Course Outline (Higher Education)

Faculty: Faculty of Education and Arts
Course Title: STUDIO PRACTICE: DRAWING 2
Course ID: CVASP2000
Credit Points: 15.00
Prerequisite(s): (CVASP1000)
Co-requisite(s): Nil
Exclusion(s): (VAMIN1003)
ASCED Code: 100301

Description of the Course:
This intermediate course is designed to increase students' understanding and knowledge of both immersive drawing and design processes in their individual artistic and aesthetic practice. The course will strengthen critical, analytical and observational skills as applied in drawing and design. The course will extend students' familiarity with themes and subjects of the medium, and with materials and technologies of traditional and contemporary drawing.

Grade Scheme:
Graded (HD, D, C, etc.)

Program Level:

<table>
<thead>
<tr>
<th>AQF Level of Program</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
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<tbody>
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<td><strong>Level</strong></td>
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<td>Introductory</td>
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<td>Intermediate</td>
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<td>Advanced</td>
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Learning Outcomes:

Knowledge:

K1. Critically review the theory and practice of techniques utilised in design drawing and immersive drawing techniques in traditional and contemporary media and processes.

K2. Describe observational, experimental and interpretive approaches to a variety of drawing mediums.

K3. Review visual culture through the specialized media, terminology and vocabulary of drawing.

Skills:

S1. Apply a variety of drawing methods and materials including selected software and image-generation programs.
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S2. Adapt elements of drawing, design and electronic imaging appropriate to a range of drawn images.

Application of knowledge and skills:
A1. Demonstrate the importance of, and differences between, drawing and design in contemporary visual culture.
A2. Produce critical and original paths of drawing investigations as an independent studio practice.
A3. Originate a body of drawn works in a variety of media.

Course Content:
This course focusses on advancing students' understanding and knowledge of the centrality of drawing as both an immersive and design technique in contemporary and historic artistic and aesthetic practice.

Topics may include:
- Exploring the differences between immersive drawing and design drawing
- Expansion of processes using immersive drawing approaches (Enstasis)
- Forms of drawing in visual culture both traditional and contemporary
- Exploration of themes and subjects characteristic of the various drawing mediums
- Further exploration of materials and technologies specific to traditional craft and contemporary drawing
- Management of health and safety practices in the studio space.

Values:
V1. Demonstrate self-directedness and responsibility for own learning
V2. Display a sense of personal agency in studio practices
V3. Adopt a cooperative attitude to learning and supporting the learning of others
V4. Display flexibility to apply knowledge and skills in the building of a personal studio practice.

Graduate Attributes:
FedUni graduate attributes statement. To have graduates with knowledge, skills and competence that enable them to stand out as critical, creative and enquiring learners who are capable, flexible and work ready, and responsible, ethical and engaged citizens.

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<thead>
<tr>
<th>Attribute</th>
<th>Brief Description</th>
<th>Focus</th>
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<tbody>
<tr>
<td>Knowledge, skills and competence</td>
<td>Students have developed an enhanced understanding of both immersive and design drawing processes and the manipulation of various drawing mediums</td>
<td>High</td>
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<tr>
<td>Critical, creative and enquiring learners</td>
<td>Students conceive, research and develop personally initiated project drawing and design projects</td>
<td>High</td>
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<td>Capable, flexible and work ready</td>
<td>Students are building a professional studio practice and engaging in opportunities to present finished works in shared and public spaces</td>
<td>Medium</td>
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<tr>
<td>Responsible, ethical and engaged citizens</td>
<td>Students engage in collegial discussions and provide peer review and analysis. Students seek to reflect broader ethical and social values in their artistic expression and are environmentally sensitive in their practices</td>
<td>Medium</td>
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Learning Task and Assessment:

<table>
<thead>
<tr>
<th>Learning Outcomes Assessed</th>
<th>Learning Tasks</th>
<th>Assessment Type</th>
<th>Weighting</th>
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<tbody>
<tr>
<td>K1, K2, K3, S1, S2, A2</td>
<td>Using both image and text, students respond to specific weekly prompts in a visual journal that demonstrates the generation and development of concepts, visual images, working drawings</td>
<td>Visual journal</td>
<td>30-40%</td>
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<tr>
<td>S1, S2, S3, A1, A3</td>
<td>Demonstrate the progress from conception to final work of drawings that explore and deepen knowledge and skill in use of drawing mediums</td>
<td>Folio</td>
<td>60-70%</td>
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Adopted Reference Style:
Chicago