

Course Code: ART 221

Course Title: Figure Drawing

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

Use of the figure as basis for anatomical study and accurate representational drawing. Drawing from skeleton and live models.

General Course Objectives

To understand and portray basic anatomy and proportion of the human form and to build on aesthetic and technical skills in drawing.

Minimum Placement Levels

English	Reading	Math
None	Placement out of CCS 098	None

Prerequisites

Credit in ART 122

Recommended before enrolling (not required):

Credit or concurrent enrollment in ART 123

Methods of Evaluation

3-7 group and individual critiques, evaluation of assigned problems, midterm and final drawing examinations, and grading of final project.

Instructional Materials and Additional Supplies

Figure Drawing, by Goldstein. Optional. 9780136031918

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
Drawing Materials and Media	1. Select and utilize dry and wet drawing materials on a variety of papers. 2. Demonstrate competence in conveying a range of values with both dry and wet media while using linear and gradient techniques. 3. Demonstrate competence in conveying planes, edges, and contours with both dry and wet media.	1	7	0
Proportions of the Major Masses of the Human Body	1. Apply observational drawing techniques such as sighting, organizational lines, landmarks, and horizontal and vertical alignments to drawing the figure. 2. Examine the major masses of the human body and their proportional relationships. 3. Use skeletal landmarks to measure and align the figure.	3	9	0
Gesture: Showing Forms in Motion	1. Examine the major masses of the body as simplified forms orientated in three dimensional space. 2. Apply spontaneous drawing techniques to capture the movement of the human body. 3. Demonstrate the center of gravity and contrapposto of the standing figure.	1	9	0
Composition	1. Demonstrate control over the placement and scale of the figure relative to the format of the paper. 2. Incorporate the studio environment as background in longer drawings, and convey the figure as a form in three dimensional space.	1	9	0
Foreshortening in Figure Drawing	1. Demonstrate competence in depicting the foreshortened state of the human body. 2. Apply the concept of linear perspective to the human body.	1	9	0
General Artistic Anatomy	1. Examine the major skeletal forms of the torso. 2. Examine the major visible muscle groups. 3. Identify skeletal landmarks on the human body. 4. Examine proportions and anatomical structure of the limbs, hands, and feet.	3	10	0
The Head and Features of the Face	1. Examine the structure and proportions of the skull. 2. Examine the anatomical features of the face.	3	10	0
Light and Shadow	1. Depict the human body as a form modeled by light and shadow. 2. Convey a full range of values in longer drawings.	2	12	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
15	75	0