

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

COMD 1103 | FALL 2017
Foundation Drawing
Thursday, 2:30–5:50PM
N1121
Section D120 | 2 credits, 4 hours

Professor Sara Woolley Gómez
SJWoolley@citytech.cuny.edu

Class Site:
[https://openlab.citytech.cuny.edu/
woolley-comd1231fa17/](https://openlab.citytech.cuny.edu/woolley-comd1231fa17/)

Office Hours:
Tues: 10-11am
Thurs: 10-11am

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 forms 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

Attendance is taken and is important to success in this class. Students arriving 15 minutes after the class start time will be marked "late." Two "lates" equals one absence. If a student's class absences or equivalents are excessive, the instructor will alert the student that he or she may be in danger of not meeting the course objectives and earning a grade of "F".

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 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.

Teaching/Learning Method

- Studio Sessions Drawing from Live Model
- Drawing Demonstrations
- Notebook/Sketchbook
- Handouts/ OPENLAB resources
- Lectures/Assignments



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In-Class Structure/ Timeline

- Individual Sketchbook Drawing Warm Up
- Discuss Readings and Sketchbook Work
- Homework Critique by peers and instructor
- Go over new in-class lesson, demo
- Work in class
- Explain new assignments & homework

Grading System

- | | |
|---|-----|
| • Participation (in class and online) | 10% |
| • Assignment Drawings | 10% |
| • Sketchbook & Portfolio Reviewed at Midterm* | 20% |
| • Final Project | 20% |
| • Final Sketchbook | 20% |
| • Final Portfolio Review** | 20% |

*Students are required to keep a portfolio of their class work and homework, with dates and assignment noted on the back of drawings. Drawings should be posted to their Eportfolio.

*Students Select 5-6 best Drawings and 1 Early semester Drawing. Students are required to keep a sketchbook/notebook of their class work. Homework will assigned in both the sketchbook and in the form of completing large finished drawings (18"x24"). Drawings should be posted to their Eportfolio.

ASSIGNMENTS: Projects given as Homework Assignments are due at the beginning of class and must be hung up for critique upon arrival ; otherwise they are considered late.

- There will be no make-ups for those who miss any Classes, 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.
- 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.

PRESENTATION: Appearances matter. Work should be presented neatly and with care. Labs

You are expected to work on sketchbooks and assignments for a minimum of FOUR hours per week outside of class. You will find that assignments will take a lot more than that to be successful. Students are required to utilize outside of class Resources listed on the Class Site.



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Extra Credit:

There will be opportunities for Extra Credit to be earned through: classtrips 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. A Full Resource list is available on the Class Site.

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 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.

Essentials For Class (NEVER COME WITHOUT YOUR TOOLS!)

Black Conte Charcoal stick
White Conte Charcoal stick
Vine Charcoal
Charcoal pencils (extra soft, soft, medium, and hard)
2 Paper blending sticks (aka stumps)
Kneaded Eraser
Drawing Pencils (range of graphite pencils)
Plastic Eraser
Masking Tape
White Eraser (General's Fictis Extra Soft or equivalent)
Drawing Pencils (2H, 2B, HB)
Exacto Knife
Sandpaper pad sharpener
Large Bulldog Clips
Non permanent black felt tip marker

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

SKETCHBOOK: 8.5 x 11 HARDBOUND (NOT WIRE BOUND)

NEWSPRINT DRAWING PAD: 18 x 24

DRAWING PAPER PAD: 18 x24 80lb Strathmore or similar

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Required Texts

NONE

Recommend Texts

Drawing on the Right Side of the Brain by Betty Edwards (Tarcher/Perigee)
Perspective Made Easy by Ernest R. Norling (Dover Art Instruction)



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Projected Schedule
31-Aug | Week 1
Welcome to Foundations Drawing
Introductions, Discuss Course Materials & Requirements, Discuss our Relationship to drawing.
Drawing as an exercise in Perception. Drawing from Observation vs. Formula, Sketchbook Practice
NEW: Assignment 1, Baseline Drawing, Sketchbook Practice Week 1

7-Sep | Week 2
Introduction to the 5 Essential Perception Skills.
Edge Recognition, Contour Drawing, and Line Texture and Line Weight.
DUE: Assignment 1 with Peer critique
NEW: Assignment 2 Contour Drawing, Sketchbook Practice Week 2

14-Sep | Week 3
Introduction to Composition, Relative Proportion and the Picture Plane.
Framing a Composition, Measuring Angles, Ellipses, and Drawing simple forms
DUE: Assignment 2 with Peer critique.
NEW: Assignment 3 : Simple forms, Sketchbook Practice Week 3

19- Sep | Week 4 Quiz #1
Balance, Rhythm & Negative Space.
DUE: Assignment 3 with Peer critique.
NEW: Assignment 4 : Negative Space Drawing

21-Sep | NO CLASS

28-Sep | Week 5
Introduction to Value: What is value? What is contrast?
Creating Value scales and using the 5 value system to render simple forms.
DUE: Assignment 4: Negative Space Drawing with Peer critique.
NEW: Assignment 5: Using Value to render simple forms

5-Oct | Week 6
Using Light and Shadow to Render a Three Dimensional World.
Using line weight to imply dimension.
DUE: Assignment 5: with Peer critique.
NEW: Assignment 6: Drawing Light and Shadow.

12-Oct | Week 7 Midterm Review
DUE: Assignment 6: with Peer critique.
NEW: NONE - STUDY FOR YOUR MIDTERM!

19-Oct | Week 8 Midterm - In Class Drawing and Written Exam.

*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.



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26-Oct | Week 9
Drawing Depth : Strategies for Rendering a Three Dimensional World.
NEW: Assignment 7: Drawing Depth & Drawing Ellipses

2-Nov | Week 10
Introduction to Perspective
DUE: Assignment 7 with Peer critique.
NEW: Assignment 8: One Point Perspective

9-Nov | Week 11
Two Point Perspective
DUE: Assignment 8 with Peer critique.
NEW: Assignment 9: Two Point Perspective

16-Nov | Week 12
Objects and Patterns in Perspective. Working from Reference
In-Depth discussion of Final Project.
DUE: Assignment 9 with Peer critique.
NEW: Assignment 10: Detailed 3-D space filled with Objects and patterns in Perspective Post to eportfolio

23-Nov | **NO CLASS THANKSGIVING RECESS**

30-Nov | Week 13
Field Trip To Metropolitan Museum of Art
Practice More objects and Patterns in Perspective.
DUE: Assignment 10 - Post to eportfolio
NEW : Student Proposal of of Final Project.
NEW: NONE WORK ON SKETCHES FOR YOUR FINAL PROJECT! WORK ON YOUR PORTFOLIO!

7-Dec | Week 14 : Final Portfolio & Sketchbook Review*
Studio Session for Final Drawing
DUE: Final Portfolio & Sketchbook
NEW: NONE. WORK ON YOUR FINAL PROJECT!

12/14 | Week 15 : Presentations of Final Project Drawings Due

