



Information about the subject

Degree: Degree in Design and Narration in Animation and Video games

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2051107 **Name:** Anatomical Drawing

Credits: 6,00 **ECTS Year:** 1 **Semester:** 2

Module: GRAPHIC EXPRESSION AND DRAWING

Subject Matter: ARTISTIC EXPRESSION **Type:** Basic Formation

Field of knowledge: Artes y Humanidades

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:

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Module organization

GRAPHIC EXPRESSION AND DRAWING

Subject Matter	ECTS	Subject	ECTS	Year/semester
ARTISTIC EXPRESSION	18,00	Anatomical Drawing	6,00	1/2
		Concept Artist	6,00	2/1
		Fundamentals of Drawing and Graphic Expression	6,00	1/1
DIGITAL IMAGE	18,00	Digital image processing	6,00	1/1
		Digital Painting. Matte Painting	6,00	2/1
		Graphic user interface design GFX	6,00	1/2

Recommended knowledge

Continuation of the subject Fundamentals of drawing and graphic expression. Materials and tools for drawing. Analysis of form, line, volume, graphics, chiaroscuro, composition, expression... Drawing of the human figure: canon, proportion, schematic and geometric synthesis, balance and center of gravity. Anatomy of the male and female human body: osteology and myology. Drawing in motion. Study of the work of artists and illustrators throughout history. Adaptation of the drawing to fictional characters. Sculptural representation of the human body (introduction).

Prerequisites

Es necesario haber superado las asignaturas de Fundamentos del dibujo y la expresión gráfica, así como Dibujo anatómico para cursar la asignatura de Concept Artist.



Learning outcomes

At the end of the course, the student must be able to prove that he/she has acquired the following learning outcomes:

- R1 To elaborate a creative development work in the creation of drawings and artistic works.
- R2 To elaborate a creative development work in the creation of anatomic drawings.
- R3 To gather information from cultural sources that allow the student to use them as inspiration for the creation of animations and videogames.
- R4 To represent graphically by means of drawing the human figure.
- R5 To represent graphically by means of drawing the human expression.
- R6 To show graphically by means of anatomical drawing the human figure.
- R7 To show graphically by means of anatomical drawing the human expression.
- R8 To design characters by means of anatomic drawing.
- R9 To plan stories by means of drawing.



Competencies

Depending on the learning outcomes, the competencies to which the subject contributes are (please score from 1 to 4, being 4 the highest score):

BASIC		Weighting			
		1	2	3	4
B2	Students to apply their knowledge to their job or vocation in a professional manner and to possess competences that are usually shown through the elaboration and defence of arguments and problem-solving within their area of study.				X

GENERAL		Weighting			
		1	2	3	4
G1	To develop original and innovative ideas and proposals in the area of design and narrative of animation and videogames in the required work in a project, combining conceptual and technical aspects.			X	
G2	To collaborate in teams that adopt interdisciplinary roles in the elaboration of animation and videogames projects.	X			
G3	To identify new trends in the field of animation and videogames and to incorporate them in their work.	X			

SPECIFIC		Weighting			
		1	2	3	4
E1	To gather information from cultural sources (art, history, cinema, literature, ...) that can be used as inspiration and contextualization in animation and videogames.			X	
E5	To use specific concepts of conceptual art in the projects of animation and videogames.	X			
E9	To use drawing as a basic tool for the representation of actual or imaginary realities.				X



E10 To graphically represent human figure and its expression in a way that can serve as reference material for the design of characters os animation and videogames.

x

E11 To sketch characters and the stories they are involved in.

x

E18 To create or retouch digital images.

x



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R3, R4, R5, R6, R7	60,00%	Practical tests
R1, R2, R3, R4, R5, R6, R7, R8, R9	40,00%	Elaboration of projects

Observations

CLASSROOM RULES (pose days): The training methodology of this subject consists mainly of drawing from life with a model. Throughout the course, but especially for this type of session, the student undertakes in writing to strictly comply with the classroom rules set out by the teacher on the first day of class. The student is required to- Attend the session with strict punctuality: the classroom is prepared before the start of the class and each student is given an assignment. The classroom is locked once the pose has started. If a student arrives late, he/she waits outside the classroom until the next pose. Students are not allowed to enter the rest of the session once the 2nd pose has started.- Bring the necessary material.- Show an attitude of respect.- Maintain silence.
- Refrain from using mobile phones or any other device that may allow images to be captured: all mobile phones will be collected at the beginning of the session. Failure to comply with these rules will result in the immediate expulsion of the student for the rest of that day's sessions. Repeated inappropriate behaviour on the part of the student will result in the impossibility of attending classes of this type. The same rules will also apply to final exams.

