

MMST11010 *Illustration and Visualisation*

Term 1 - 2026

Profile information current as at 11/05/2026 10:48 pm

All details in this unit profile for MMST11010 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview

This unit will assist students to develop a level of fluency and confidence with sketching, drawing and visualising commensurate with requirements for developing and communicating visual concepts and ideas in creative production team environments, and for presenting visual components of multimedia designs to prospective clients and/or funding bodies. This unit will help you to develop skills in illustration and visualisation using traditional (manual) drawing materials. Learn how to see like an artist by perceiving edges, negative space, perspective, proportion, tone and texture. Develop your drawing ability through the application of these perceptual skills, even if you believe that you have no artistic talent. Explore the legacy of Renaissance art and alternative traditions such as Egyptian, Eastern and modern art. Familiarise yourself with principles of colour theory. Discover how to draw expressive cartoon figures from fundamental shapes and forms. Note: The unit resources are presented online and so access to a computer with an Internet connection is required.

Details

Career Level: *Undergraduate*

Unit Level: *Level 1*

Credit Points: 6

Student Contribution Band: *10*

Fraction of Full-Time Student Load: *0.125*

Pre-requisites or Co-requisites

There are no requisites for this unit.

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

Offerings For Term 1 - 2026

- Brisbane
- Bundaberg
- Cairns
- Mackay
- Online
- Rockhampton

Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Recommended Student Time Commitment

Each 6-credit Undergraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

Class Timetable

Regional Campuses

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

Metropolitan Campuses

Adelaide, Brisbane, Melbourne, Perth, Sydney

Assessment Overview

1. Portfolio

Weighting: 20%

2. Practical Assessment

Weighting: 30%

3. Practical Assessment

Weighting: 30%

4. Online Quiz(zes)

Weighting: 20%

Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the [University's Grades and Results Policy](#) for more details of interim results and final grades.

CQUniversity Policies

All University policies are available on the [CQUniversity Policy site](#).

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure - Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure - International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback - Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from SUTE data

Feedback

Provide clearer marking criteria/expectations

Recommendation

Review the marking instructions and criteria especially in relation to the use of Generative AI where permissible. In this respect, clear and specific instructions on how to declare the use of Gen AI during preparation of assessment should be provided.

Unit Learning Outcomes

On successful completion of this unit, you will be able to:

1. perceive edges and draw line contour drawings;
2. perceive and draw negative space and chiaroscuro;
3. demonstrate knowledge of the legacy of Renaissance art and alternative traditions such as Egyptian, Eastern and modern art;
4. understand concepts related to perspective and proportion such as the picture plane, the ground plane, the horizon line, vanishing points, one-point perspective, two-point perspective, three-point perspective and perspective grids; sight angles and proportions,
5. draw an informal freehand perspective drawing; draw shapes and forms in one-point and two-point perspective;
6. perceive different tones and textures, and recreate them using crosshatching and shading;
7. draw objects built from fundamental shapes (rectangles, triangles, ellipses) and fundamental forms (cubes, spheres, cones, cylinders);
8. understand principles of harmony and contrast among colours;
9. draw expressive cartoon figures and scenery; and,
10. be able to synthesise and apply these concepts and manual skills in the production of: thumbnail sketches for the development and communication of visual designs; storyboards for conveying multimedia and movie ideas; and comprehensive concept presentation visuals.

Alignment of Learning Outcomes, Assessment and Graduate Attributes

— N/A Level ● Introductory Level ● Intermediate Level ● Graduate Level ◦ Professional Level ◦ Advanced Level

Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes									
	1	2	3	4	5	6	7	8	9	10
1 - Portfolio - 20%	●	●			●	●				
2 - Practical Assessment - 30%	●	●		●	●	●	●		●	●
3 - Practical Assessment - 30%	●	●	●	●	●	●	●	●	●	●
4 - Online Quiz(zes) - 20%				●	●			●		

