

## ART166 : Figure Painting

### General Information

Author:	<ul style="list-style-type: none"><li>April Bey</li></ul>
Attachments:	DE Addendum_CS:IS_166(CE_COR_8:1:20_CoDE_2:27:24.pdf
Course Code (CB01) :	ART166
Course Title (CB02) :	Figure Painting
Department:	ART
Proposal Start:	Spring 2026
TOP Code (CB03) :	(1002.00) Art (Painting, Drawing, and Sculpture)
CIP Code:	(50.0701) Art/Art Studies, General.
SAM Code (CB09) :	Non-Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000551014
Curriculum Committee Approval Date:	02/26/2025
Board of Trustees Approval Date:	04/22/2025
Last Cyclical Review Date:	02/26/2025
Course Description and Course Note:	ART 166 is an intermediate studio art course that focuses on painting the human figure from life. Students combine their knowledge of life drawing and painting to complete a series of figure paintings. Class time includes material demonstrations of techniques in painting, lectures focused on classical and contemporary approaches to the human body, and studio practice from live models. This course also emphasizes color mixing as it relates to figuration and addresses advanced topics in composition and aesthetics.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none"><li>Credit</li></ul>
Mode of Delivery:	No value
Author:	No value
Course Family:	Oil Media

### Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"><li>Art</li></ul>
Alternate Discipline:	No value
Alternate Discipline:	No value

## Course Development

### Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

### Course Special Class Status (CB13)

Course is not a special class.

### Pre-Collegiate Level (CB21)

Not applicable.

### Grading Basis

- Grade with Pass / No-Pass Option

### Course Support Course Status (CB26)

Course is not a support course

## General Education and C-ID

### General Education Status (CB25)

Not Applicable

### Transferability

Transferable to both UC and CSU

### Transferability Status

Approved

## Units and Hours

### Summary

<b>Minimum Credit Units (CB07)</b>	3
<b>Maximum Credit Units (CB06)</b>	3
<b>Total Course In-Class (Contact) Hours</b>	72
<b>Total Course Out-of-Class Hours</b>	90
<b>Total Student Learning Hours</b>	162

### Credit / Non-Credit Options

#### Course Type (CB04)

Credit - Degree Applicable

#### Noncredit Course Category (CB22)

Credit Course.

#### Noncredit Special Characteristics

No Value

#### Course Classification Code (CB11)

Credit Course.

Variable Credit Course

#### Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience Education

Status (CB10)

### Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2	4
Laboratory Hours	0	0
Studio Hours	2	1

### Course Student Hours

<b>Course Duration (Weeks)</b>	18
<b>Hours per unit divisor</b>	0
<b>Course In-Class (Contact) Hours</b>	
Lecture	36

Laboratory	0
Studio	36
<b>Total</b>	72

**Course Out-of-Class Hours**

Lecture	72
Laboratory	0
Studio	18
<b>Total</b>	90

**Time Commitment Notes for Students**

No value

**Units and Hours - Weekly Specialty Hours**

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

**Prerequisites, Corequisites, Recommended Corequisites, and Recommended Preparation**

**Prerequisite**

ART152 - Figure Drawing

**Objectives**

- Produce observational drawings from the live figure model in a wide range of drawing media.
- Apply elementary strategies of proportion, including sighting, measurement, and foreshortening.
- Apply elementary strategies of movement, including gesture drawing and contour drawing.
- Apply elementary strategies of using value to describe the human figure.
- Develop expressive content through manipulation of line, form, value, composition posture, and anatomical proportions.
- Evaluate and critique class projects using relevant terminology in oral or written formats.

**AND**

**Advisory**

ART160 - Painting I

**Objectives**

- Create paintings that evince a working knowledge of the physical properties of painting materials.
- Organize and apply the basic formal elements and principles of design in paintings.
- Apply the principles of perceptually and theoretically based color theory to painting projects.
- Construct and prepare painting surfaces and supports.
- Develop expressive content through manipulation of mark, color, value, and composition.
- Examine and describe historical and contemporary developments, trends, materials, and approaches in painting.
- Assess and critique paintings in group, individual, and written contexts using relevant critique formats, concepts and terminology.
- Safely handle and use studio painting materials and equipment.

