Module Descriptor

Drawing for Production

Module Code: GAV4012-B  
Academic Year: 2018-19  
Credit Rating: 20  
School: Department of Media Design and Technology  
Subject Area: Games, Animation and Visual Effects  
FHEQ Level: FHEQ Level 4

Pre-requisites: 
Co-requisites: 

Contact Hours

<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Independent Study</td>
<td>128</td>
</tr>
<tr>
<td>Lectures</td>
<td>12</td>
</tr>
<tr>
<td>Laboratory</td>
<td>60</td>
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Availability Periods

<table>
<thead>
<tr>
<th>Occurrence</th>
<th>Location/Period</th>
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<tbody>
<tr>
<td>BDA</td>
<td>University of Bradford / Academic Year (Sept - May)</td>
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Module Aims

Outline Syllabus

Drawing of inanimate forms and environments; linear and atmospheric perspective; application of formal elements: line, tone, texture, format, shape, space, form, scale. Detailed study of the human figure including skeletal structure and muscle structure, posture and pose. groups, posture and pose.

Module Learning Outcomes

On successful completion of this module, students will be able to...

1. Recognise appropriate methods to analyse, deconstruct and reconstruct 3D forms
Identify formal elements and how they impact upon successful communications of forms or environments.

2 Collect and coherently organise reproductions of original works in a portfolio format.
Review and present own work using a critical vocabulary.
Communicate organic and inorganic forms and environments by applying a range of appropriate [predominantly manual] drawing techniques.
Communicate organic and inorganic forms and environments by applying a range of appropriate constructional devices.

3 Review own work objectively within a wider context.
Produce rapid sketches for communication purposes.

Learning, Teaching and Assessment Strategy

The module will be delivered as a series of practical art classes with students expected to undertake both group and individual tasks. Facilitation of learning will take place in the form of group critiques, one on one tutoring and interactive lectures. Some sessions will take place outside. Drawing skills will be acquired through observational and constructional exercises in both 2D and 3D and the successful application of formal elements through critical analysis and self-reflection.

Module skills will be summatively assessed in the submission of two comprehensive portfolios.
Formative assessment will form an important part of module learning. There will be written feedback on portfolios once a semester prior to summative assessment submission.
Supplementary assessment is to create a digitized portfolio of observational drawing with written critique.

Although group work and cooperation will occur in some elements of the module and in some tasks, assessment will be undertaken on an individual basis.

Mode of Assessment

<table>
<thead>
<tr>
<th>Type</th>
<th>Method</th>
<th>Description</th>
<th>Length</th>
<th>Weighting</th>
<th>Final Assess'</th>
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<tbody>
<tr>
<td>Summative</td>
<td>Presentation</td>
<td>A short presentation with critique of a portfolio of your observational drawings.</td>
<td>800-word equivalent</td>
<td>50%</td>
<td>No</td>
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<tr>
<td>Summative</td>
<td>Coursework</td>
<td>A portfolio of digitized observational drawings with</td>
<td>1000-word equivalent</td>
<td>50%</td>
<td>No</td>
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<tr>
<td>Referral</td>
<td>Coursework</td>
<td>Supplementary Assessment: a digitized portfolio of observational drawing with written critique.</td>
<td>2000-word equivalent</td>
<td>100%</td>
<td>No</td>
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**Legacy Code (if applicable)**

**Reading List**
To view Reading List, please go to rebus:list.