Alignment of Graduate Attributes to Learning Outcomes

Graduate Attributes

Learning Outcomes

	1	2	3	4	5	6	7	8	9	10
1 - Communication	•	•	•	•	•	•	•	•	•	•
2 - Problem Solving	•	•		•	•	•	•	•	•	•
3 - Critical Thinking	•	•	•	•	•	•	•	•	•	•
4 - Information Literacy	•	•	•	•	•	•	•	•	•	•
5 - Team Work										
6 - Information Technology Competence				•	•	•	•	•	•	•
7 - Cross Cultural Competence			•	•						•
8 - Ethical practice			•							
9 - Social Innovation										
10 - First Nations Knowledges										
11 - Aboriginal and Torres Strait Islander Cultures										

Alignment of Assessment Tasks to Graduate Attributes

Assessment Tasks

Graduate Attributes

	1	2	3	4	5	6	7	8	9	10	11
1 - Portfolio - 20%	•	•	•								
2 - Practical Assessment - 30%	•	•	•								
3 - Practical Assessment - 30%	•	•	•								
4 - Online Quiz(zes) - 20%	•			•			•	•			

Textbooks and Resources

Textbooks

MMST11010

Prescribed

Drawing on the Right Side of the Brain : A Course in Enhancing Creativity and Artistic Confidence
The Definitive 4th Edition (2013)

Authors: Betty Edwards

Souvenir Press

London , UK

ISBN: 9780285641778 (print) 9781101561805 (ebook)

Binding: eBook

This required text is made available to students for reading online via the CQUniversity Australia Library.

For those who prefer to purchase a hard copy it may also be ordered from the CQU bookshop.

MMST11010

Supplementary

Drawing Digital
(2023)

Authors: Lisa Bardot

Walter Foster

London , UK

ISBN: 978-0-7603-8721-4

This text is optional. It is made available to students to read online from O'Reilly Online Learning by the CQUniversity Australia Library.

[View textbooks at the CQUniversity Bookshop](#)

IT Resources

You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- A digital camera or a scanner will be needed to record assessment items for online submission
- A webcam and audio headset is recommended for online tutorials
- The use of digital drawing is optional for assessment items 2 & 3. If choosing this option, you will be expected to provide your own equipment (tablet and stylus or iPad and Apple pencil). There are basic instructions available for use of Adobe Photoshop and Procreate software in the unit resources. Only Adobe software is available in the campus computer labs.

Referencing Style

All submissions for this unit must use the referencing style: [American Psychological Association 7th Edition \(APA 7th edition\)](#)

For further information, see the Assessment Tasks.

Teaching Contacts

Ashley Holmes Unit Coordinator

a.holmes@cqu.edu.au

Schedule

Week 1 - 09 Mar 2026

Module/Topic

Chapter

Events and Submissions/Topic

LECTURE 1:
 Physical, psychological and cultural aspects of drawing
 The apparatus of vision
 The interpretive nature of vision
 Visual thinking and understanding perception
 Exploring worldview and point-of-view
 Cultural influences on perception
 Visualisation and Illustration as professional communication

TUTORIAL 1:
 Refer to materials list prior to Week 1
 Welcome
 Introduction to tutorials
 About the textbook

 From the prescribed text: (Edwards, 2013):
Exercise 1.1, a-c: Pre-instruction drawings
 pp: 15 - 18 [eBook pp 44-47]

RESOURCES 1:
 Required readings:
 Re tutorial:
 From the prescribed text: (Edwards, 2013), pp: XIII-XXXIII, [eBook pp 9-31]
 Introduction;
 pp: 26-43, on L-brain & R-brain theory [eBook 78-96]
 Re lecture:
 • What are the principles of Visual Perception? Intro to Design. Art with Kunstler, 2020.
 • 7 Gestalt principles of visual perception: cognitive psychology for UX