## Entry Standards

Entry Standards

Description

No value

No value

## Course Limitations

Cross Listed or Equivalent Course

Description

No value

No value

## Specifications

Methods of Instruction

Methods of Instruction

Lecture

Methods of Instruction

Laboratory

Methods of Instruction

Discussion

Methods of Instruction

Collaborative Learning

Methods of Instruction

Demonstrations

Methods of Instruction

Presentations

### Out of Class Assignments

- Weekly exercises
- Exhibition reviews
- Museum visits

## Methods of Evaluation

Project/Portfolio

Presentation (group or individual)

Exam/Quiz/Test

Exam/Quiz/Test

Writing Assignment

Project/Portfolio

## Rationale

Portfolio review; (i.e. a portfolio of student's original artwork)

Oral presentations; (i.e. an artist's work that inspires the student)

Examinations; (i.e. a midterm or a final exam)

Slide identification; (i.e. a presentation of slides with reference figure painters)

Written exercises (i.e. a personal artist's statement)

Final examination (i.e. a final project using techniques learned in figure painting)

## Textbook Rationale

The 2015 edition is the latest version of this classic textbook. As the practice of figure painting has not changed much in recent decades, the publication date is not a factor.

## Textbooks

Author	Title	Publisher	Date	ISBN
Mullins, C.	Painting People: The State of the Art. London	Thames & Hudson	2015	9780500287477

## Other Instructional Materials (i.e. OER, handouts)

No Value

## Learning Outcomes

### Course Objectives

Paint the human figure using value and color.

Discuss human proportion and structure.

Discuss the intersection of drawing with painting, as it pertains to figuration.

Produce a finished life painting, utilizing research, thumbnail sketches, preliminary sketches, and color notes.

Recognize and use good studio practice including setting the palette, cleaning and maintaining brushes, preparing grounds for painting, use of mediums, and proper use and disposal of solvents.

Analyze the formal elements in the work of the historically important traditional and contemporary painters, and implement those elements in their own work.

Evaluate the aesthetic qualities of student work and the work of recognized artists through class discussion, critiques, and museum visits.

## SLOs

### Produce an original figure painting utilizing line and tonality.

Expected Outcome Performance: 70.0

*ILOs*  
Core ILOs Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

*ART*  
Art - A.S. Degree Define and use core concepts in 2D and 3D art

Major Demonstrate skill in a broad range of media, materials and processes

Produce original work the demonstrate a high level of craft

*ART*  
Art - Certificate Define and use core concepts in 2D and 3D art

Demonstrate skill in a broad range of media, materials and processes

Produce original work the demonstrate a high level of craft

*ART*  
Studio Arts Demonstrate intermediate mastery in a range of 2D/3D visual media

Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks

### Produce directly-painted figure sketches and studies.

Expected Outcome Performance: 70.0

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Art - Certificate Define and use core concepts in 2D and 3D art

Demonstrate skill in a broad range of media, materials and processes

Produce original work the demonstrate a high level of craft

*ART*  
Studio Arts Demonstrate intermediate mastery in a range of 2D/3D visual media

Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks

### Produce paintings demonstrating different methods of managing and mixing color.

Expected Outcome Performance: 70.0

*ILOs*  
Core ILOs Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

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Demonstrate skill in a broad range of media, materials and processes

Produce original work the demonstrate a high level of craft

*ART*  
Art - A.S. Degree Major Define and use core concepts in 2D and 3D art

Demonstrate skill in a broad range of media, materials and processes

Produce original work the demonstrate a high level of craft

*ART*  
Studio Arts Demonstrate intermediate mastery in a range of 2D/3D visual media

Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks

**Analyze the formal elements in the work of the historically important traditional and contemporary painters.**

Expected Outcome Performance: 70.0

*ILOs*  
Core ILOs Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

*ART*  
Art - Certificate Describe, analyze and provide criticism of works of art in various media

Produce original work the demonstrate a high level of craft

*ART*  
Art - A.S. Degree Major Describe, analyze and provide criticism of works of art in various media

Produce original work the demonstrate a high level of craft

*ART*  
Studio Arts Discuss and apply visual concepts and aesthetics from art history, contemporary art, and popular culture.

