Republic of Rwanda
Ministry of Education

RTB | RWANDA TVET BOARD

ARTISTIC DRAWING

PFAAD401

Perform Artistic Drawing

Competence

RQF Level: 4

Learning Hours 50

Credits: 5

Sector: Arts and Crafts

Trade: Plastic and Fine Arts

Module Type: **SPECIFIC**

Curriculum: ARCPFA4001- TVET Certificate 4 in Plastic and Fine Arts

KIGALI, May 2023

<table>
<tr><td>Purpose statement</td><td colspan="6">This module describes knowledge, skills and attitude required to perform artistic drawing. At the end of the module, the learner will be able to perform preliminary work of drawing, create artistic composition and to finish the drawing.</td></tr>
<tr><td>Learning assumed to be in place</td><td colspan="6"></td></tr>
<tr><td rowspan="6">Delivery modality</td><td colspan="2">Training delivery</td><td>100%</td><td colspan="2">Assessment</td><td>Total 100%</td></tr>
<tr><td colspan="2">Theoretical content</td><td>30%</td><td rowspan="4">Formative assessment</td><td>30%</td><td rowspan="4">50%</td></tr>
<tr><td colspan="2">Practical work:</td><td rowspan="3">70%</td><td rowspan="3">70%</td></tr>
<tr><td>• Group work and presentation</td><td>30%</td></tr>
<tr><td>• Individual work</td><td>40%</td></tr>
<tr><td colspan="2"></td><td colspan="2">Summative Assessment</td><td>50%</td></tr>
</table>

Elements of Competency and Performance Criteria

Elements of competency	Performance criteria
1. Perform preliminary work	1.1 The subject/theme to be drawn is correctly identified based on client requirements.
	1.2 The references are appropriately gathered in coherence to the types of artistic drawing.
	1.3 Tools, materials and equipment are properly prepared based on their uses and their specification.
	1.4 The workplace is properly prepared based on healthy safety, security and environmental standards.
2. Create artistic composition	2.1 The subject designs are generated in guidance of principles of art.
	2.2 The drawing is successfully drawn based on rules of composition.
	2.3 The drawing is correctly enlarged based on transferring methods.
	2.4 The light is properly defined by using shading techniques.
3. Finish the drawing	3.1 The drawing is adequately protected based on vanishing techniques.

	3.2 The drawing is beautifully framed based on the types of picture frames.
	3.3 The drawing is properly packed based on different kinds of packaging.

Knowledge	Skills	Attitude
ESSENTIAL KNOWLEDGE ✓ Identify the theme ✓ Gather artistic drawing references ✓ Enumerate art principles ✓ Differentiate types of artistic drawing ✓	**ESSENTIAL SKILLS** ✓ Prepare a workplace ✓ Prepare tools, materials and equipment ✓ Apply SHE at workplace ✓ Apply rules of composition ✓ Apply principles of art in drawing ✓ Enlarge the drawing ✓ Define light ✓ Protect the drawing ✓ Frame the picture ✓ Package the drawing	**WORKER BEHAVOUR/ATTITUDES** ✓ Use creativity and innovation throughout the design works ✓ Pay attention to design projects details ✓ Demonstrate punctuality during the implementation of the design project ✓ Demonstrate resourcefulness in the new design trends

Course content

Learning outcomes	At the end of the module the learner will be able to: 1. Perform preliminary work 2. Create artistic composition 3. Finish the drawing
Learning outcome 1: **Perform preliminary work**	**Learning hours: 10**
Indicative content	
• **Identification of theme** ✓ Client requirement Topic Medium	

- Time
- ✓ Topic analysis
- SMART

- **Gathering artistic drawing references**
  - ✓ Research
  - ✓ Types of artistic drawing
- **Preparation of tools, materials and equipment**
  - ✓ Sharpening
  - ✓ Maintaining
- **Preparation of workplace**
  - ✓ Protection
  - ✓ Health

