DRAWING (DRAW)

DRAW 100: Intro to Observational Drawing
DRAW100 is intended as a general survey of the art of drawing for non-design majors. This hands-on studio course introduces the student to the process of observational drawing using basic drawing techniques and concepts. Students will develop sound observational skills through visualization using a variety of mark-making tools. Students will learn the fundamentals of drawing through a series of exercises that focus on line weight, volume, proportion, light and shadow and basic perspective techniques.
Credits: 3
College: School of Design & Engineering
Schedule Type: Lecture, Lecture/Studio Combination, Studio

DRAW 101: Drawing Essentials
This course introduces the student to the process of visual communication using basic drawing techniques and concepts. Students will develop sound observational skills through visualization using a variety of both traditional and digital drawing tools. Students will learn the fundamentals of drawing (line weight, proportion, rendering and perspective techniques) and understand how they apply to design development.
Credits: 3
College: School of Design & Engineering
Schedule Type: Lecture, Lecture/Studio Combination, Studio

DRAW 201: Drawing II for Graphic Design
Credits: 3
College: School of Design & Engineering
Prerequisites: DRAW 101 [Min Grade: D]
Schedule Type: Lecture, Studio

DRAW 206: Drawing II: Figure Drawing
In this course, students acquire special knowledge of the human figure and anatomy. A variety of media and methods of graphic representation are explored. Perceptual skills, as well as cognitive aspects of drawing the human form, will be studied. Live models, both clothed and nude, charts, skeleton model and the self will be used as sources for study.
Credits: 3
College: School of Design & Engineering
Prerequisites: DRAW 101 or ARFD 103 or DRAW 100 [Min Grade: D]
Schedule Type: By Appointment - 4 students, By Appointment - 5 students, By Appointment, By Appointment/Lecture/Studio, Lecture, Studio

DRAW 301: Drawing: Design & Development
This is an advanced drawing course developed for designers of all disciplines who want to improve the designer?s ability to apply knowledge imparted in other courses to the development of designs. Wherever possible the subject matter of the students? design studio courses will be used as the subject matter for drawing exercises.
Credits: 3
College: School of Design & Engineering
Prerequisites: INDD 102 and (DRAW 201 or VDRW 101 or DRAW 101) [Min Grade: D]
Schedule Type: By Appointment - 1 student, Lecture, Lecture/Studio Combination, On-Line, Studio

DRAW 303: Drawing: Materials/Techniques
This course further develops the students drawing skills by introducing a variety of mark-making tools and techniques. Students will learn both traditional and experimental drawing processes within the context of historical and contemporary movements in art and design. Students will use drawing as a vehicle for design development, visual communication and creative expression.
Credits: 3
College: School of Design & Engineering
Prerequisites: DRAW 101 or DRAW 100 or ARFD 103 [Min Grade: D]
Schedule Type: Lecture, Lecture/Studio Combination, Studio