EVALUATION INSTRUMENTS: Practical tests (50% of the final mark): exercises carried out during the classroom sessions (50% of the final mark): Poses from life, skinning of parts of the human body, drawings from life based on the human skeleton. Application of anatomical drawing to sculpture (introduction to modelling from life).

Theoretical exam (10% of the final grade): It will be necessary to pass with a 5 out of 10 each of the parts of the theoretical exam (osteology and myology) to pass the subject. Answers containing spelling mistakes will not be marked. Failure to pass the exam will result in failure of the exam, and the mark obtained in the exam will be reflected in the minutes. This rule will be applied in both the first and second sittings.- Final practical exam 1st call (Compulsory for all students) Option A: Those students who hand in all the flayings for parts of the human body will do an exercise in chiaroscuro and another in character. The exam will count as one more exercise of the course and will always add a mark to the final grade. Option B:

Those students who do NOT hand in all the flayings for human body parts will do a flaying exercise and a character exercise. The exam will count as a percentage (it may subtract a mark) in this section.- Final practical exam 2nd call: All the exercises of the course and conditions of the exam in



2nd call will count in the same way as in 1st call, except for the theoretical exam which will have to be retaken. Project preparation (40% of the final mark): Exercises carried out voluntarily and independently: - Skinning and characters from natural poses.- Poses from photographs.- Myology sheets.- Human proportion.- Diagrams.- Osteology: skull, human body, hands and feet.- Head: miniature drawing-sketches, from photographs and from life.- Copying drawings by artists and illustrators.- Final project: storyboard based on poses.

PRESENTATION OF THE COURSE EXERCISES IN PERSON: All assignments will be submitted throughout the course, on the stipulated dates and in accordance with the required regulations. Each of the assignments will be marked with the following data and under the following conditions: - Name and Surname of the author.- Date.- Chronological order. - Neatness. - Stipulated folder. Under no circumstances will it be allowed to hand in the practical work after the established date.

FINAL REPORT (ONLINE): At the end of the course, students will present a final report in PDF format on the university platform, following the template provided by the teacher. This document will be evidence that the student has completed the course. Therefore, the presentation of this report is an essential condition for passing the course. All the exercises of the course (before the delivery in person) will be scanned for the completion of the report. The report must be submitted via the platform, in the required format, at the agreed time and on the agreed deadline. Delivery in a different format to that specified, or at a later time and date than agreed, will result in the failure of the entire course.

Single assessment: According to article 9 of the General Regulations for the Assessment and Grading of UCV Official Studies and UCV-specific Degrees, the continuous assessment system is the preferred assessment system at the UCV. However, art. 10 allows, for those students who, in a justified and accredited manner, show their inability to attend in person (or to synchronous communication activities for virtual and/or hybrid teaching modalities), their extraordinary assessment in the so-called single assessment. This single assessment must be requested within the first month of each semester to the Dean's Office of the Faculty through the Vice-Dean's Offices or Master's Degree Departments, and the latter will be responsible for the express decision on the admission of the student's request.

For the subject of Anatomical Drawing, the evidence to be presented and/or the test/s to be taken in the single assessment by the student are established as follows: Project preparation 40%, final theoretical exam 10% and final practical exam 50%.



CLASS ATTENDANCE IN FACE-TO-FACE DEGREES

In accordance with the development guidelines of the General Regulations for the Evaluation and Qualification of Official Teachings and Own Degrees of the UCV, in face-to-face degrees, class attendance with a minimum of 80% of the sessions of each subject will be required as a requirement to be evaluated. This means that, if a student does not attend the sessions of each subject, in a percentage greater than 20%, he/she will not be able to be evaluated, neither in the first nor in the second call, unless the person responsible for the subject, with the approval of the person responsible for degree, in view of duly justified exceptional circumstances, exempt from the minimum attendance percentage. The same criterion will be applicable for hybrid or virtual degrees in which teachers must maintain the same percentage in the requirement of "presence" in the different training activities, if any, even if these are carried out in virtual environments.