Resources required for the learning outcome	
Equipment	*Computer, drawing tablet, Cintiq, printer, Drawing boards*
Materials	*Papers, Inks, Paints, Charcoal, Pastel, Crayons, rubbers*
Tools	▪ *Pencils, pens, Brushes*
Facilitation techniques	▪ Demonstration ▪ Individual and group work ▪ Practical exercise ▪ Trainer guided ▪ Group discussion
Formative assessment methods /(CAT)	▪ Written assessment ▪ Oral presentation ▪ Performance assessment

Learning outcome 2: Create artistic composition	Learning hours: 30

Indicative content

- **Designing of art principles**

✓ Balance

✓ Emphasis

✓ Movement

✓ Proportion

✓ Rhythm

✓ Unity

✓ Variety

- **Drawing based on rules of composition**

✓ Rule of third

✓ Rule of space

- **Enlarging the drawing**

✓ Transferring methods

- Gridding
- Sketching
- Projection

✓ **Defining of light**

✓ Shading techniques

- Blending
- Hatching
- Stippling
- Scumbling

Resources required for the learning outcome

Equipment	▪ *Computer, drawing tablet, printer*
Materials	▪ *Papers, Inks, Paints, Charcoal, Pastel, Crayons, rubbers*
Tools	▪ *Pencils, pens, Brushes, Drawing boards*
Facilitation techniques	▪ *Demonstration and simulation*

	▪ *Individual and group work* ▪ *Practical exercise* ▪ *Individualized* ▪ *Trainer guided* ▪ *Group discussion*
Formative assessment methods /(CAT)	▪ *Written assessment* ▪ *Oral presentation* ▪ *Performance assessment* ▪ *Product based assessment* ▪ *Project based assessment*

Learning outcome 3: **Finish the drawing**	**Learning hours: 10**
Indicative content	
• **Protection of drawing** ✓ Varnishing • **Framing picture** • **Drawing packing**	
Resources required for the learning outcome	
Equipment	▪ *Table, chair, Computer, drawing tablet, printer*
Materials	▪ *Papers, Inks, Paints, Charcoal, Pastel, Crayons, rubbers*
Tools	▪ *Pencils, pens, Brushes, Drawing boards*
Facilitation techniques	▪ *Demonstration and simulation* ▪ *Individual and group work*

	▪ *Practical exercise* ▪ *Individualized* ▪ *Trainer guided* ▪ *Group discussion*
Formative assessment methods /(CAT)	▪ *Written assessment* ▪ *Oral presentation* ▪ *Performance assessment* ▪ *Product based assessment* ▪ *Project based assessment*

Integrated/Summative assessment

Integrated situation

ONE PENCIL Company is located in Kigali and deals with designs, drawing and illustrations. It has signed the contract with CHUK to draw 6 detailed drawings to use in health's books. The company is now dealing with many contracts, and it is therefore looking for casual artist to help its team in performing the CHUK task. As the competent artist creator, you are hired by the company to take up the task.

Task: Draw 6 detailed drawings to use in health's books.

Instructions:

You should develop and provide artistic drawings by respecting the following client requirements:

- ✓ The drawings must be done on A2 format
- ✓ The artistic drawing will be drawn with wet and dry medium.
- ✓ Duration: 6 days

Resources

Tools	▪ pens, pencils, brushes
Equipment	*Computer, drawing tablet, printer*
Materials/ Consumables	*Papers, Inks, Paints, Charcoal, Pastel, Crayons, rubbers*

Assessable outcomes	Assessment criteria (Based on performance criteria)	Indicator	Observation		Marks allocation
			Yes	No	
1. Perform preliminary work 30%	1.1 The subject/theme to be drawn is correctly identified based on client requirements	6 detailed drawings to use in health's books are identified			6
		Drawings are done on A2 format			2
		The artistic drawing is drawn with wet and dry medium			4
		Timing is respected			2
	1.2 The references are appropriately gathered in coherence to the types of artistic drawing	Research is made			2
		Type of artistic drawing is respected (realism)			3
	1.3 Tools, materials and equipment are properly prepared based on their uses and their specification	Tools are sharpened			2
		Tools and Material are maintained			2
	1.4 The workplace is properly prepared based on healthy safety, security and environmental standards	PPE is won			2
		Hazards are controlled			2
		The workplace is clean			2
		Tools, material and equipment are arranged			2
2. Create artistic composition 60%	2.1 The subject designs are generated in guidance of principles of art	Balance is respected			4
		Emphasis is respected			4
		Movement is respected			4
		Proportion is respected			4
		Rhythm is respected			4
		Unity is respected			4
		Variety is respected			4
		Rule of third is respected			4
		Rule of space is respected			4

