

LAGUNA COLLEGE OF ART AND DESIGN

Spring Semester 2020

Animal & Creature Drawing GA221

Traditional Class, 3 units

Marshall Vandruff

Fridays 10– 4 PM

BB16

Mailbox: give correspondence to front desk receptionist

Office Hours: 12-1 pm Fridays in classroom

Email: mv@marshallart.com

Website: www.marshallart.com

ANMAL & CREATURE DRAWING for Game Majors, GA221

COURSE OBJECTIVES:

To develop animal drawing skills by studying anatomical forms, gesture, animal drawing masters.... and lots of practice.

COURSE CONTENT:

You will learn from slides, demonstrations, the works of masters, homework assignments, and class drawing time.
To make the most of our formal class time, commit to full attention, laptops closed, cell-phones off.

STUDENT LEARNING OUTCOMES:

Upon completion of this course, students will be able to depict animal forms in various positions, create drawings of animals from imagination as well as observation, produce images integrating one or more master's styles, and assemble a portfolio presentation applicable to employment.

EVALUATION & GRADING CRITERIA (see COURSE SCHEDULE/TIMELINE for due dates):

BY MIDTERM (March 13):

7 Awesome "Favorite Animal" Slides	5 points
100 Tone-Studies of animals in any traditional medium	10 points
"Stick Skeleton" analyses (your three best 3/4 versions to be graded at Midterm)	10 points
Class participation (includes attendance, involvement, and homework criteria)	20 points

BY FINAL (May 15, with option of May 8):

1 – 7 "Animal Masters" Slides	5 points
24 Line-Studies with Cross-Contours in pencil, applying squash/stretch, and other skill-sets listed below	25 points
Three original animal "masterpieces" in a style and medium of your choice	10 points
Class participation (includes attendance, involvement, and homework criteria)	15 points

TOTAL POSSIBLE POINTS FOR COURSE 100 points

Late work damages your grade. Treat the directions and deadlines as if you were in the profession.

See **HOW TO PRESENT YOUR WORK**

MIDTERM PROJECTS:

100 TONE-STUDIES: 3–6 minutes each.

Create silhouettes and simple drawings using *tone media* such as watercolor brush, graphite stick, markers, etc.

Play with silhouette styles. Experiment with thicks/thins, straights/curves, and "shape language" for the fun of it.

You can draw on any surface, in any traditional medium you like, but not digital. Consider, however, that you will present all work as digital slides, composited to account for all 100.

3 SKELETAL ANALYSES: We draw several simplified skeletons. Midterm grading applies to your three best 3/4 views.

FINAL PROJECTS:

24 LINE DRAWINGS with CROSS-CONTOURS: 30+ minutes each.

Use cross-contours to describe body forms and muscle groups. I recommend mechanical pencils for these.

For your final six (and most developed) drawings, seek to apply at least one of the following skill-sets:

Exaggerated "squash & stretch" of forms and surfaces.

Alternating "straight & curve" lines to create variety.

Proportion analysis or angle measurements.

3 ANIMAL MASTERPIECES: 1-20 hours each. Due at Final.

Choose any artist's style, approach, or medium you want to master, and create three original images as portfolio pieces.

"MOCK" FINAL:

If you can finish your work the week before the final, you don't need to post for the final. This is to lighten up your final week...

MATERIALS & SUPPLIES: This is an advanced class that assumes your competence to use your chosen media.

SOMETHING TO DRAW ON. Sketchbook or paper any size you like, but consider scanning (see above).

SOMETHING TO DRAW & ERASE WITH. I recommend a mechanical pencil for analysis work.