Week 2 - 16 Mar 2026

Module/Topic	Chapter	Events and Submissions/Topic
<p>LECTURE 2: What is drawing? Drawing fundamentals Qualities of line Expressive qualities Stylistic qualities More drawing basics Style, fashion and genre The relationship of style to purpose and intent.</p>	<p>TUTORIAL 2: Edwards, B, 2013, (prescribed textbook) <u>Exercise 2.1: Vase and faces</u> pp 46-50 [eBook 98-106] <u>Exercise 2.2: Upside-down drawing</u> pp 51-61 [eBook 107-116]</p>	<p>RESOURCES 2: Required readings: Re tutorial: Edwards, B, 2013, (prescribed textbook) pp 44-61, Chapter 4, on crossing over from L-brain to R-brain. [eBook 97-122] Re lecture: Speed, H., 1913, The Practice and Science of Drawing, Seeley, Service & Co, London. pp: 31-38, Chapter II, Drawing. See unit e-reading list.</p>

Week 3 - 23 Mar 2026

Module/Topic	Chapter	Events and Submissions/Topic
<p>LECTURE 3: What is visualisation? The power of visual communication Composition Figure and ground Purpose The creative brief Responses to the brief: 1/ Brainstorm 2/ Raw concept 3/ Thumbnails 4/ Concept roughs 5/ Comprehensive visual What is a milestone? Visualisation and assessment items 2 and 3 Conclusion and note about this week's reading</p>	<p>TUTORIAL 3: Edwards, B, 2013, (prescribed textbook) <u>Exercise 3.1: Pure contour drawing</u> pp 86-90 [eBook 148-157] <u>Exercise 3.2: Modified contour drawing 1</u> pp 91-94 [eBook 157-160] <u>Exercise 3.3: Modified contour drawing 2</u> pp 101-109 [eBook 171-178]</p>	<p>RESOURCES 3: Required readings: <u>Re lecture:</u> • Hart, J., 1999, The Art of the Storyboard: Storyboarding for Film, TV and Animation, Focal Press, pp: 27-56, Chapter 3, Drawing the Basic Storyboard: The story Concept is What Counts. See unit e-Reading list. • Sibley, B., 2000, Chicken Run: Hatching the Movie, Harry N Abrams Inc, pp: 80 & 81 and pp: 168 & 169. See unit e-Reading list. ASSESSMENT: Assessment item 4, Quiz #1 opens</p>

Week 4 - 30 Mar 2026

Module/Topic	Chapter	Events and Submissions/Topic
<p>LECTURE 4: Seeing and portraying spatiality Framing and the picture plane Depth Cues - Foreshortening - Overlapping - Diminishing size - Vertical location - Convergence - Atmospheric, or aerial perspective - Textural changes - Zones of depth</p>	<p>TUTORIAL 4: Edwards, B, 2013, (prescribed textbook) <u>Exercise 4.1: Negative space drawing of a chair</u> pp 126-132 [eBook 205-214]</p>	<p>RESOURCES 4: Required readings: Re tutorial: Edwards, B, 2013, (prescribed textbook) pp 110-135, Chapter 7, Perceiving Spaces [eBook pp 183-218] Re Lecture: Bardell, W., 2003, Depth Cues for Information Design See unit e-Reading list.</p>

Week 5 - 06 Apr 2026

Module/Topic	Chapter	Events and Submissions/Topic
LECTURE 5: Selecting a viewpoint Selecting a viewpoint Three-dimensional views - Perspective views - Parallel views Drawing viewpoints or transformation systems Perspective views: - one-point - two-point - three-point Parallel projections - Oblique views - Axonometric views - Orthographic views Two -dimensional views - plan - front elevation - side elevation Schematic Views Cutaways	TUTORIAL 5: Edwards, B, 2013, (prescribed textbook) <u>Exercise 5.1: Experiment with informal, one point and two-point perspective drawings</u> pp 145-154 [eBook 229-235] <u>Exercise 5.2: Two-point perspective drawing</u> pp 154-662 [eBook 242-253]	RESOURCES 5: Required readings: Re tutorial: Edwards, B, 2012, (prescribed textbook) pp 136-165 [eBook 219-257], Chapter 8, Perceiving Relationships. Re lecture: • Drazil, D, 2019. What type of perspective should you choose? See unit e-Reading list. • O'Higgins, S, 2023. Isometric drawing: a designer's guide. See unit e-Reading list.

