



Drawing Studio Unit 2 - Perspective with the Figure

Unit Focus

Students will develop a working knowledge of the basic concepts of one and two point perspective and how to incorporate a figure. They will apply their knowledge of perspective to render a one or two point, interior or exterior space drawing with a human figure. Students will learn through a series of practice exercises and guided practice.

Stage 1: Desired Results - Key Understandings

Standard(s)	Transfer	
<p>National Core Arts Standards <i>Visual Arts: HS Proficient</i> Select: Select, analyze and interpret artistic work for presentation. (VA:Pr.4.1.HSI) Analyze, select, and curate artifacts and/or artworks for presentation and preservation. (VA:Pr.4.1.HSI.a) Interpret: Apply criteria to evaluate artistic work. (VA:Re9.1.HSI) Establish relevant criteria in order to evaluate a work of art or collection of works. (VA:Re9.1.HSI.a) <i>Visual Arts: HS Accomplished</i> Synthesize: Synthesize and relate knowledge and personal experiences to make art. (VA:Cn10.1.HSII) Utilize inquiry methods of observation, research, and experimentation to explore unfamiliar subjects through art-making. (VA:Cn10.1.HSII.a) Investigate: Organize and develop artistic ideas and work. (VA:Cr2.1.HSII) Through experimentation, practice, and persistence, demonstrate acquisition of skills and knowledge in a chosen art form. (VA:Cr2.1.HSII.a)</p> <p>Madison Public Schools Profile of a Graduate Design: Engaging in a process to refine a product for an intended audience and purpose. (POG.2.2) Product Creation: Effectively use a medium to communicate important information. (POG.3.2) Self-Awareness: Examining current performance critically to identify steps/strategies to persist. (POG.4.1)</p>	<p><i>Students will be able to independently use their learning to...</i> T1 Create works of art to personally engage in the artistic process and/or communicate meaning T2 Develop and refine techniques and skills through purposeful practice and application to become more fluent T3 Capture the feeling or emotional response which an artistic piece elicits T4 Engage in critique to inform next steps or deepen examination of an artistic work</p>	
	Meaning	
	Understanding(s)	Essential Question(s)
	<p><i>Students will understand that...</i> U1 Artists' creative choices are influenced by their expertise, context, and expressive intent. U2 Artists improve the quality of a performance/piece of art through a cycle of deliberate practice and examination of results. U3 Artists make thoughtful choices about their use of skills, technique, and style to in hopes of creating a specific response for an audience. U4 Evaluation of an artistic work is based on analysis and interpretation of established criteria that is helpful to the artist or deepens understanding of the work.</p>	<p><i>Students will keep considering...</i> Q1 What inspires me? Where do I get my ideas from? Q2 How do I use what I visualize/imagine and make it come to life? Q3 How much freedom do I have to be creative and also work within established criteria? Q4 What does quality look/feel/sound like? How do I fine tune my work for and with an audience? Q5 What am I learning or have I learned from creating this work of art? Q6 What (skill/technique) am I focusing on? How do I get better at this? How do I know I'm making progress? Q7 K-3: What does quality look/feel/sound like? 4-12: What are the established conventions of the art form/genre/style? What is the impact of those conventions on the piece? Q8 What am I learning by engaging in critique?</p>

Stage 1: Desired Results - Key Understandings

	Acquisition of Knowledge and Skill	
	Knowledge	Skill(s)
	<p><i>Students will know...</i></p> <p>K1 Basic rules of one and two point perspective (e.g. vanishing point, horizon line, orthogonal lines)</p> <p>K2 General proportions of the human figure</p> <p>K3 Lights and darks model form, value creates an illusion of depth (Atmospheric perspective)</p>	<p><i>Students will be skilled at...</i></p> <p>S1 Drawing an interior space or an exterior view of a building in one or two point perspective.</p> <p>S2 Correctly placing a figure in space, consistent with their viewpoint and perspective.</p> <p>S3 Rendering with values to create an illusion of depth and space.</p>