COURSE SCHEDULE/TIMELINE:

- Jan 31: Introduction to Animal & Creature Drawing. Course Outline.
Assignments: Collect a treasury of your favorite animal reference images.
Post seven slides of your favorite animal *photos* in clear positions/views for your drawing studies.
Review this outline, especially HOW TO PRESENT YOUR WORK, and use the uploading checklist.
Begin Tone-Studies of silhouetted animal shapes at 3–6 minutes each. You will do 100 total by midterm.
- Feb 7: Skeletal Overview.
Continue Tone-Studies. Memorize skeleton. Begin *side-view* skeletal analysis.
Post one slide of side-view skeletal analysis, and one separate slide of tone studies for feedback by Feb 20 at 11pm.
- Feb 14: **FIELD TRIP: PAGE MUSEUM AT LA BREA TAR PITS.** www.tarpits.org, 5801 Wilshire Blvd. L.A. 90036.
- Feb 21: Torso & Hindleg Bones.
Continue tone studies. Draw a *not-quite-side-view* skeletal analyses, and one retreating *3/4 back view*.
Post two skeletal analyses (on one slide) for feedback by Feb 27 at 11pm. (Tone studies optional)
- Feb 28: Foreleg and Neck Bones. Head Structure. Strathmore Paper Presentation 2pm.
Revise most recent skeletal analysis as needed in response to last week's critique.
Draw an advancing (*3/4 front view*) skeletal analysis, and another from any POV you like.
Post **Midterm Slides:** (100 Tone-Studies and 3 most recent Skeletal Analyses) by March 12 at 11pm.
- March 6: **FIELD TRIP: NATURAL HISTORY MUSEUM.** www.nhm.org, 900 Exposition Blvd, L.A. 90007
- March 13: MIDTERM.** Muscle Overview. Animal Masters Preparation.
Composite 1-7 pages of animal drawing masters (style or craft) for show and tell. Post by March 26 at 11pm.
Begin your 24 Cross-Contour Analyses, post three for feedback.
- March 20: NO CLASS: Spring Break
- March 27: Cross-Contour Critique. Torso Muscle Forms. Celebration of Animal Masters.
Begin Master Projects, post progress if you want help.
Continue Cross-Contour Analyses, post three more for feedback.
- April 3: **FIELD TRIP: SANTA ANA ZOO.** santaanazoo.org, 1801 E. Chestnut Avenue, Santa Ana 92701
- April 10: Hindleg Muscle Forms. Lessons from Cartoonists. WonderCon.
Continue Cross-Contour Drawings. Post four for feedback. Post masterpiece progress.
- April 17: Foreleg Muscle Forms. Lessons from Old Masters.
Continue Cross-Contour Drawings. Post four for feedback by April 23 at 11pm, and anything else for help.
- April 24: Hooves & Paws. Masterpiece Projects.
Continue Cross-Contours, option to post masterpiece progress for help.
- May 1: **FIELD TRIP: NELLIE GAIL EQUESTRIAN CENTER** www.nelliegailranch.org
25202 Nellie Gail Road, Laguna Hills 92653. Carpool and park in south lot at top of hill near the Tennis courts.
Return to class by 2pm for feedback or lab.
Continue Cross-Contours. Post four for feedback by May 7 at 11pm, and anything else for help.
OPTION to post **Mock-Final Slides:** (24 Cross-Contour Drawings only - not masterpieces) by May 7 at 11pm.
- May 8: **MOCK-FINAL.** Faces & Features.
If your Cross-Contours were not included in today's mock-final, composite and post them by May 14 at 11pm.
Post your **3 Style Masterpieces** by May 14 at 11pm.
- May 15: FINAL.** Celebration of your "Animal Masterpieces".

HOW TO PRESENT YOUR WORK:

Weekly Homework and Projects: Upload digital files at this page on Thursday nights previous to class by 11 pm:
PRIVATE

If the above link doesn't work, *copy and paste* the URL. Once it works, bookmark the Dropbox link to upload weekly homework.

LAYOUTS: 1920 x 1080 horizontal slides, because the display screen is horizontal.

Lay out images to delete excess white space. In other words, make it easy to see things on the page.
Include the fewest pages possible, but rather than overcrowd a page, break it up into separate pages.

RESOLUTION: Make all files 1920 wide x 1080 pixels high.

DPI is not relevant for presentation. Pixel dimensions are. 1920 x 1080.

If you need more space, or to "zoom in" for details, present extra 1920x1080 images.

FILE FORMATS & NAMING: Submit work as *jpeg* files with three-letter extension *.jpg* (no *e*).