Week 6 - 13 Apr 2026

Module/Topic	Chapter	Events and Submissions/Topic
LECTURE 6: Schemas of human proportion and other representational systems The significance of worldview - Egyptian canon - Byzantine schema - Gothic geometry - Renaissance realism Point of view and subjectivity Diverse visual cultures - Islamic non-representation - Indian symbolism and psychological insight - Australian Indigenous world-views Style, iconography and iconology	TUTORIAL 6: Edwards, B, 2013, (prescribed textbook) <u>Exercise 6.1: Observation of frontal and profile heads and filling in "blanks"</u> pp 180-186 [eBook 274-284] <u>Exercise 6.2: Copying a successful portrait example</u> pp 187-190 [eBook 286-288] <u>Exercise 6.3: Profile portrait of a person</u> pp 190-199 [eBook 288-302]	RESOURCES 6: Required readings: Re tutorial: Edwards, B, 2013, (prescribed textbook) pp 166-201, [eBook 258-306] Chapter 9. Drawing a Profile Portrait. Re lecture: Bear-Wingfield, R., 1996, "Yuendumu, Northern Territory: Healthy Families Program", in <i>Sharing good tucker stories: a guide for Aboriginal and Torres Strait Islander communities</i> See e-Reading list for link. ASSESSMENT: Assessment item 4, Quiz #2 opens

Vacation Week - 20 Apr 2026

Module/Topic	Chapter	Events and Submissions/Topic
Introductory videos for Digital Drawing During break week, or any time you like, you may wish to view a collection of bespoke introductory videos recorded especially for those who are new to digital drawing. There is a link to these from a tile in the web site after the Vacation Week tile. They are optional resources.	Recommended reading (optional) Lisa Bardot. (2023). Drawing Digital. See unit e-Reading list.	

Week 7 - 27 Apr 2026

Module/Topic	Chapter	Events and Submissions/Topic

LECTURE 7:

Light & shade, texture & colour
 Introduction
 Scales of grey
 Rendering tonal values
 Common terms referring to tonal qualities
 Lighting
 Shadows
 Reflections & refractions, translucence & transparency
 Colour
 Common terms referring to colour qualities
 Cultural influences
 Finding one's own colour sense

TUTORIAL 7:

Edwards, B, 2013, (prescribed textbook)
Exercise 7.1: Copying exercise
 pp 222-225 [eBook 331-336]
Exercise 7.2: Cross-hatching
 pp225-228 [eBook 337-343]
Exercise 7.3: Drawing a tonally modelled, volumetric self portrait
 pp 229-237 [eBook 344-353]

RESOURCES 7:

Required readings:
Re tutorial:
 Edwards, B, 2013, (prescribed textbook)
 pp 203-237 [eBook307-423], Chapter 10. Perceiving Lights, Shadows and the Gestalt.
Re lecture:
 "The artist as neuroscientist", Patrick Cavanagh. *Nature*. 3/17/2005, Vol. 434 Issue 7031, p301-307.
 See unit e-Reading list.

Week 8 - 04 May 2026

Module/Topic	Chapter	Events and Submissions/Topic
LECTURE 8: Cartooning: contexts and heritage The paradox of print cartoons Kinds of cartoons Historical development The cartoonist's conceptual toolbox The cartoon in the newspaper context Future trends Conclusion	TUTORIAL 8: Introduction to cartooning Instruction via unit Moodle site: <u>Exercise 8.1: Experiment with the power of the doodle to express character and emotion</u> <u>Exercise 8.2: Experiment with body language</u> <u>Exercise 8.3: Brief introduction to ideation using Generative Artificial Intelligence (Gen AI)</u>	RESOURCES 8: No required readings ASSESSMENT: Drawing exercise portfolio Due: Week 8 Monday (4 May 2026) 10:00 am AEST