MENTION OF DISTINCTION:

The mention of "Honors" may be awarded to students who have obtained a grade equal to or greater than 9.0. Their number may not exceed five percent of the students enrolled in a group in the corresponding academic year, unless the number of students enrolled is lower.

Learning activities

The following methodologies will be used so that the students can achieve the learning outcomes of the subject:

- M2 Participatory master class
- M3 Cooperative learning
- M4 Problem solving activities
- M6 Project-based learning



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
Active listening, summaries, concept maps and/or notes organizing the information and work in small groups (Kagan structures) to process the received information. M2, M6	R1, R2, R3, R4, R5, R6, R7	12,00	0,48
Task elaboration of tasks, in small teams, bearing a common objective with individual and collective responsibility learning from each other. M3, M4, M6	R1, R2, R4, R5, R6	4,00	0,16
Use of the learnt theory in simulated or real circumstances. M4, M6	R1, R2, R3, R4, R5, R6, R7, R8, R9	44,00	1,76
TOTAL		60,00	2,40

LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
Autonomous work. Study, memorization, test preparation, practical abilities drilling, elaboration of works, essays, reflections, metacognitions, portfolios elaboration, ... M4, M6	R1, R2, R3, R4, R5, R6, R7	65,00	2,60
Task elaboration of tasks, in small teams, bearing a common objective with individual and collective responsibility learning from each other. M3, M4	R1, R2, R3, R4, R6	5,00	0,20
Use of the learnt theory in simulated or real circumstances. M4, M6	R1, R2, R3, R4, R5, R6, R7, R8, R9	20,00	0,80
TOTAL		90,00	3,60



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
Introduction to anatomical drawing	Anatomic position. Anatomical planes and axes. Terms of relationship, comparison, laterality and movement. Types of bones and joints.
Anatomy of the human body. Osteology	Trunk (spine and chest wall). Upper limb (shoulder girdle, arm, forearm and hand). Lower limb (pelvic girdle, thigh, leg and foot). Head-skull.
Anatomy of the human body. Myology	Trunk. Upper limb (shoulder girdle, arm, forearm and hand). Lower limb (pelvic girdle, thigh, leg and foot). Neck. Head.
Introduction to drawing the human figure. Natural poses	Canon, proportion, schematic and geometric synthesis, balance and center of gravity.
Drawing of the human figure. Natural poses	Analysis of form, line, volume, graphics, chiaroscuro, composition and expression.
Anatomical drawing	Representation of osteology and myology of the human body from natural poses. Subcutaneous points. Skinned.
Drawing in motion	Dance and acrobatic poses.
The human body: Art and illustration as inspiration. Anthropological background	Copy of the great masters throughout the history of art. Illustrators. Personalistic view of the human body. Science fiction cinema as an anthropological background for the representation of the human body.
Fictional characters	Creation of fictional characters from natural poses. Final project: Storyboard.
Modelling from life (Introduction)	Application of anatomical drawing to sculpture. Sculptural representation of the human body (Initiation).



Temporary organization of learning:

Block of content	Number of sessions	Hours
Introduction to anatomical drawing	1,00	2,00
Anatomy of the human body. Osteology	3,00	6,00
Anatomy of the human body. Myology	3,00	6,00
Introduction to drawing the human figure. Natural poses	3,00	6,00
Drawing of the human figure. Natural poses	5,00	10,00
Anatomical drawing	5,00	10,00
Drawing in motion	3,00	6,00
The human body: Art and illustration as inspiration. Anthropological background	1,00	2,00
Fictional characters	3,00	6,00
Modelling from life (Introduction)	3,00	6,00



References

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- Las bases del dibujo. Colección Leonardo 3*. (s. f.). Milán: Vinciana Editora.
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Pöpper, T. (2016). *Miguel Ángel. Obra gráfica*. Colonia: Taschen.
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WEBGRAFÍA:

3D Anatomy for the Artist (App)

FILMS:

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