



## Information about the course

**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:** EXPRESIÓN GRÁFICA Y DIBUJO.

**Subject Matter:** EXPRESIÓN ARTÍSTICA. **Type:** Formación Básica

**Branch of knowledge:**

**Department:** Multimedia and Digital Arts

**Type of learning:** Classroom-based learning

**Language/-s in which it is given:** Spanish

**Teachers:**

2051A      Ignacio Arroyo Núñez (Profesor responsable)

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## Module organization

### EXPRESIÓN GRÁFICA Y DIBUJO.

Subject Matter	ECTS	Subject	ECTS	Year/semester
EXPRESIÓN ARTÍSTICA.	18	Anatomical Drawing	6	1/2
		Concept Artist	6	2/1
		Fundamentals of Drawing and Graphic Expression	6	1/1
IMAGEN DIGITAL.	18	Digital image processing	6	1/1
		Digital Painting. Matte Painting	6	2/1
		Graphic user interface design GFX	6	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).

## Other types of requirements

Es recomendable 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 demonstrate having acquired the following learning outcomes:

**R1 - Use drawing to create and develop existing realities. 9.1 / 12.6**

Learning outcomes of the specified title

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**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.



R10 - Produce work that demonstrates creative development in the context of conceptual art. 9.3

Learning outcomes of the specified title

**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

R13 - Sketching stories through drawing, taking into account the sincere search for the whole truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the sustainable development goals. RA9.5 / RA3.13 / RA6.7 / RA7.7 / RA8.9

Learning outcomes of the specified title

**Type of AR:** Habilidades o Destrezas



- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Apply the principles derived from the concept of integral ecology to their proposals or actions, regardless of their scope, area of knowledge, and the contexts in which they are presented.
- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

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**R14 - Using conceptual art for the creation and development of existing or imaginary realities. 1.1**

Learning outcomes of the specified title

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**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos



- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

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R15 - Graphically illustrate the human figure and its expression through conceptual art. 12.13

Learning outcomes of the specified title

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**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.

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- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

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R16 - Design characters through anatomical drawing, taking into account the sincere search for complete truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the sustainable development goals. RA12.12 / RA2.2 / RA6.6 / RA7.6 / RA8.8

Learning outcomes of the specified title

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**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

---

**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.



- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

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## R2 - Represent the human figure graphically through drawing. 12.7

Learning outcomes of the specified title

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### Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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### Type of AR: Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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### Type of AR: Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

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## R3 - To represent human expression graphically through drawing. 12.8

Learning outcomes of the specified title



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**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

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**R4 - Develop creative work in the creation of drawings and artistic works. 2.1**

Learning outcomes of the specified title

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**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.



- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

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R5 - Plan stories through drawing, taking into account the sincere search for the whole truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the sustainable development goals. RA12.9 / RA6.5 / RA7.5 / RA8.7

Learning outcomes of the specified title

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**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

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R6 - Produce a creative development project involving anatomical drawings. 9.2

Learning outcomes of the specified title

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**Type of AR:** Habilidades o Destrezas



- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

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**R7 - To show the human figure graphically by means of anatomical drawing. 12.10**

Learning outcomes of the specified title

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**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.



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**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
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- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

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**R8 - To graphically show human expression through anatomical drawing. 12.11**

Learning outcomes of the specified title

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**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

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R9 - Design characters through anatomical drawing, taking into account the sincere search for complete truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the sustainable development goals. RA12.12 / RA2.2 / RA6.6 / RA7.6 / RA8.8

Learning outcomes of the specified title

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**Type of AR:** Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

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**Type of AR:** Conocimientos o contenidos

- Have acquired advanced knowledge and demonstrated an understanding of the theoretical and practical aspects and working methodology in their field of study with a depth that reaches the cutting edge of knowledge.

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**Type of AR:** Competencias

- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.
- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.



## Assessment system

### In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
R6, R7, R8, R9	60,00%	SE6 – Practical exams.
R6, R7, R8, R9	40,00%	SE8 – Project development.

### Observations

#### CLASSROOM RULES (posing days):

The teaching methodology for this subject consists primarily of life drawing with a model. Throughout the course, but especially for these types of sessions, the student agrees in writing to strictly adhere to the classroom rules, set forth by the instructor on the first day of class. The following are required of the student:

- Attend the session with rigorous punctuality: the classroom is prepared prior to the start of class, and each student is given an assignment. The classroom is locked once the pose begins. If a student arrives late, they must wait outside the classroom until the next pose begins. They are not permitted to enter the rest of the session once the second pose has begun.
- Bring the necessary materials.
- Demonstrate a respectful attitude.
- Remain silent.
- Refrain from using cell phones or any other device that may capture images: all cell phones will be collected at the beginning of the session. Failure to comply with these rules will result in immediate expulsion from the remainder of that day's sessions.

Repeated inappropriate behavior will result in the student being unable to attend classes of this type. These same rules will also apply to final exams.

#### ASSESSMENT INSTRUMENTS:

##### PRACTICAL TESTS (60% OF THE FINAL GRADE)

- Class exercises (35% of the final grade):

Exercises completed during in-person sessions: drawings made in class (various proposals), drawings and skinning of human body parts, using life-like poses with a model as a reference.



Application of anatomical drawing to sculpture (introduction to life-like modeling and sculptural representation of the human body).

- Theoretical exam (10% of the final grade):

A passing grade of 5 out of 10 will be required for each part of the theoretical exam (osteology and myology) to pass the course. Answers containing spelling mistakes will not be graded. If the exam is not passed, the exam session will be suspended. The average grade will appear on the transcript if both parts are failed, or the grade for the failed part. This rule will apply to both the first and second exam sessions.

