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| <b>Module Title</b><br><b>Drawing &amp; Visualisation 1</b>  | Reference AA1001   |
|  | SCQF Level SCQF 7  |
| <b>Keywords</b><br>Drawing, Visualisation, Analysis, Translation,<br>Media-Sensitivity, Mark-Making, Proportion. | SCQF Points 30     |
|  | ECTS Points 15     |
|  | Created May 2002   |
|  | Approved June 2002 |
|  | Amended July 2011  |
|  | Version No. 3      |

## **This Version is No Longer Current**

The latest version of this module is available [here](#)

### **Prerequisites for Module**

Evidence of prior drawing experience by submission of portfolio, or equivalent.

? Formal and experimental 2D/3D drawing and visualisation processes and media.

? Problem solving and creative thinking.

? Observation analysis, composition, proportion and measurement.

### **Corequisite Modules**

AA1005 - Introduction to Creative Principles & Methods  
AA1009 - Critical & Contextual Studies 1  
and  
AA1008 - Core Design Studies  
or  
AA1006 - Core Fine Art Studies

? The use and sensitivity to media through line, tone and colour.

? The exploration of volume and structure through perspective and spacial relationships.

? Time management and other transferable skills.

? Specific talks and contextual delivery.

### **Precluded Modules**

None.

### **Indicative Student Workload**

### **Aims of Module**

To introduce a wide range of processes, techniques and

| <i>Contact Hours</i>  | Full Time |
|-----------------------|-----------|
| Assessment            | 15        |
| Seminars and Lectures | 10        |

experiences relevant to visualising, problem solving and explaining concepts.

To provide you with the ability to demonstrate fundamental skills, processes and media relevant to their thinking.

To introduce and embed a broad recognition of Drawing & Visualisation as a foundation of thinking and visual understanding.

To establish Drawing & Visualisation as a core set of effective material and conceptual skills relevant to all areas of study.

### Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1. Apply a range of drawing skills, processes and media to specific studio based and external projects through taught and independent study.
2. Use a range of 2D and/or 3D, analogue and/or digital visualisation processes, media and techniques to explore concepts visually and apply a range of creative methods, systems and Drawing & Visualisation approaches to present them.
3. Apply critical judgement

Studio 140

*Directed Study*

Directed Study 95

*Private Study*

Private Study 40

### Mode of Delivery

This module involves both studio based and external Drawing and Visualisation exercises and projects and student centred learning. The relationship between directed learning and self-directed learning is carefully structured.

Demonstrations and discussion of examples are used to introduce projects and lectures, presentations, crits and seminars are used to underpin the contextualisation of learning.

### Assessment Plan

|             | Learning Outcomes Assessed |
|-------------|----------------------------|
| Component 1 | 1,2,3,4,5                  |

Submission through portfolio of projects.

### Indicative Bibliography

1. DEXTER, E., 216. VITAMIN D, New Perspectives in Drawing. London: Phaidon Press.

3. Apply critical judgement through Drawing & Visualisation in relation to their other studio activities.
4. Demonstrate evidence of reassessment, analysis and reflection within a structured, sequential framework for the development and resolution of work.
  5. Develop and apply transferable skills such as: selection, editing and time management through the process of observational recording.

### **Indicative Module Content**

The module will introduce the practical and theoretical aspects and use of drawing and visualisation, which may typically include the introduction to:

2. EDWARD, B., (2013). Drawing on the Right Side of the Brain - A Course in Enhancing Creativity and Artistic Confidence. 4th ed. Souvenir Press Ltd.
3. GRENNAN, S., (2017) Narrative Art, New York, Palgrave MacMillan
4. HOPKINS, J., (2018) Fashion Drawing, London, Bloomsbury Visual Art.
5. JUROSZEK, S.P., (2019) Design Drawing, Hoboken, New Jersey.
6. KOVATS, T., (2006). The Drawing Book. London: Black Dog Publishing.
7. PHAIDON EDITORS, (2021), Vitamin D3: Today's Best in Contemporary Drawing, Phaidon, London.

### **Additional Notes**

Students will be directed to particular readings relevant to the individual projects.