COURSE CONTENT

Course Code	DA5003 (DA9011)
Course Title	Kinetic Anatomy: Dynamic Figure Drawing for Artists and Designers
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

This introductory course will provide you with an understanding of human anatomy, its forms and functions. You will apply this understanding to a range of in-class drawing exercises from the live model, as well as in various studies completed out of class. This learning forms the foundation for future learning in any field where the human figure directly, aesthetically or ergonomically relates, including product design, animation, photography, film, interactive media

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe techniques used to render the human form with visual believability.
2. Develop a range of rendering techniques and processes to describe human shapes in space.
3. Apply your figure drawing skills to illustrate believable figures.
4. Present, evaluate and reflect on the effectiveness of figurative art.
5. Constructively discuss and critique figurative concepts, formats, techniques and media employed by peers.

Course Content

This course will enable you to believably and creatively describe human forms in space by understanding the human figure through drawing and anatomical study. You will be studying conceptual approaches to anatomical interpretation, resulting in being able to describe form diagrammatically with clarity of shape, value, balance, proportion and lighting effects.

This course will enable you to further your study into figuration and representational art , an essential fundamental for all forms of rendered media.

Our Approach:

The course begins with an overview of different proportion strategies that will prepare you to compose your figures and their anatomy on the page. Techniques such as head height, 5-eyed cubes, comparative proportion (conveniently same sized body parts), and relative measuring (taking measurements directly from a live model) will all be introduced as methods of ascertaining proportion. Foundations for this learning comes from art historical research into conceptual anatomical forms and drawing from observation.

The Armature

We start to study the skeleton by learning all of the relevant bones, their functions, sizes, and impact on the figure's surface. Subcutaneous bones (bony landmarks) are revealed and used to determine proportion, posture and surface anatomy

The Body
An in-depth study of all relevant muscles, their groupings, will help you anticipate proportion, form and gesture in the live model.

Beyond Anatomy
The anatomical instruction you receive will prepare you to properly place figures in space both from observation and invention.

Class assignments
You will do several projects in-class that will help demonstrate your understanding of figurative anatomy.

Classes include drawing demonstrations of anatomy and form conceptualizations, slide lectures of anatomically informed artwork and in-class drawing