Week 9 - 11 May 2026

Module/Topic	Chapter	Events and Submissions/Topic
LECTURE 9: Fantasies become actualities Comic characters as commodities The role of new media, then and now Ukiyo-e in Japan Emergence of comic books Cartoon characters as trademarks Loonies, super heroes and adventurers Arch-rivals and antiheroes of the comic Australian illustrated children's fiction New wave of Aussie comics	TUTORIAL 9: Instruction via unit Moodle site: <u>Exercise 9.1: Three-dimensional primitives</u> <u>Exercise 9.2: Rounded characters</u> <u>Exercise 9.3: More expression please</u> <u>Exercise 9.4: Body language in action</u>	RESOURCES 9: Required readings: Re lecture: • From Hogan's Alley to Coconino County - Four Narratives of the Early Comic Strip: The Business of the Strips. David Westbrook, 2009. See unit e-Reading list. • Seduction of the Innocents and the Attack on Comic Books: The Comic Book Villain, Dr. Fredric Wertham, M.D. Dwight Decker, 1997. See unit e-Reading list. <hr/> ASSESSMENT: Assessment item 4, Quiz #3 opens

Week 10 - 18 May 2026

Module/Topic	Chapter	Events and Submissions/Topic

LECTURE 10:

Renaissance revisited
Introduction
Flatland Homer versus Homer cubed
Precision versus expression "a terrifying thing"
Fundamental reliance on hand-drawn visuals
Virtualisation of drawing tools and practices
Working between manual and digital workspaces
Hyperimage

TUTORIAL 10:

Instruction via unit Moodle site:
Exercise 10.1: Primitive animals
Exercise 10.2: Simple backgrounds
Exercise 10.3: Concept and storyboard visualisation

RESOURCES 10:

Required readings:
Re lecture:
• A short excerpt from The Simpsons Complete Seventh Season DVD. Interview with the creative team from PDI. See unit e-Reading list.
• "Software leaves its mark: memes and architectonics in Australian trademarks 1950-2000", Holmes, A. M., 2014,
See unit e-Reading list.
ASSESSMENT:

Concept visuals Due: Week 10 Monday (18 May 2026) 10:00 am AEST

Week 11 - 25 May 2026

Module/Topic

Chapter

Events and Submissions/Topic

LECTURE 11:

Illustration and information visualisation
Introduction
What is illustration?
Decision-making is a fundamental skill
Medium-specific and context specific considerations
Contexts and genres for applied images
Stylistic approaches
Selecting, mixing & matching techniques
Information Visualisation
Conclusion

TUTORIAL 11:

Instruction via unit Moodle site:
Exercise 11.1: Make a colour wheel
Exercise 11.2: Practice colour shading techniques
Exercise 11.3: Produce a colour version of your exercise 10.3.5

RESOURCES 11:

Required readings:
Re lecture:
• "Why Illustrations Aid Understanding" David Kirsch 2002. See unit e-Reading list.
• "Technical Illustration in the 21st Century" Bettina Giesma 2007. See unit e-Reading list.

Week 12 - 01 Jun 2026

Module/Topic

Chapter

Events and Submissions/Topic

There is no Lecture scheduled for Week 12. Use the time to work on Assessment item 3 and/or 4.

TUTORIAL 12:

There are no set tutorial exercises for Week 12. Use the time to work on Assessment item 3 and/or 4.

ASSESSMENT:
Assessment item 4, Quiz #4 opens

Exam Week - 08 Jun 2026

Module/Topic

Chapter

Events and Submissions/Topic

ASSESSMENT:

Comprehensive storyboard visual Due: Exam Week Monday (8 June 2026) 10:00 am AEST
Four online quizzes Due: Exam Week Wednesday (10 June 2026) 10:00 am AEST

Vacation/Exam Week - 15 Jun 2026

Module/Topic

Chapter

Events and Submissions/Topic

Term Specific Information

Drawing materials list

Following is a list of materials, implements, media and accessories that will be required for the tutorials in weeks 1-7 and for assessment item 1. Please ensure that you have them from Week 1 onwards. Most are available from good stationers and art supply shops.

Tutorials from week 8 onwards and assessment items 2 and 3 may be undertaken using digital drawing apps and tools or using the items in the list.

1/ Pencils

You should have with you at each tutorial a HB and a B pencil. Graphite pencils come in a range of grades. The most common is called an 'HB' ('H' stands for 'hard' and 'B' stands for 'black', so an 'HB' is a 'hard, black' which is the 'medium' grade. The blacker a pencil grade is the softer its 'lead' is. Drawing pencils can often be inexpensively bought in a set of six (H, HB, B, 2B, 4B, 6B) often in a plastic or tin container - which is ideal.