	2.2 The drawing is successfully drawn based on rules of composition				
	2.3 The drawing is correctly enlarged based on transferring methods	Appropriate transferring methods is used (sketching, projection, gridding,)			6
	2.4 The light is properly defined by using shading techniques	Appropriate shading techniques is used (Blending, Hatching, Stippling and Scumbling)			6
3. Finish the drawing 10%	3.1 The drawing is adequately protected based on Vanishing techniques	Varnishing is applied			4
	3.2 The drawing is beautifully framed based on types of picture frames	Framing is done			4
	3.3 The drawing is properly packed based on different kinds of packaging	Packing is done			3
Total marks					100
Percentage Weightage					100%
Minimum Passing line % (Aggregate):					70%

List of abbreviations

1. **BIOS:** Basic input and output system
2. **CAT**: Common Admission Test
3. **HDD**: Hard Disc Drive
4. **ISO: (**independent system operator) International Organization for Standardization
5. **MIS:** Management Information System
6. **MSI:** Medium Scale Integration
7. **OS:** Operating System
8. **PPEs**: Personal Protective Equipment
9. **RJ: Registered Jack**
10. **SMART : Specific, Measurable, Achievable, Realistic, Time**
11. **SSD:** Solid State Drive
12. **UEFI:** Unified extensible firmware interface
13. **UPS**: Uninterruptible Power Supply
14. **USB 2.0 :** Universal serial bus version 2

References

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5. Linda Null; Julia Lobur (2006). The essentials of computer organization and architecture (2nd ed.).Jones & Bartlett Learning. pp. 33,179–181. ISBN 978-0-7637-3769-6.
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Glossary

Activity: Activities include releases, events, and deployment plans that you develop, start, and complete with the product.

API: An interface that allows an application program that is written in a high-level language to use specific data or functions of the operating system or another program.

Application environment: A user-defined collection of resources that hosts an application. These application environments refer to environments that are created to be in the product.

Application process: A process that is associated with an application. Unlike a component or generic process, an application process is created from application-level steps.

Application: One or more computer programs or software components that provide a function in direct support of a specific business process or processes. See also application server.

Architecture: The internal structure of a computer system or a chip that determines its operational functionality and performance.

Artifact: A deployable item such as a file, image, database, configuration material, or anything else that is associated with a software project. By default, artifacts are stored in Code Station repository.

ASIC: Application Specific Integrated Circuit. A chip that is designed to fulfill a specific task in a computer system.

Cache: Small, fast memory close to the CPU that can hold a part of the data or instructions to be processed. The primary or level 1 cache are virtually always located on the same chip as the CPU and are divided in a cache for instructions and one for data. A secondary or level 2 cache is mostly located off-chip and holds both data and instructions. Caches are put into the system to hide the large latency that occurs when data have to be fetched from memory. By loading data and or instructions into the caches that are likely to be needed, this latency can be significantly reduced.

Capability computing: A type of large-scale computing in which one wants to accommodate very large and time

consuming computing tasks. This requires that parallel machines or clusters are managed with the highest priority for this type of computing possibly with the consequence that the computing resources in the system are not always used with the greatest efficiency.

Capacity computing: A type of large-scale computing in which one wants to use the system (cluster) with the highest possible throughput capacity using the machine resources as efficient as possible. This may have adverse effects on the performance of individual computing tasks while optimising the overall usage of the system.

Clock cycle: Fundamental time unit of a computer. Every operation executed by the computer takes at least one and possibly multiple cycles. Typically, the clock cycle is now in the order of one to a few nanoseconds.

Clock frequency: Reciproke of the clock cycle: the number of cycles per second expressed in Hertz (Hz). Typical clock frequencies nowadays are 400 MHz--1 GHz.

Component process: A process defined for the deployment of components.

