

COURSE TITLE	DRAWING AND COMPOSTING
COURSE CODE	05MA0103
COURSE CREDITS	4

Objective:

- 1 Understand the fundamental principles of drawing and their application
- 2 Develop skills in observation, proportion, and perspective
- 3 Learn to use various drawing tools and techniques
- 4 Explore different drawing subjects and styles
- 5 Create basic drawings with accurate form and detail

Course Outcomes: After completion of this course, student will be able to:

- 1 Students will be able to demonstrate a comprehensive understanding of basic drawing principles and techniques
- 2 Students will be able to understand the use of line, shape, form, value, and texture in creating drawings
- 3 Students will be able to understand and apply the principles of perspective and composition in their drawings
- 4 Students will be able to draw a variety of subjects, including objects, nature, and figures, using observational skills
- 5 Students will learn the fundamentals of drawing, including its historical development, theoretical principles, and practical applications

Pre-requisite of course:NA

Teaching and Examination Scheme

Theory Hours	Tutorial Hours	Practical Hours	ESE	IA	CSE	Viva	Term Work
2	0	4	50	30	20	50	50
Contents : Unit	Topics						Contact Hours
1	Introduction to Drawing Introduction to Drawing Definition, history, and importance of drawing, Basic Tools and Materials – Pencils, erasers, paper types, and drawing surfaces						15

Contents : Unit	Topics	Contact Hours
2	Composition – Arrangement of visual elements for harmony and impact Focal Point – Main area of interest that draws attention. Balance – Visual weight distribution (symmetrical, asymmetrical, radial), Unity/Harmony – Cohesiveness through repetition and consistency, Contrast – Differences in elements to create visual interest, Proportion/Scale – Size relationships between objects. Perspective/Depth – Creating space using linear and atmospheric perspective, Overlapping/Placement – Shows depth and spatial relationships, Cropping/Framing – Focuses attention and adds dynamism, Rule of Thirds – Guideline for placing elements	15
Total Hours		30

Suggested List of Experiments:

Contents : Unit	Topics	Contact Hours
1	Unit 1 Basic Techniques – Line, shading, blending, and hatching. Understanding Value – Light and shadow, creating contrast and depth, Gesture Drawing – Capturing movement and form quickly, Elements of Drawing Line – Types of lines, line quality, and contour drawing. Shape – Geometric and organic shapes, positive and negative space, Form – Creating three-dimensional forms through shading, Value – Understanding value scales and tonal variations. Texture – Representing different textures through drawing techniques	30
2	Unit 2 Perspective and Composition Perspective – One-point, two-point, and three-point perspective. Foreshortening – Representing objects receding into space, Composition – Principles of composition, rule of thirds, balance, and focal points. Creating Depth – Using perspective, value, and detail to create depth. Still Life Drawing – Drawing arrangements of objects, Drawing Different Subjects Drawing from Observation – Training the eye to see accurately. Drawing Simple Objects – Cylinders, cubes, spheres, and cones. Drawing Nature – Trees, plants, and landscapes, Introduction to Figure Drawing – Basic proportions and anatomy. Exploring Different Drawing Styles – Realism, abstraction, and cartooning	30
Total Hours		60

Textbook :

- 1 Drawing for the Absolute and Utter Beginner, Claire Watson Garcia, Watson-Guptill, 2003
- 2 Digital Compositing for Film and Video, Steve Wright, Focal Press, 2013

References:

- 1 Figure Drawing: Design and Invention, Figure Drawing: Design and Invention, Michael Hampton, Michael Hampton, 2010
- 2 The Art and Science of Digital Compositing, The Art and Science of Digital Compositing, Ron Brinkmann, Morgan Kaufmann, 2008

Suggested Theory Distribution:

The suggested theory distribution as per Bloom’s taxonomy is as follows. This distribution serves as guidelines for teachers and students to achieve effective teaching-learning process

Distribution of Theory for course delivery					
Remember / Knowledge	Understand	Apply	Analyze	Evaluate	Higher order Thinking / Creative
10.00	20.00	25.00	25.00	10.00	10.00

Instructional Method:

- 1 Practical
- 2 Boardwork
- 3 PPT

Supplementary Resources:

- 1 <https://www.proko.com/>
- 2 <https://line-of-action.com/>
- 3 https://katrinacrouch.com/blog/composition-tips-for-drawing?utm_source=chatgpt.com
- 4 <https://www.thedrawingwebsite.com/2012/12/05/designing-super-basic-compositions/>
- 5 <https://scottbreton.art/blog/2023/4/3/6tryi2un6awgrlx00d2q40r8w9m2it>