

## ELECTIVE MODULE FOR NORMAL (TECHNICAL) STUDENTS

Module Title: Drawing and Sketching

Duration: 30 hours  
(30P)

Pre-requisite: Nil

---

### Aims of Module

- (i) To create a learning interest in the basics of Digital Media Design Course, and to acquire some fundamental skills in Drawing and Sketching.
- (ii) To expose students to a possible career in the Digital Media industry by providing them with the fundamental skills and knowledge required.

### Learning Outcomes

At the end of the module, students will be able to:

- (a) Use graphite pencils to produce basic type of lines
- (b) Use pencil strokes to create tone and textures
- (c) Apply the principles of light, shade and shadows
- (d) Compose and draw still life (both man-made and organic)
- (e) Understand the concept of proportion composition, negative and positive space etc.

### Module Outline

Students are trained on the fundamentals of drawing and sketching as a process of perception and projection. They will use basic drawing techniques to express their artwork.

### Outline of Module Syllabus

Item	General Instructional Objective	<u>Instructional Hours</u>	
		<u>Th</u>	<u>Pr</u>
	<b>Students should be able to:</b>		
	Drawing Structure		
1	Describe the process of judging proportion in a drawing.	-	3
2	Describe placement orientation of objects in a drawing.	-	2
	Tonal Drawing in Graphite Pencil		

Item	General Instructional Objective	Instructional Hours	
		Th	Pr
	<b>Students should be able to:</b>		
4	Describe shading and lighting to create depth and atmosphere in drawing.	-	3
5	Explain the grayscale and planar tonal value scales.	-	2
	Still-life Drawing		
6	Describe the space around the objects and the method of balancing the positive and negative space.	-	5
7	Explain the techniques used in drawing the background.	-	5
8	State the various types of textures available for use in drawing objects.	-	5
9	Explain the techniques of drawing still life.	-	5
	<b>Total</b>	-	30 P

### **Teaching and Learning Approaches**

Based on the needs and profile of the NT students, the course will consist of 30 practical hrs. Emphasis will also be placed on the importance of translating what the observe (3D) onto paper (2D).

Students will learn the basics of using pencil strokes to achieve the desired textures and shades of their drawing subjects.

## **Completion Criterion**

Students will be deemed to have successfully completed the module if they score the average marks of 50 for the 3 assessments. The guidelines for the assessments are given below.

<u>Assessment Component</u>	<u>Assessment Guidelines</u>
(i) <u>Assignment 1</u> Drawing a group of geometry objects with different composition (30%)	Marks will be awarded for Composition, Proportion, Tone and Form and tidiness of work.
(ii) <u>Assignment 2</u> Create a still life with background. ( man-made) (30%)	Marks will be awarded for Composition, Proportion, Tone and Form and overall presentation of work.
(iii) <u>Practical Test 3</u> Create a still life with background ( organic subject) (40%)	Marks will be awarded for Composition, Proportion, Tone and Form and tidiness of work.

## **Target Audience**

Sec 3 / 4 Normal (Technical) students

## **Class Size**

20 students per class

## **Duration**

30 instructional hours

## **Certification**

ITE Certification of Attendance will be issued upon successful completion of the course. ITE Certificate of Achievement will be issued upon students meeting the assessment criteria.