"jpeg compress" the files efficiently (between 8 -11), but not so low that it damages the image (like 6 or lower).

Include your name in two places:

1) **On the image**, integrated into the pixels, like with a promo piece.

Include semester and year on Midterm and Final (though its a good habit to always include them)

2) **As first part of file name**, no spaces. Use underscores (not hyphens) for necessary divisions.

For example: MarshallVandruff_AwesomeAnimalProject_01.jpg

Give each file a unique name. If you name a file MyProject_Design.jpg each week, it overwrites your previous image.

Frank Guthrie has presented short YouTube videos for his class that use similar criteria as ours:

DART 001 Part 1 - File Creation: <https://www.youtube.com/watch?v=vzgjvO4X7TI>

DART 001 Part 2 - Naming & Export: <https://www.youtube.com/watch?v=t5fExrl08Ds>

Like in the profession, your work must meet the specs. If it does not, or if it is late, you do not receive credit for it.

If in doubt, or if you are not digitally competent, ask for help.

UPLOADING CHECKLIST: IMPORTANT! This determines whether your work will be included in class feedback.

- Δ The layouts are efficient and images read clearly on the screen
- Δ The image has your name embedded into the pixels on each frame
- Δ The file is 1920 x 1080, RGB, jpeg file with the extension .jpg (no "e" in jpg)
- Δ The file name begins with your name, no spaces or hyphens - underscores only
- Δ The atomic clock says the time is previous to 11 pm on Thursday night before the homework is due

MAKE IT EASY! Go to this URL and download a ready-made template:

<http://marshallart.com/SHOP/misc-pages/assignments/template/>

SUGGESTED TEXTS: You can read my one-paragraph reviews at www.marshallart.com but here are mini-versions:

HOW TO DRAW ANIMALS by Jack Hamm. Good "page-packed" tips and comparisons.

HOW TO DRAW ANIMALS, Famous Artists School. The best introduction to masters' methods.

THE ART OF ANIMAL DRAWING by Ken Hultgren. Unrefined anatomy, excellent form construction.

ATLAS OF ANIMAL ANATOMY FOR ARTISTS by Ellenberger, Dittrich & Baum. Dissection plates.

THE ARTIST'S GUIDE TO ANIMAL ANATOMY by Gottfried Bammes. Great pictures, bad text.

ANIMALS IN MOTION, by Eadweard Muybridge. The classic reference for animation & motion.

THE WEATHERLY GUIDE TO DRAWING ANIMALS by Joe Weatherly

INTRODUCTION TO ANIMAL ANATOMY FOR ARTISTS by Marshall Vandruff, Gnomon DVD available through LCAD library

HIGHLY SUGGESTED TEXT: *COMPLETE GUIDE TO DRAWING ANIMALS*, by Gottfried Bammes. This is the improved version of the above book by the same author. Search Press (July 1, 2013), 240 pages, ISBN-13: 978-1844489213

SKELETAL ANALYSES LANDMARKS:

Here is a list of landmarks to find on your simple skeletons.

In some instances, you can't see these landmarks. Don't worry. Seek them the best you can.

If the image is small, some of these aren't important. Don't worry. Seek them the best you can.

Spine: Dorsal Spines and core of Spine. Sternum or Keel.

Pelvis: Iliac Crests, Sacrum, Ischial Tuberosities, Symphysis Pubis.

Hindlegs: Great Trochanter, Femur Condyles, Patella, Tibial Tuberosity, Malleolus, Calcaneus, Metatarso-Phalangeal joints (ball of foot) or sesamoid bones if applicable (like in hoofed animals)

Forelegs: Scapula & spine of Scapula, head of Humerus, Epicondyle pivot, Olecranon Process of Ulna (elbow), Radius & Ulna positions for animals with hands or paws that spin, Pisiform bone, Metacarpo-Phalangeal joint or sesamoid bones if applicable.

Neck: Core of cervical spine, Atlas bone of neck.

Head: Cranium, Zygomatic arch, eye orbit, angle of jaw and point of chin.