

## MODULE DESCRIPTOR

### Module Title

Drawing & Visualisation 1

Reference	AA1001	Version	5
Created	March 2023	SCQF Level	SCQF 7
Approved	June 2002	SCQF Points	30
Amended	July 2023	ECTS Points	15

### Aims of Module

To introduce a wide range of processes, techniques and 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 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: Formal and experimental 2D/3D drawing and visualisation processes and media. Problem solving and creative thinking. Observation analysis, composition, proportion and measurement. 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. Completed project work should evidence an awareness and consideration of sustainable themes in a manner appropriate to the context of the discipline.

### Module 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.

### Indicative Student Workload

	Full Time	Part Time
Contact Hours	165	N/A
Non-Contact Hours	135	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

### ASSESSMENT PLAN

*If a major/minor model is used and box is ticked, % weightings below are indicative only.*

#### Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4, 5
Description:	Submission through a portfolio of projects.				

### MODULE PERFORMANCE DESCRIPTOR

#### Explanatory Text

In order to pass the module you need to achieve a D or above.

Module Grade	Minimum Requirements to achieve Module Grade:
<b>A</b>	An A in C1
<b>B</b>	A B in C1
<b>C</b>	A C in C1
<b>D</b>	A D in C1
<b>E</b>	An E in C1
<b>F</b>	An F in C1
<b>NS</b>	Non-submission of work by published deadline or non-attendance for examination

**Module Requirements**

Prerequisites for Module	Evidence of prior drawing experience by submission of portfolio, or equivalent.
Corequisites for module	AA1005 Introduction to Creative Principles & Methods, AA1009 Critical & Contextual Studies and AA1008 Core Design Studies or AA1006 Core Fine Art Studies.
Precluded Modules	None.

**ADDITIONAL NOTES**

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

**INDICATIVE BIBLIOGRAPHY**

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