

Course Code: ART 123 (IAI ART 905)**Course Title:** Drawing II**Department:** Arts, Media, and Social Sciences**Effective Date:** Summer 2026**PCS Code:** 1.1 - Baccalaureate/Transfer**CIP Code:** 50.0705**Repeatability:** 0

Credit Hours

Catalog Notation: 1-5-3**Credit Hour Distribution:**

Lecture: 1

Lab: 5

Clinical: 0

Total: 3

General Course Information

Catalog Description

In-depth investigation of various drawing media and papers. Design issues, expression, envisioned and observational drawing, pathologies of drawing.

General Course Objectives

Student will learn a variety of new media, including color media and new papers; will learn how to treat a variety of topical drawing assignments and individual problem-solving. Expands ability to make and articulate critical judgments about art.

Minimum Placement Levels

English	Reading	Math
None	Placement out of CCS 098	None

Prerequisites

Credit in ART 122 with a grade of C or higher

Methods of Evaluation

7-10 drawing assignments, class and individual critiques, grading of drawing assignments, evaluation of sketchbook and final portfolio, and ongoing evaluation of individual work.

Instructional Materials and Additional Supplies

Additional supplies and materials approximately \$75-\$125.

Course Content

General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Materials and Techniques, including but not limited to the following: wet media, dry media, color media, print-making papers	1. Apply wet media using wash techniques with brushes and/or linear techniques with pens in drawing projects. 2. Demonstrate additive/subtractive techniques in drawing projects. 3. Use mark making to convey value and texture in drawing projects. 4. Depict the illusion of light and shadow. 5. Convey edges of planes with line contour and/or value.	2	10	0
Color Mixing	1. Apply techniques of Optical Mixing of Color in drawings from observation. 2. Convey the effects of light and shadow on local color in drawings from observation. 3. Manipulate the three properties of color: hue, value, and saturation.	2	15	0
Application of Principles of Design	1. Create compelling drawings that balance unity and variety. 2. Create compelling drawings that convey movement and emphasis. 3. Create compelling drawings that demonstrate pictorial and abstract space.	2	10	0
The Illusion of Space in Drawing	1. Depict three-dimensional space from observation using linear and atmospheric perspective techniques. 2. Depict abstract space using distortion, compression, or simplification.	2	10	0
Subject Matter and Content	1. Construct meaning in drawing through graphic expression (color, mark-making, and medium), choice of imagery, and composition. 2. Use sketchbook to develop ideas as a preliminary stage in drawing projects. 3. Interpret a variety of subject matter, including but not limited to the following: still life, figure, landscape, abstract, or non-objective.	4	20	0
Objective Criticism and Group Discussion	1. Analyze and evaluate the quality of drawings based on the principles of design and craftsmanship in verbal and written critiques. 2. Interpret subject matter and graphic expression in verbal and written critiques.	3	10	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
15	75	0