



ART #2323, SECTION 01E, Figure Drawing

COURSE SYLLABUS Fall '26

MW 11:00am - 1:50pm

Aug. 20th - Dec. 11th

Main Art Building, RM 201

INSTRUCTOR INFORMATION

Instructor: Emily Broussard, MFA

Office Location: Main Art Building Rm 115

Office Hours: By appointment- before or after class is best

Office Phone: 903-886-5208

Office Fax:

University Email Address: Emily.broussard@etamu.edu

Preferred Form of Communication: **Email**

Communication Response Time: Within 24 hrs

COURSE INFORMATION

Materials – Textbooks, Readings, Supplementary Readings

No Textbook required. Readings will be given out during the semester

Course Description

Student Learning Outcomes

1. To further develop drawing skills and techniques such as planar analysis, contour lines, rendering value, creating the illusion of space.
2. To apply learned skills and techniques to drawing the human form.
3. To understand how the human body is constructed.
4. To begin to develop the understanding of how to give the human form "life" in their drawings.
5. To learn how figure drawing has been used in Art history, and in contemporary Art.

The syllabus/schedule are subject to change.

6. To become self-disciplined with maintaining a sketch book, and other forms of practice outside of given assignments.

COURSE REQUIREMENTS

Minimal Technical Skills Needed

Google, D2L, and email

Instructional Methods

This course is taught by taking the skills learned in Drawing I and/or II, and applying those skills to drawing the figure. In addition, the student will learn the structure of the human body using planar analysis. During the course of this class, we will be working from skeletons, statues, and live nude models.

The instructor will give comprehensive demonstrations for each new section of the course. During class, the instructor will give individual instruction, and guidance as needed.

D2L: Handouts, and some presentations will be provided on D2L. However, the bulk of the information is given out during class. **If you miss a class, DO NOT depend only on D2L. It is the students responsibility to contact me or a classmate to find out what material they missed.**

Student Responsibilities or Tips for Success in the Course

1. Students must attend class regularly. Three absences, whether *excused* OR *unexcused*, are allowed. After three absences, the student's final grade will be reduced by 10 points for each additional absence.
2. Students must arrive to class on time. Being more than 10 minutes late constitutes tardy. Two days of being tardy counts as an absence.
3. Students must have appropriate supplies by the 3rd class meeting, and bring their supplies to every class.
4. Students must maintain a sketchbook.
5. Students must be respectful to the professor, and their peers.
6. Students must not be disruptive.
7. Disruptive students will be asked to leave. If the student refuses to leave, the professor has the right to have the student escorted out of class by the campus police.

GRADING

Final grades in this course will be based on the following scale:

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A = 90%-100%
B = 80%-89%
C = 70%-79%
D = 60%-69%
F = 59% or Below

Total points corresponding to the final letter grades

A= 1300 - 1200
B= 1199 - 1100
C= 1099 - 1000
D= 999 - 900
F= 899 - 800

All assignments are worth 100 points

Assessments:

A (100-90points)= Earned by demonstrating outstanding improvement of technique and skill, and showing the utmost diligence and effort during class, and at home.

B (89-80)= Earned by demonstrating good improvement of technique and skill, and showing good diligence and effort in class, and at home.

C(79-70)= Earned by demonstrating the minimum amount of improvement of technique and skill, and showing a minimum amount of diligence and effort during class, and at home.

D(69-60)= Earned by demonstrating hardly any improvement of techniques and skills, or a lack of diligence and effort in class and at home.

F(59-0= Earned by demonstrating a complete lack of improvement of technique and skills, and not showing any diligence or effort in class or at home.

