Course Title	Life Drawing					
Course Code	GRD210					
Course Type	Compulsory					
Level	Bachelor (1st Cycle)					
Year / Semester	2 nd Year / 3 rd Semester					
Teacher's Name	TBA					
ECTS	6	Lectures / week	3 hours/14 weeks	Laboratories / week	N/A	
Course Purpose and Objectives	This course is an introduction to figure drawing. This is a basic drawing course that allows students to understand the shape, structure and proportions of the human figure. In addition, this course will give students an initial understanding on how the figure can be used and applied in other courses, such as 3D modelling design and animation.					
Learning Outcomes	 Upon successful completion of this course students are expected to: Use four basic drawing shapes to design the human figure. Apply basic skeletal and muscular motions and morphs in their drawings. Combine different drawing techniques to portray the human figure. Use the human figure in various design projects. 					
Prerequisites	GRD130		Co-requisites	None		
Course Content	During the course, the students will study / study the following thematic areas: - Draw the human figure through direct observation Fast sketches that will capture gesture, form, movement and silhouette Depict the skeletal and muscular structure Understand how the human figure can be used in the digital realm.					
Teaching Methodology	Lectures Work in Groups Individual Tutoring Critiques Independent Learning Workshops Excursions /Visits					

Bibliography	English Bibliography:					
	- Gottfried Bammes, Complete Guide to Life Drawing. Search Press					
	- Barrington Barber, 50 Drawing Projects, Arcturus					
	Greek Bibliography: - Δημοσθένης Κοκκινίδης. Σχέδια και μνήμες, Μορφωτικό Ίδρυμα Εθνικής Τραπέζης - Parramón José Maria, Οδηγός για το γυμνό, Αθήνα, Ντουντούμης Ι.					
Assessment						
	Major Project	40%				
	Assignments	50%				
	Class Participation and Attendance	10%				
	Total	100%				
		1				
Language	English					