

# ART A129: FIGURE DRAWING FOR ANIMATORS AND ILLUSTRATORS

Item	Value
Curriculum Committee Approval Date	12/08/2021
Top Code	061440 - Animation
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S)

## Course Description

This figure drawing course for animators, illustrators and art students focuses on gesture and how to capture the essential movement, dynamic expression, and the individual attitude of the model. It provides an introduction to figure drawing for animation and is designed to promote deeper understanding of life drawing that will serve as a foundation for further studies in animation and entertainment arts. Students will refine basic skills in drawing human anatomy while learning to draw the figure in sequential movement, understand weight and balance, facial and body expression, and figure invention. PREREQUISITE: ART A121. Transfer Credit: CSU.

## Course Level Student Learning Outcome(s)

1. Students will be able to analyze and identify the rhythms of the human body and relate each part to the whole figure in design and storytelling.
2. Students will be able to apply thoughtful and deliberate exaggeration of design elements, proportions, and gestures while drawing the human figure.

## Course Objectives

- 1. Students will be able to competently and quickly draw the human figure from life.
- 2. Students will be able to simplify a figure down to essential details, achieving clarity in form and pose.
- 3. Construct a series of figure drawings using a sequence of a movements through stages of development from the gesture to contour to value.
- 4. Communicate movement, emotion, and personality through drawing.
- 5. Draw three dimensionally, to make the figure exist in a real world.
- 6. Invent a believable figure from imagination and render it in a drawing.

## Lecture Content

Introduction Course Introduction What is Gesture Drawing? Naming the Pose Practice Exercise: Naming the Pose Introduction to Construction Methods Construction Methods Part 1 Line of Action Practice Exercise: Line of Action One Line Practice Exercise: One Line Flour Sack Practice Exercise: Flour Sack Assignment 1 Introduction Assignment 1: Basic Emotions Construction Methods Part 2 Bean Noodle Practice Exercise: Bean and Noodle Basic Shapes Practice Exercise: Basic Shapes Silhouette Practice Exercise: Silhouette Negative Shape Practice Exercise: Negative Shape Assignment 2 Introduction Assignment 2: People as Shapes Construction Methods Part 3 Tornado Drawing Practice Exercise: Tornado Drawing Through the Figure Practice Exercise: Drawing Through the Figure 3 Attempts Practice Exercise: 3 Attempts Assignment 3 Introduction Assignment 3: Weight and Wait Dynamic gesture drawing LineMassSkeletal shorthand, Bony Landmarks d. Line of action and weightEnergy/ weight/ force Construction Methods Part 4 Minimalist Gesture Practice Exercise: Minimalist Gesture Faces and Hands Only Practice Exercise: Face and Hands Only Assignment 4 Introduction Assignment 4: Hands and Feet Construction Methods Part 5 Empathy Practice Exercise: Empathy Extrapolation Practice Exercise: Extrapolation Assignment 5 Introduction Assignment 5: Heads Construction Methods Part 6 Beginning and End of an Action Practice Exercise: Beginning and End of an Action Models in 360 Practice Exercise: Models in 360 Two Figure Interaction Practice Exercise: Two Figure Interaction Assignment 6 Introduction Assignment 6: Two Figure Interaction 8. The figure in space a. Negative space drawing composition b. Foreshortening and the figure in space 9. The moving figure, facial and body expression, emotion and movement a. walking, running and jumping- the movement of weight and balance b. facial expressions demonstrating emotion 10. Invention a. simplification of forms b. exaggeration of forms c. action and expression

## Lab Content

Supervision of individual students while working from a professional artist model. Supervision of each technique or material used. Supervision during completion of drawings demonstrating an understanding and skill development of each topic from Lecture, i.e bony landmarks, anatomical forms, proportions, sighting, surface mapping, the moving figure, and facial expression.

## Method(s) of Instruction

- Lecture (02)
- Lab (04)

## Instructional Techniques

Lecture by teacher Class discussion conducted by teacher Lecture-demonstration by teacher Critique of student work 1 to 1 demonstration during lab time

## Reading Assignments

Reading of article, texts, and handouts.

## Writing Assignments

Maintain a weekly sketchbook/ journal of figure drawings.

## Out-of-class Assignments

Students will spend 3-4 hours a week in the following assignments plus finishing assignments started during lab hours.: Maintain a weekly sketchbook/ journal of figure drawings. Research the work of artists and animators, study their drawing techniques and use of exaggerated

human anatomy. Create a midterm and final portfolio of drawings from homework and class projects.

### **Demonstration of Critical Thinking**

In regular assignments students will synthesize principals and methods from lecture and demonstration to be able to produce drawings that show their understanding of the various topics covered.

### **Required Writing, Problem Solving, Skills Demonstration**

Students will need to apply their understanding of lecture concepts in drawing method and character creation assignments.

### **Eligible Disciplines**

Commercial art (sign making, lettering, packaging, rendering): Any bachelor's degree and two years of professional experience, or any associate degree and six years of professional experience.

### **Textbooks Resources**

1. Required Williams, Richard. *The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators*, 4th ed. Farrar, Straus and Giroux, 2012  
Rationale: Comprehensive reference for industry artists by a seasoned professional.