- Practical exam (15% of the final grade):

Exam session 1 (Mandatory for all students)

Option A:

Students who submit all skinning drawings by body part, using poses from life with a model as a reference, will complete a chiaroscuro exercise and a character exercise.

Option B:

Students who do NOT submit all skinning drawings by body part, using poses from life with a model as a reference, will complete a skinning exercise and a character exercise.

(NOTE: Students who have completed the myology worksheets may consult them during the exam)

Second Session:

All course exercises and exam requirements for the second session will count the same as for the first session. The theory exam must be retaken.

Project Development (40% of the final grade):

Exercises completed voluntarily and independently:

- Skinning and figures from life poses.
- Poses from photographs.
- Myology worksheets.
- Human proportions.
- Diagrams.
- Osteology: skull, human body, hands, and feet.
- Head: miniature drawings-diagrams, from photography and life.
- Copying drawings by artists and illustrators.
- Final project: storyboard from poses.

#### IN-PERSON SUBMISSION OF COURSE EXERCISES:

All assignments must be submitted throughout the course, on the stipulated dates and in accordance with the required regulations.

Each assignment must be marked with the following information and comply with the following conditions:

- Author's name.
- Date.
- Chronological order.
- Neatness.
- Stipulated folder.



Under no circumstances will assignments be allowed to be submitted after the established date.

**FINAL REPORT (ONLINE):**

At the end of the course, students will submit a final report in PDF format on the university platform following the template provided by the instructor. This document will serve as proof of student completion. Therefore, submission of this report is an essential condition for passing the course (failure to submit it will result in failure of the entire course). All course exercises (before the in-person submission) will be scanned for the report. It must be submitted through the platform, in the required format, at the agreed-upon time and date.

**Single assessment:**

In accordance with Article 9 of the General Regulations for the Assessment and Grading of Official Studies and University-Specific Degrees at the UCV, the single assessment is linked to the inability of students enrolled in an in-person degree to attend. It is, therefore, an extraordinary and exceptional assessment system available to students who, with justified and accredited documentation, are unable to submit to the continuous assessment system. They may apply to the professor responsible for the subject, who will then decide on the acceptance of the student's request for a single assessment and will notify the student of the acceptance/denial.

Regarding the Anatomical Drawing subject, the minimum attendance rate required is 80%, which is the limit to be taken into consideration for any potential request for a single assessment. If granted, the request will be based on the following criteria for the first and second sittings: the evidence to be presented and/or the test(s) to be taken by the student in the single assessment are: Project development 40%, final theoretical exam 10%, and final practical exam 50%.

**Use of Artificial Intelligence:**

Students may use AI to:

- Answer questions about training activities
- Assisted learning (alternative explanations or self-assessment exercises)
- Search for alternative resources and references for study

Students may not use AI to:

- Record or transcribe, in whole or in part, any classroom activity in order to obtain summaries or notes made by AI
- Generate text in work related to Activity X
- Present work generated by AI as their own
- Provide AI with statements, exercises, or assessment tests to obtain automated responses

**Citation and Attribution Criteria**

- If AI is used in any of the activities, the part of the activity, which AI was used, and what it was used for (source consultation, style analysis, knowledge expansion, etc.) must be cited.

**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.



## Training activities

The methodologies to be used so that the students reach the expected learning outcomes will be the following:

- M2 MD2: Interactive lecture
- M3 MD3: Cooperative learning
- M4 MD4: Problem-solving exercises
- M6 MD6: Project-based learning

### IN-CLASS TRAINING ACTIVITIES

ACTVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF2 – Active listening, elaboration and formulation of questions, summaries, concept maps and/or notes that organize the information received, and related work.	R6, R7, R8, R9	MD2: Interactive lecture MD6: Project-based learning	18,00	0,72
AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.	R6, R7, R8, R9	MD3: Cooperative learning MD4: Problem-solving exercises MD6: Project-based learning	2,00	0,08
AF4 – Application of the theory learned in real or simulated situations.	R6, R7, R8, R9	MD4: Problem-solving exercises MD6: Project-based learning	40,00	1,60
<b>TOTAL</b>			<b>60,00</b>	<b>2,40</b>



## TRAINING ACTIVITIES OF AUTONOMOUS WORK

ACTIVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF8 – Independent work. Study, memorization, exam preparation, practice of practical skills, preparation of assignments, essays, reflections, metacognitive activities, portfolio development, etc.	R6, R7, R8, R9	MD4: Problem-solving exercises MD6: Project-based learning	10,00	0,40
AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.	R6, R7, R8, R9	MD3: Cooperative learning MD6: Project-based learning	20,00	0,80
AF4 – Application of the theory learned in real or simulated situations.	R6, R7, R8, R9	MD4: Problem-solving exercises MD6: Project-based learning	60,00	2,40
<b>TOTAL</b>			<b>90,00</b>	<b>3,60</b>



## Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content	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	Sessions	Hours
Introduction to anatomical drawing	1	2,00
Anatomy of the human body. Osteology	3	6,00
Anatomy of the human body. Myology	3	6,00
Introduction to drawing the human figure. Natural poses	3	6,00
Drawing of the human figure. Natural poses	5	10,00
Anatomical drawing	5	10,00
Drawing in motion	2	4,00
The human body: Art and illustration as inspiration. Anthropological background	2	4,00
Fictional characters	2	4,00
Modelling from life (Introduction)	4	8,00



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Huston, S. (s. f.). *Figure drawing for artist*. Beverly: Rockport Publishers.

Lolli, A.; Zocchetta, M.; Peretti, R. (2002) *Struttura uomo*. Vicenza: Neri Pozza.

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