Component: A representation of deployable items and the user-defined processes that operate on them, usually by deploying them.

Control processor: The processor in a processor array machine that issues the instructions to be executed by all the processors in the processor array. Alternatively, the control processor may perform tasks in which the processors in the array are not involved, e.g., I/O operations or serial operations.

Deployment: The activities used to deliver a software project to a deployment target. Typically, you run deployments for each stage of your release lifecycle, ending with the production stage when the software becomes generally available.

Duration: The time a task takes to run. Duration is measured from the time a task starts until it is resolved. When you create some task types, you can estimate its expected duration. Duration is reported in minutes.

Environment: A collection of resources that identify the components that can be deployed by the parent application and the agents that do the work.

EPIC: Explicitly Parallel Instruction Computing. This term is coined by Intel for its IA-64 chips and the Instruction Set that is defined for them. EPIC can be seen as Very Large Instruction Word computing with a few enhancements. The gist of it is that no dynamic instruction scheduling is performed as is done in RISC processors but rather that instruction scheduling and speculative execution of code is determined beforehand in the compilation stage of a program. This simplifies the chip design while potentially many instructions can be executed in parallel.

Events: Release-related activities that are applied to releases and tracked with a calendar. You can use events to organize your releases and other time-dependent activities, such as holidays and blackouts.

Functional unit: Unit in a CPU that is responsible for the execution of a predefined function, e.g., the loading of data in the primary cache or executing a floating-point addition.

Initative: An action to take for the change occurred.

Insights: A set of related features such as metric data dashboards, reports, and the application portfolio.

Instruction Set Architecture: The set of instructions that a CPU is designed to execute. The Instruction Set Architecture (ISA) represents the repertoire of instructions that the designers determined to be adequate for a certain CPU. Note that CPUs of different making may have the same ISA. For instance, the AMD processors (purposely) implement the Intel IA-32 ISA on a processor with a different structure.

Integration: Regular communication between IBM UrbanCode Velocity and external products and services. Communication with integrated products can be bidirectional.

Lifecycle: The phases in a release. A lifecycle is a template for the stages of work in a release.

Multithreading: A capability of a processor core to switch to another processing thread, i.e., a set of logically connected instructions that make up a (part of) a process. This capability is used when a process thread stalls, for instance because necessary data are not yet available. Switching to another

thread that has instructions that can be executed will yield a better processing utilization.

PCI bus: Bus on PC node, typically used for I/O, but also to connect nodes with a communication network. The bandwidth varies with the type from 110-480 MB/s. Newer upgraded versions PCI-X and PCI Express are (becoming) available presently.

Plugin: A separately installable software module that adds function to an existing program, application, or interface.

Register file: The set of registers in a CPU that are independent targets for the code to be executed possibly complemented with registers that hold constants like 0/1, registers for renaming intermediary results, and in some cases a separate register stack to hold function arguments and routine return addresses.

Resource: A user-defined construct that is based on the architectural model of IBM Urban Code Velocity. A resource represents a deployment target.

RISC: Reduced Instruction Set Computer. A CPU with its instruction set that is simpler in comparison with the earlier Complex Instruction Set Computers (CISCs) ne cycle.

Role: A job function that identifies the tasks that a user can perform and the resources to which a user has access. A user can be assigned one or more roles.

Segment: A period of time in a deployment plan. Deployment plans can group tasks into segments to specify when tasks are run relative to each other.

Shared Memory (SM): Memory configuration of a computer in which all processors have direct access to all the memory in the system. Because of technological limitations on shared bandwidth generally not more than about 16 processors share a common memory.

Task: Represents a business-meaningful activity that has starting and ending points and a measurable duration. Durations are used to estimate deployment times. You add tasks to deployment plans. When you run a deployment, you complete the tasks in the plan

User: A representation of an account on the server. Users can be members of teams and groups. User can be created in IBM UrbanCode Velocity server or import users

from an external authentication realm, including an LDAP, Active Directory, or SSO provider.

Version: A representation of an IBM UrbanCode Deploy application snapshot.

Virtual Shared Memory: The emulation of a shared memory system on a distributed memory machine by a software layer.