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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	ECTS credits 6.0
Type	Semestral	Semester	1	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 scriber 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 pactice 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 expositon 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 experimention 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			
Carlos Sousa Casimiro da Costa	Barbara Costa Vilas Boas Barroso	Ines Monteiro Barbedo de Magalhaes	Luisa Margarida Barata Lopes
07-02-2024	07-02-2024	27-02-2024	27-02-2024