

Workshop Drawing and Character Design

Equipo docente: Arq. y D.I. Gerardo Martín Pérez Gutiérrez.

Unidad académica: Centro de Idiomas

Referente académico: Dra. Patricia Carabelli

Dirigido a: Público general interesado (con dominio de inglés nivel B2: First o superior, dado que el curso es brindado enteramente en inglés)

Idioma de instrucción: inglés

Courses' summary:

The course seeks to introduce drawing as a creative and visual tool for representing, analyzing, and designing projects. Students will conceptualize their artwork by responding to current and past art movements and popular culture references to create creative and unique designs. To achieve this, drawing is analyzed from both a mimetic and a non-mimetic approach that allows us to explore ways of personal and cultural expression. There will be a focus on developing skills related to the creative process.

Throughout the course, students will be introduced to the two-dimensional (2D) and three-dimensional (3D) systems of graphical representation. The course methodology is based on face-to-face workshop lessons that include project-based learning (PBL) dynamics. Students are evaluated through specific exercises, self-evaluation, peer evaluation, and a portfolio of chosen artwork.

Objectives:

- Introducing drawing as an expressive and communicational language.
- Analyzing drawing through a mimetic or non-mimetic approach.
- Developing the ability to draw from observation (observational drawing).
- Designing characters with conceptualization tools.
- Experimenting with a diverse range of drawing techniques.
- Introducing two-dimensional (2D) and three-dimensional (3D) systems.

Expected outcomes:

Once the course is over the student should be able to:

- Understand drawing as a tool of expression.

- Develop the ability to draw based on observations.
- Translate abstract concepts into visual and graphical representations.
- Register the steps of the creative process of design.
- Develop basic use and identification of a diverse range of drawing techniques.
- Develop basic use and identification of two and three-dimensional systems.

Course development

UNIT I. Basic structures of drawing: The plane and two-dimensional composition

Drawing elements: shapes, figures and color. Lines, dots and planes.

Color theory and relationships of pigment and light. Emphasis on color harmonies, the effects of light, color perception and expression.

Composition: Works of arts, character design analysis and conceptualization.

Pencil, ink and watercolor techniques (dry, wet and mixed drawing media).

UNIT II: Basic structures of character design: Volume. Human figure. Space

Three dimensional representation systems. Expressive potential through volumetric synthesis.

Drawing the human figure: synthesis, “blocking” and canonical styles.

Sketching: free hand representation and proportion awareness.

Gesture and Contour drawing.

Character design and conceptualization.

Natural and artificial space representation. Group visits: Botanic Garden (nature sketching) and Vilamajó Museum (domestic space sketching).

Development of a personal style focusing on conceptual issues and design references.

Sketchbook: While not required, keeping a sketchbook is a good habit for any artist. A sketchbook/journal can be composed of annotations, drawings, sketches, observations, and ideas related to the course’s curriculum. A sketchbook can be a vital part of your practice as an artist, a think pad, and a place to develop your drawing ideas and experiment.

Didactic approach:

- Immersive English workshop
- Face-to-face workshop format
- Expository and participative lessons

Evaluation:

- Continuous evaluation of individual and collective tasks
- Self-evaluation and peer-assessed exercises
- Individual portfolio and participation in class
- At least 75% of the classes must be attended to receive the workshop's diploma

Materials needed during the course (students must buy them):

- White sheets of paper A4 or similar / 75g or more
- White sheets of paper size A5 or similar / 250g or more
- A copybook or block size A5 (with blank sheets of paper (hojas lisas))
- Folder size A4 or similar to keep the artwork
- Graphite pencils HB and 2B
- Black dry pens (thin and thick tip)
- Color pencils
- Watercolor paint and brush
- Water or alcohol dry pens or markers

Modalidad: Presencial (Workshop)

Carga horaria total: 30 horas.

Días y horarios: miércoles de 15:00 a 17:00h.

Clase final del 18/12 de 15:00 a 19:00h.

Fecha de inicio: 25 de septiembre de 2024.

Fecha de finalización: 18 de diciembre de 2024.

Costo total:

\$9.600 pesos uruguayos (que pueden ser financiados en 3 cuotas de \$3.200 a través de redes de cobranza o transferencia bancaria y hasta 6 cuotas financiadas en tarjeta de crédito) - Beneficios: Estudiantes UCU 25% - Alumni UCU 25% - Personal docente y administrativo UCU 20%.

Bibliografía/Anexos

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Complementary bibliography

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- Gómez Molina, J. J. (2007). La representación de la representación: Danza, Teatro, Cine, Música. Dibujo y Profesión 1. Madrid, Cátedra.
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