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List of Graded Assignments:

1. Sight Measuring upper body
2. Planar Analysis of Torso/Upper body/ Hips
3. Planar Analysis of Feet HW
4. Planar Analysis of Hands HW
5. Planar Analysis of Hands
6. Facial Proportions HW
7. Portrait Drawing
8. Self Portrait/Mimicry Project
9. Line Weight/ Contour Full Body
10. Attendance
11. Sketchbook #1
12. Sketchbook #2
13. Sketchbook #3

Supply List

- 9" x 12" Sketchbook with white paper.
- Graphite pencils: HB, 2B, 4B, 6B (no mechanical pencils, no H pencils)
- Erasers
- kneaded eraser
- 2 Bulldog or Office Clamps
- Good quality sharpener

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- Portfolio
- supply box

Art suppliers:

Dickblick.com (HIGHLY RECOMMEND) <https://www.dickblick.com/>

Jerry's Artarama <https://www.jerrysartarama.com/>

Hobby Lobby

Sketchbook Assignments

Instructions:

Drawing is a practice-based skill. You need to draw often to master it. You are required to complete 20 pages of your sketchbook roughly every 4-5 weeks. In your sketchbook, you should follow what we are doing in class. For example, if we are focused on a certain technique, or part of the body, that is what you should be practicing in your sketchbook.

You should utilize one page per drawing. 20 pages are due, at the beginning of class, on the following dates:

Sept. 28th

Oct. 28th

Nov. 30th

Self Portrait/ Mimicry Assignment

DUE: For Final Crit Dec. 9th 10:30am - 12:30pm

Assignment: Choose a character from a show, or a book. Find a photo online, or in print, of that person making an emotionally charged, or silly face. Mimic that facial expression, and draw it as your self portrait. You may draw from life OR photograph. SEE RULES. You will also incorporate a variation of line quality. You may add value, but the planar shapes must remain *lightly* visible.

Materials: Full range of graphite pencils, large drawing pad, spray fixative.

Rules

1. Find reference photo online- a favorite character of yours.
2. Mimic their facial expression.
3. Draw your self portrait using that facial expression.

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4. Must be realistic.
5. Must fill the page.
6. Must be sprayed with fixative.
7. Must draw hair as shape; not individual strands.
8. Must turn in reference photo with drawing.

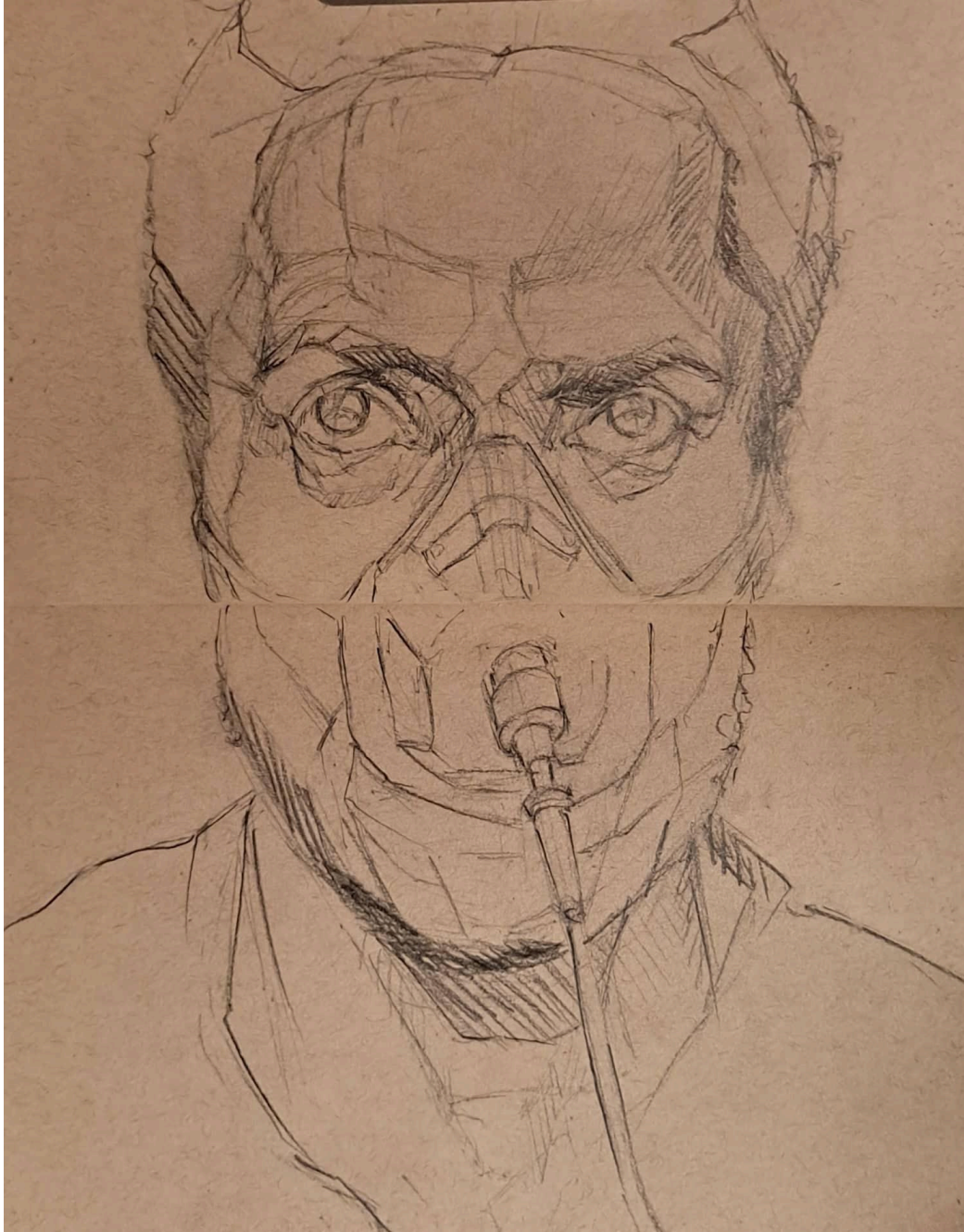
Drawing from photograph:

