

STUDIO / COURSE PROGRAMME

1/ Name of Studio / Course

16th Drawing Studio

2/ Head of the Studio / Lecturer

dr hab. Mikołaj Poliński, Professor UAP, mikolaj.polinski@uap.edu.pl

3/ Assistant

dr Jarosław Szelest, Assistant Professor jaroslaw.szelest@uap.edu.pl

4/ Room

build. F, room 9, Szewska Street

5/ Form of Tuition

Subject The drawing is guided in the form:

Drawing exercises on drawing anatomy issues (obligatory exercises for all students of the first year/ 1st degree studies).

- consultations
- discussions on the issues raised and the works carried out in the studio
- workshops, seminars, lectures by invited artists

6/ Course Type

Compulsory or optional (applies to the free-choice classroom) according to the programme and timetable of classes in particular fields of study.

XVI Drawing Studio is a diploma studio for students of the Faculty of Painting and Drawing.

7/ Course Level

elementary, intermediate and advanced

8/ Year of Studies

This course is intended for students of all years of study.

(I-III bachelor and master studies, doctoral studies)

9/ ECTS awarded – information available in Study Plan

10/ Learning Outcomes

- Major-related:

*(The description of learning outcomes should be consistent with the Polish Qualifications Framework for higher education and learning outcomes defined for the particular field. The description should be divided into three separate categories: **KNOWLEDGE, SKILLS, SOCIAL COMPETENCE.***

Individual studios are obliged to implement all learning outcomes assigned to the particular degree programme).

- Supplementary – for other degree programmes

*(The description of learning outcomes should be consistent with the Polish Qualifications Framework for higher education and learning outcomes defined for the particular field. The description should be divided into three separate categories: **KNOWLEDGE, SKILLS, SOCIAL COMPETENCE.** It is necessary to select from the curriculum of the degree programme those learning outcomes that correspond to the classes conducted, e.g. in a studio or throughout the course. Studios that operate as free choice studios only implement selected learning outcomes indicated by the Programme Council of a given degree programme).*

11/ Initial Requirements

Drawing competence verified by the entrance examination.

12/ Course Content

Students follow mandatory subjects (separate topics in a given academic year). In addition, they have at their disposal a framework programme of the studio, from which they can provide answers to selected topics. For students of the first year of undergraduate studies "additional drawing exercises" are obligatory.

Drawing as an image of the individual world

Drawing language and other artistic domains

1. **POINT, LINE, SURFACE** - basic expressions of the drawing language.

Make drawing work using any selected tools (pencil, crayon, graphite, chalk, charcoal, paintbrush, pigment, knife, rag, etc.) on any chosen "plane" of the drawing surface (sheet of paper, board, pane, plexiglass, sheet, canvas etc. Note the size of the drawing, the color, the texture, and the shape.

2. **DRAWING OF SOUND/ SOUND 'S OF DRAWING**

- sound – visual notation
- music - light - color - drawing
- drawing score
- music book
- counterpoint
- improvised drawing
- sound's transcription - a visual image of a musical piece
- a sound walk
- "sounds cape" - sound landscape (ambient sound)

3. **DRAWING AND POLIFONIA**

- serial structures - harmonic systems and expressions of the drawing language
- a drawn concert

4. **DRAWING INSTRUMENT**

Using any materials, to construct a drawing machine, a drawing device, a "drawing instrument"

5. **DRAWING TRACE** - drawing record of emotion, sign, ritual

6. **AN OBJECT**

Using imagination- transform or interpret chosen object:

- found-transformed-articulated,
- constructed- deconstructed- reconstructed,
- forgotten- erased (unwanted)-recalled.

7. **DRAWING BOOK** as a expression of the individual world

8. **ART'S GAMES** - drawing as a medium of communication:

- game with audience,
- game with context of space,
- game with art's history,
- individual art's game.
- a game against convention
- *do the piece with chosen person

9. **DRAWING IN SPACE**

- drawing - intervention in existing space
- drawing in space as a process in time,
- architectural drawing
- workshop space as:

- lab
- instrument
- manifesto
- drawing installation
- drawing as an activity in space and time, drawing performance, happening
- drawing in space and the concept of a total art's work.

13/ Recommended Literature

For each studio meeting we provide wide selection art catalogues, books, art books etc.

14/ Methods of Evaluation

Drawing course completion and credits are based upon students engagement in developing personal art language.

Skills of self presentation, self awareness and reflection upon own art work.

15/ Language of Instruction

English, German, Polish