2/ Graphite stick

A graphite stick is just a fat pencil, usually not sheathed in wood, but wrapped in paper or plastic to keep your fingers clean when using it. Choose a soft grade. They are usually round, but may also be formed into a square shape. You will use this when you need to shade your paper all over to make a gray background. If you can't find a graphite stick one of your soft pencils on its edge will do.

3/ Pencil sharpener

Keep your pencils sharp. Ideally use one with a container for your pencil sharpenings. Alternatively use a kraft knife and sharpen over a rubbish bin.

4/ Eraser

A soft pencil eraser.

5/ Fine-tipped, non-permanent, black drawing pen

A fine-tipped overhead projection pen is suitable.

6/ A4 or A3 size sketch pad

This should have white, medium texture paper and may be spiral-bound. This will be used for an assessable drawing exercise portfolio.

7/ Mobile phone, tablet, or mirror

You will need to take a selfie using a mobile phone or tablet to draw required self portraits. Alternatively, use a small mirror.

8/ A 'picture plain aid'

A clear acrylic, A4 size, clip board is perfect for this.

9/ Two 'viewfinders'

These are made from approximately A4 size black cardboard. Each has a different size of window cut out from the middle. There are instructions on page 14 of the Edwards (2013) text [eBook p.44].

10/ Two foldback clips

For clipping the picture plain aid and viewfinder together

Note: The following items will only be required if you won't be opting to draw digitally in the second half of the term.

11/ A supply of lesser-grade, inexpensive photocopy, cartridge, or butchers' paper for repetitive cartooning exercises.

12/ Coloured pencils

A set of 24 good quality coloured pencils will be required for the colour exercises and for assessment item 3 - but only if you are not going to use digital drawing technology.

Assessment Tasks

1 Drawing exercise portfolio

Assessment Type

Portfolio

Task Description

Assessment item 1 instructions

Students must submit a portfolio of scans or photo images (saved as .jpg or .png files) of the 16 pencil drawings from

the tutorial exercises they completed during the first 7 weeks of the course, specifically:

Week 1 exercises:

- 1.1 self portrait;
- 1.2 person drawn from memory;
- 1.3 your hand.

Week 2 exercise:

- 2.2 upside-down drawing.

Week 3 exercises:

- 3.1 pure contour drawing,
- 3.2 modified contour drawing,
- 3.3 modified contour drawing 2.

Week 4 exercise:

- 4.1 negative space drawing of a chair.

Week 5 exercises:

- 5.1 Experiment with informal, one-point and two-point perspective (submit one example),
- 5.2 Two-point perspective drawing.

Week 6 exercises:

- 6.1 Observation of frontal and profile heads and filling in "blanks",
- 6.2 Copying a successful portrait example,
- 6.3 Profile portrait of a person.

Week 7 exercises:

- 7.1 Copying exercise,
- 7.2 Cross-hatching exercise,
- 7.3 Drawing a tonally modelled, volumetric self portrait.

Use of Generative Artificial Intelligence agents (Gen AI)

AI Assessment Scale: Level 1

You must not use AI at any point during this assessment. You must demonstrate your core skills and knowledge. Any misuse or lack of disclosure regarding the use of AI tools will be considered a breach of academic integrity.

Submission Instructions

Collect sharp and clear and copies of the drawings as you go. In an MS Word document create a cover page with the unit name and number, your name and student number, and the assessment item number entered.

Insert one digital image file per page and label it as per the exercise names above. Save the Word file with your surname and 'Ass 1' as the file name.

Save or export the Word file to pdf format and submit this via Assessment link in the Moodle unit web site. Agree to the originality statement and ensure you submit successfully.

Assessment Due Date

Week 8 Monday (4 May 2026) 10:00 am AEST

Please note: The 72-Hour grace period applies to this assessment item. If you need longer than 72 hours, you'll still need to use the normal Assessment Extension System process.