1. Duplicate lighting the best that you can. Desk lamps can achieve a lot.
2. Print photograph, or view it on a tablet. A phone screen is too small.
3. Create a setup that can remain undisturbed for a few days.
4. If you have printed the photo, it helps to have a small clipboard to attach it to, or tape it to a piece of sturdy cardboard.
5. Keep the reference photo at a similar angle as your drawing board.

Drawing from Life:

1. Create a setup that can remain undisturbed for a few days. You'll need a mirror, your drawing board, large drawing pad, and a good light source to duplicate the lighting in the reference photo.
2. Find 3 intersecting points so you can always get back into the same position.
3. $\frac{3}{4}$ view is best when drawing from life.

Examples from my sketchbook (yours will be done on the large drawing pad!):



Definite planar analysis, and line modulations. Some value included.

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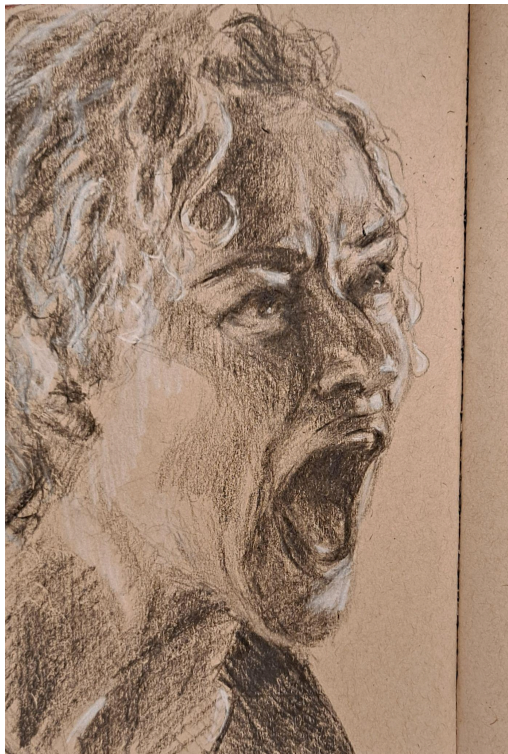


Planar analysis is still evident, despite the use of value. Hair is treated as shape; not individual strands. Variety of line weight present- especially on the left side.

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Fully rendered value using cross hatching. (You must use graphite!) Planar analysis still evident.



Semi-blended value. Planar analysis still evident.

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