Course Inventory Change Request

New Course Proposal

Date Submitted: 09/09/14 9:34 am

Viewing: ART 3450R: Anatomy for the Artist

Last edit: 09/17/14 2:24 pm

Changes proposed by: jmaxfield

Course Prefix: ART

Course Number: 3450R

Effective Semester: Fall 2015

Department: Fine Arts (FA)

School: School of Visual & Performing Arts

Course Title: Anatomy for the Artist

Short Course Title: Anatomy for the Artist

In Workflow

1. VP Dean
2. University Curriculum Committee Chair
3. Banner

Approval Path

1. 09/11/14 2:51 pm
   Jeff Jarvis (jarvis):
   Approved for VP Dean

2. 09/12/14 1:25 pm
   Sharon Lee (lee_s):
   Rollback to VP Dean for University Curriculum Committee Chair

3. 09/16/14 9:32 am
   Jeff Jarvis (jarvis):
   Approved for VP Dean

4. 09/16/14 10:35 am
   Sharon Lee (lee_s):
   Rollback to VP Dean for University Curriculum Committee Chair

5. 09/17/14 2:24 pm
   Jeff Jarvis (jarvis):
   Approved for VP Dean
Credits: 3
Workload Factors: 4.5
Primary Grade Type: Standard Letter
Secondary Grade Type:
Instructor Permission Required: No
Repeatable for Credit: Yes
Maximum Repeat Credits: 6
Schedule Type/Hours:

<table>
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<tr>
<th>Schedule Type</th>
<th>Hrs/Wk</th>
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<tbody>
<tr>
<td>STU</td>
<td>6</td>
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</tbody>
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Catalog Prerequisites?

Catalog Prerequisites:
Art 2410 or Art 2190
Grade Required on Prerequisite(s): C-
Corequisites?

No
Course/Lab Fee?

Yes

Course/Lab Fee Amount: 80
Fee Deposit Index Code: FPA314
Fee Justification:
Needed for materials and anatomy software along with paying some money to Biology for cadaver lab use

Instruction Index Code: FPA212
Catalog Description

Studio class for art students and others interested in further study in human form. Emphasizing the
human figures bones and muscles and their individual shapes, proportions, insertions and origins. Drawing and sculpting will occur emphasizing greater accuracy in anatomical structure and form from books, life, software, and possibly cadavers. Course fee required.

Course Rotation:
Fall (odd)

Justification for course/change:
Needed for artists wanting to focus on drawing, painting, and sculpting the human form. Master artist understood anatomy and worked on cadavers to gain a deep understanding of each muscles shape, proportion, use, and their relationship to each other. A figurative artist needs to know anatomy as much as a dentist needs to know anatomy in order to draw, paint, or sculpt a convincing figure.

Library Resources Adequate: Yes
Tech Resources Adequate: Yes

Comparable Courses:
(Use USHE course first)

<table>
<thead>
<tr>
<th>Institution</th>
<th>Prefix/Number</th>
<th>Credit(s)</th>
<th>Course Title</th>
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<tr>
<td>UVU</td>
<td>Art 2270</td>
<td>3</td>
<td>Anatomy and Figure Structure</td>
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<tr>
<td>USU</td>
<td>Art 3260</td>
<td>3</td>
<td>Anatomy for the Artist</td>
</tr>
<tr>
<td>UofU</td>
<td>Art 3120</td>
<td>3</td>
<td>Figure Structure</td>
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</table>

Course Learning Outcomes:
Name all of the human bones and muscles along with their origins and insertions.
Draw from memory the shapes of certain bones and muscles in proportion.
Sculpt a proportionate bone and muscle study.

How do your Course Learning Outcomes align to your Program Learning Outcomes?
Helps students that want to know more about drawing and sculpting the portrait and figures so they can have a deeper understanding of how the body works.
Know the names of all major muscles and bones
Know the names, shapes, and locations of insertions and origins of the major muscles
Demonstrate the ability to draw the muscle shapes and actions accurately
Demonstrate an understanding of proportional relationships of muscles and bones
Create an accurate and convincing Ecorche (bone and muscle study) in clay

Schedule of lesson activities that meet Course Learning Outcomes

Understand shapes and uses of bones and muscles through memorization, drawing, and sculpting the human figure.

General layout of the semester could look something like this:

Week 1: Body Planes, sections, groups, and proportions
Week 2: Bones general proportions, shapes, and landmarks
Week 3: Bones: Skull, Arms, scapula
Week 4: Bones: Legs, vertebrae, ribs, hip
Week 5: Start ecorche building bones, visit anatomy lab
Week 6: Work on ecorche building, visit anatomy lab, test on bones
Week 7: Muscles general shapes, proportions, landmarks
Week 8: Muscles: Face
Week 9: Muscles: Arms, hands. work on ecorche, visit lab and draw
Week 10: Muscles: Legs, feet. work on ecorche, visit lab and draw
Week 11: Muscles: Anterior core, visit lab and draw
Week 12: Muscles: Posterior core, visit lab and draw
Week 13: Work on ecorche, visit anatomy lab
Week 14: Work on ecorche, visit anatomy lab
Week 15: Adipose tissue
Week 16: Female, male body differences

Assessment activities that provide evidence of student learning

Written and oral tests on the muscles and bones.
Finished Ecorche sculpture demonstrating their knowledge.
Drawings proving their intimate study of the human form from various view points.

Is this a Concurrent Enrollment Course?

Course Reviewer Comments

lee_s|Fri, 12 Sep 2014 19:25:40 GMT|Rollback: From Sharon Lee. This course is Repeatable for credit so the course number needs the "R" at the end. Course fee required needs to be added to the course description. 5 hrs/week and workload indicate this is a STU (Studio) course, not a LEC course. That needs to be changed.
lee_s|Tue, 16 Sep 2014 16:35:28 GMT|Rollback: Technically, all studio courses are to meet 6 contact hrs for the 4.5 credits of workload (.75 x 6 = 4.5) We schedule them for the 5 hrs because
the hrs are 50 minutes. If you say 5 hrs on the course form, then the workload only calculates to 3.75. All you need to do is change your contact hrs to 6.0. Sorry, I should have mentioned that earlier.