

Course Unit	Design		Field of study	Visual Arts	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2023/2024	Year of study	1	Level	1-1
Type	Semestral	Semester	1	ECTS credits	6.0
Code	8309-801-1101-00-23				
Workload (hours)	162	Contact hours	T -	TP 60	PL -
			TC -	S -	E -
			OT -	O -	

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Carlos Sousa Casimiro da Costa

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Know, identify and experiment materials, supports, actuating scribe media (graphite, pastels, charcoal) and aqueous media (watercolor, acrylics) appropriate to the practice of drawing;
2. Know the basic elements of graphic language (shape, plan size, color, space, volume, mass, scale, height, matter, light, shadow, texture) and the principles of composition;
3. Display skills in drawing techniques: recording modes (dash, stain), essays (study of natural/artificial forms, of the human body, of contexts and environments);
4. Show skills in the following depictions: space (depth, perspective and atmospheric perspective), object (mass, volume, light and matter) and human figure;
5. Distinguish preparatory drawing technical processes for transfer (squared paper, tracing, projection, camera obscura, photocopying and other photomechanical processes);
6. Display skills in the use of specific vocabulary about drawing and visual language communication. Develop a critical analysis of visual perception. Own a synchronic and diachronic view of drawing.

Prerequisites

Before the course unit the learner is expected to be able to:
Not applicable.

Course contents

The materials and media appropriate to the drawing practice; The basic elements of drawing, principles of its organization and the problems of graphic representation; Drawing techniques; The visual field; Representation of space: indoor, outdoor, landscape and perspective; Representation of objects; Human figure representation

Course contents (extended version)

1. The materials, actuating media, supports and procedures appropriate to the practice of drawing;
2. The elements of language, principles of its organization and the problems of representation;
3. Drawing techniques: recording modes (trace (crosshatching & hatching), stain and mixed);
4. The visual field (shape, color, background, surface, mass, volume, perspective, texture, scale);
5. Study of contexts and environments, the linear perspective and convergence prospects;
6. Study of natural (small/large scale) and artificial (handcrafted/ industrial) forms.
7. The representation of the human figure: anatomy and canons;
8. Drawing methods: sketch, outline, contour, mass/weight, detail /schematic;
9. The drawing functions, plastic language and image perception (expression and significant).

Recommended reading

1. Arnheim, R. (2002). Arte e Percepção Visual. São Paulo: Pioneira Thomson Learning. ISBN: 85-221-0148-5 1
2. Emma, D. (2010). Vitamin D: New Perspectives In Drawing. Phaidon Press LTD. ISBN: 9780714845456
3. Kipper, G. (2008). Técnicas de Desenho da Figura Humana. Editor Rigel. ISBN: 978-85-7349-130-2
4. Molina, J. (1999). Estrategias del Dibujo en el Arte Contemporaneo. Madrid: Cátedra. ISBN: 84-376-1694-8
5. Edwards, B. (2001). New Drawing On The Right Side Of The Brain. HarperCollins Publishers. ISBN: 0007116454

Teaching and learning methods

The theory sessions focus the teaching-learning action in the exposition of contents, but also intend to create a space for debate and discussion on different issues. In the practical sessions the teaching-learning focus is on the demonstration and experimentation categories. In an individual learning approach the student tests the media, materials and supports.

Assessment methods

1. ALTERNATIVE 1 - (Regular, Student Worker) (Final, Supplementary, Special)
 - Practical Work - 45% (Practical drawing exercises, conducted in class and at home.)
 - Work Discussion - 5% (Active participation in class.)
 - Experimental Work - 25% (Carrying out a graphic diary and project drawing in non-presence hours.)
 - Experimental Work - 15% (Experimental design exercise and monograph of an artist in the drawing area.)
 - Projects - 10% (Project developed within the framework of the Interdisciplinary Week)
2. Incoming and outgoing students - (Regular) (Final, Supplementary, Special)
 - Presentations - 20% (Experimental design exercise and monograph of an artist in the drawing area.)
 - Experimental Work - 50% (Carrying out a graphic diary and project drawing in non-presence hours.)
 - Projects - 20% (Final Project)
 - Projects - 10% (Project developed within the framework of the Interdisciplinary Week)

Language of instruction

1. English
2. Portuguese

Electronic validation			
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07-02-2024	07-02-2024	27-02-2024	27-02-2024

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