



**UNIVERSITI TEKNOLOGI MARA**

**FND150: DRAWING II**

<b>Course Name (English)</b>	DRAWING II <b>APPROVED</b>
<b>Course Code</b>	FND150
<b>MQF Credit</b>	3
<b>Course Description</b>	The course focuses on the understanding of elements and principles of design. Students will be required to participate in visual research activities and experiments to produce creative art works.
<b>Transferable Skills</b>	Demonstrate ability to identify and articulate self skills, knowledge and understanding confidently and in a variety of contexts. Demonstrate the ability to dream, imagine and visualise. Demonstrate resilience, perseverance and positivity in multi-tasking, dealing with change and meeting new challenges.
<b>Teaching Methodologies</b>	Lectures, Studio, Demonstrations, Tutorial, Discussion, Presentation
<b>CLO</b>	CLO1 Define the significance of basic art fundamentals through theory and practice. CLO2 Describe the basic elements and principles of design. CLO3 Translate the design application into finish artwork. CLO4 Using basic materials in design activities. CLO5 Manipulate visual language in basic design.
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. Introduction</b> 1.1) Drawing	
<b>2. Line &amp; Mark (3D)</b> 2.1) Function and characteristic line in 2D and 3D visual art.	
<b>3. Line &amp; Mark (3D)</b> 3.1) Function and characteristic line in 2D and 3D visual art.	
<b>4. Shape</b> 4.1) Definition of shape geometric and organic shape positive and negative shape ambiguous.	
<b>5. Shape</b> 5.1) Definition of shape geometric and organic shape positive and negative shape ambiguous.	
<b>6. Shape</b> 6.1) Shape in visual art 6.2) Shape and form 6.3) Shape and space 6.4) Shape in principle of design	
<b>7. Texture</b> 7.1) Definition of texture 7.2) Tactile texture 7.3) Visual texture 7.4) Actual texture 7.5) Simulated texture 7.6) Invented texture	
<b>8. Texture</b> 8.1) Texture in visual art 8.2) Texture in principle of design	

<b>9. Form</b> 9.1) Definition of form 9.2) Elements in 3D form 9.3) Form in principle of design
<b>10. Form</b> 10.1) Element in 3D form 10.2) Form in principle of design
<b>11. Form</b> 11.1) Element in 3D form 11.2) Form in principle of design
<b>12. Color</b> 12.1) Color Wheel
<b>13. Color</b> 13.1) Hue, Value and Intensity and Color Composition
<b>14. Presentation</b> 14.1) n/a

Assessment Breakdown	%
Continuous Assessment	60.00%
Final Assessment	40.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Project 1: LINE	10%	CLO1 , CLO2
	Assignment	Project 2 : SHAPE AND SAPCE	10%	CLO1 , CLO2 , CLO3
	Assignment	Project 3 : TEXTURE	20%	CLO1 , CLO3 , CLO4
	Assignment	Project 4 : FORM	20%	CLO4 , CLO5

Reading List	Reference Book Resources	<ul style="list-style-type: none"> <li>• Claudia Betti / Teel Sale 2008, <i>Drawing - A Contemporary Approach</i>, 6 Ed., Holt, Rinehart &amp; Winston, INC., Texas</li> <li>• David A. Lauer, Stephen Pentak 2008, <i>Design Basic</i>, 7 Ed., Thomson Wadsworth. Boston</li> <li>• Douglas Cooper 1992, <i>Drawing &amp; Perceiving</i>, 2 Ed., Van Nostrand Reinhold, New York</li> <li>• Robin Capon 2003, <i>Drawing</i>, McGraw Hill, USA</li> <li>• Paul Thomas/Anita Taylor 2006, <i>Drawing-Foundation Course</i>, Bounty Books,UK</li> <li>• Peter Stanyer &amp; Terry Rosenberg 2003, <i>A Foundation Course in Drawing</i>, Watson Guptill Publication, New York</li> </ul>
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	