High Intensity Contour Drawings
2. Modified Contour Drawings
3. Negative Space Drawings
4. Light and Shadow Drawings
5. One Point Perspective Drawings
6. Two Point Perspective Drawings
7. Final Project TO BE ANNOUNCED



New York City
College of Technology
The City University of New York
Communication Design Department

COMD 1103 | FALL 2016
Foundation Drawing
Thursday, 2:30–5:50AM
N1121

Section D120 | 2 credits, 4 hours

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Projected Schedule

Aug 25 | Week 1

Introduction: Review academic policies, go over syllabus. Discuss our Relationship to drawing. Discuss drawing as an exercise in Perception as opposed to Hand Eye coordination. Introduction to Sketchbook Practice. Assign Sketchbook Exercises, 2 Pages DUE WEEKLY.

Sep 1 | Week 2

Introduction to the 5 Essential Perception Skills.
Focus on Edge Recognition and Contour Drawing.
Introduce Project 1. High Intensity Contour Drawing

Sep 8 | Week 3

Introduction to Relative Proportion and the Picture Plane. Measure twice, Draw ONCE!
Project 1 due. Peer critique of Project 1.
Project 2 assigned: Modified Contour Drawing.

Sep 15 | Week 4

Introduction to Negative Space and Composition.
Project 2 due. Peer critique of Project 2.
Project 3 assigned: Negative Space Drawing.

Sep 22 | Week 4

Project 3 due. Peer critique of Project 3.
Project 4 assigned: Light and Shadow Drawing

Sep 29 | Week 5

Project 4 due. Peer critique of Project 4.
Project 5 assigned: Studies of Line Weight

Oct 6 | **NO CLASS (classes follow MONDAY schedule)**

Oct 13 | Week 6

Introduction to the Concept of Gestalt, or the Wholeness of a thing.
Project 5 due. Peer critique of Project 5
Project 6 assigned: Gestalt Drawing

Oct 20 | Week 7

Project 6 Due. Peer Critique of Project 6.

Introduction to Isometric Projection. NO ASSIGNMENT
Oct 27 | Week 8

Midterm Exam In Class Drawing and Written Exam.

Nov 3 | Week 9

Project 7 assigned: One Point Perspective Drawing
Nov 10 | Week 10

Project 7 due. Peer Critique of Project 7.

Project 8 assigned: Two Point Perspective Drawing
Nov 17 | Week 11

Project 8 due. Peer Critique of Project 8.
Assignment of Final Project.

Nov 24 | **NO CLASS**

Dec 1 | Week 12

In-Depth discussion of Final Project.

Dec 8 | Week 14

Special topics: Lecture TBA. LAB TIME

Dec 15 | Week 15

Final Project and Final Portfolio due. Peer Critique

*This is a flexible schedule and is subject to change. I will give you as much advance notice as I can about any changes that will occur. There will be a mandatory class trip.