**Evaluate the aesthetic qualities of personal and classmates' work.**

Expected Outcome Performance: 70.0

*ILOs*  
Core ILOs Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

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Studio Arts Discuss and apply visual concepts and aesthetics from art history, contemporary art, and popular culture.

## Additional SLO Information

**Does this proposal include revisions that might improve student attainment of course learning outcomes?**

No

**Is this proposal submitted in response to learning outcomes assessment data?**

No

**If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.**

No Value

**SLO Evidence**

No Value

## Course Content

### Lecture Content

#### Orientation (4 Hours)

- Overview of class
- Discussion of painting materials: paint, mediums, and tools
- The support
- Demonstrate sound studio practice
- Introduction to the importance of including human figure examples that reflect diverse populations in terms of body types as a comprehensive approach to figure drawing

#### Review of Painting Method (4 Hours)

- Laying out palette
- Paint quality
- Describing form
- Light logic
- Proportion and sighting
- Laying out figure
- Blocking in with value

#### Quick Studies: One Hour Poses (4.5 Hours)

- Composition
- Raw umber and white
- Building up light values
- Form following strokes

#### Color Temperature (4.5 Hours)

- Burnt sienna, ultramarine blue and white on a colored ground
- Warm lights and cool shadows
- Reflected lights
- Cast shadows
- Negative space

#### Expanding the Palette (5 Hours)

- Muted Primaries – ultramarine Blue, venetian Red, yellow Ochre and white on a toned ground
- Adding a cool red
- Successful transition of values

#### Long Studies (5 Hours)

- Preparatory sketches and composition
- Under-painting with values
- Over-painting glazing

- Thin shadows
- Opaque lights
- Transitions to negative space
- Composing with two figures

#### **Head Studies (9 Hours)**

- Planer structure
- Value studies
- Scale and proportion
- Lighting
- Transfer of image from drawing or photo

**Total hours: 36**

### **Laboratory/Studio Content**

#### **Orientation (4 Hours)**

- Overview of class
- Discussion of painting materials: paint, mediums, and tools
- The support
- Demonstrate sound studio practice
- Introduction to the importance of including human figure examples that reflect diverse populations in terms of body types as a comprehensive approach to figure drawing

#### **Review of Painting Method (4 Hours)**

- Laying out palette
- Paint quality
- Describing form
- Light logic
- Proportion and sighting
- Laying out figure
- Blocking in with value

#### **Quick Studies: One Hour Poses (4.5 Hours)**

- Composition
- Raw umber and white
- Building up light values
- Form following strokes

#### **Color Temperature (4.5 Hours)**

- Burnt sienna, ultramarine blue and white on a colored ground
- Warm lights and cool shadows
- Reflected lights
- Cast shadows
- Negative space

#### **Expanding the Palette (5 Hours)**

- Muted Primaries – ultramarine Blue, venetian Red, yellow Ochre and white on a toned ground
- Adding a cool red
- Successful transition of values

#### **Long Studies (5 Hours)**

- Preparatory sketches and composition
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#### **Head Studies (9 Hours)**

- Planer structure
- Value studies
- Scale and proportion
- Lighting
- Transfer of image from drawing or photo

**Total hours: 36**

## Additional Information

### Repeatability

Not Repeatable

### Justification (if repeatable was chosen above)

No Value

### Is it possible this course will have a material fee?

No Value

### I have contacted my library liaison (<https://campusguides.glendale.edu/faculty/liaisons>):

No Value

### What term(s) will this course be offered?

No Value

### Will any additional resources be needed for this course? (Click all that apply)

No Value

### If additional resources are needed, add a brief description and cost in the box provided.

No Value

## Resources

### Did you contact your departmental library liaison?

Yes

### If yes, who is your departmental library liaison?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

### Did you contact the DEIA liaison?

No

### Were there any DEIA changes made to this outline?

No

**If yes, in what areas were these changes made:**

No Value

**Will any additional resources be needed for this course? (Click all that apply)**

- No

**If additional resources are needed, add a brief description and cost in the box provided.**

No Value