Return Date to Students

Within 14 days of submission.

Weighting

20%

Assessment Criteria

Because the exercises weeks 1–7 are all practice and development exercises, the assessment is mostly marked on a quantitative, not qualitative basis. However, a qualitative mark will be awarded for exercise 7.3 only.

Students receive one mark per drawing submitted, providing that it is obviously a genuine attempt to follow the instruction, for all exercises except 7.3.

For exercise 7.3 only, up to 5 marks will be awarded for demonstrated proficiency in techniques learned throughout the tutorial exercises to achieve the tonally modelled, volumetric self-portrait. As per the text book instructions, the self-portrait may be a "full-face view" or a "three-quarter view".

Total possible for assignment 1: 20 marks.

Referencing Style

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Submission Instructions

Capture clear digital images of your drawing exercises as jpeg or png files. Insert these into a Word document and label each of them with the exercise number. Save or export the Word document to .pdf format and submit this via Assessment link in the Moodle unit web site. Agree to the originality statement and ensure you submit successfully.

Learning Outcomes Assessed

- perceive edges and draw line contour drawings;
- perceive and draw negative space and chiaroscuro;
- draw an informal freehand perspective drawing; draw shapes and forms in one-point and two-point perspective;
- perceive different tones and textures, and recreate them using crosshatching and shading;

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking

2 Concept visuals

Assessment Type

Practical Assessment

Task Description

Assessment item 2 instructions

Students are to create three monochrome (black and white) visualisations, using graphite pencil on paper or a digital stylus using drawing 'brush' settings in a drawing application.

Each will employ a different viewpoint:

Visual # 1: Informal perspective (using one or more vanishing points),

Visual # 2: Parallel view (where parallel lines stay parallel),

Visual # 3: Abstracted space (organised for the purpose highlighting relationships).

The size of the drawing should fill an A4 page. Each drawing has a set topic. Please pay attention to the details of each brief:

Visual # 1: (Informal perspective)

Visualise a real or imaginary scene for an advertisement or social media meme that is to feature a chess game that has been disturbed. The setting is up to you, but the scene must also feature a bitten apple. Be sure to employ perspective (where receding lines converge) and/or foreshortening. There are no people to be seen. The view is to evoke a sense of mystery, foreboding and a dramatic sense of scale. The product or service being advertised has not been specified and so is irrelevant to you.

You are also not told what medium the advert is for. The number of chess pieces left in the game is up to you but it must be at least two: one white and one black.

Use of Generative Artificial Intelligence agents (Gen AI)

AI Assessment Scale: Level 2

For Visual # 1 only, you may use AI for ideation. This is optional.

If you use Gen AI, your process must be declared using a template provided in the assessment instructions. Your final submission must be your own drawing. Any misuse or lack of disclosure regarding AI tools will be considered a breach of academic integrity.

Visual # 2: (Parallel view)

Sketch the contents of one bag from your weekly groceries spread out on your kitchen table or bench. There must be a bottle of olive oil among the items. Remember that in a parallel view, lines (including ellipses) that are parallel in real life stay parallel.

Use of Generative Artificial Intelligence agents (Gen AI)

AI Assessment Scale: Level 1

You must not use AI at any point for Visual #2. You must demonstrate your core skills and knowledge. Any misuse or lack of disclosure regarding the use of AI tools will be considered a breach of academic integrity.

Visual # 3: (Abstracted space)

Visualise an illustration that conveys your impression of the processes involved in seeing - from when light enters your eye and forms an image on your retina, to the conversion of this image into electrical impulses in your optic nerves, to the perception one sees in one's "mind's-eye".

This may be achieved as a series of images if you wish, but not necessarily. You may decide to use a mixture of viewpoints if you wish. The processes you visualise need not be physically or anatomically correct. The objective is to decide on appropriate viewing space(s) to represent what you think is going on at any particular stage and to unify these views into an overall concept and style of visualisation. You must include as part of the composition, the handwritten words:

"Sight is what you see with your eyes,
vision is what you see with your mind"

— Robert T. Kiyosaki

Use of Generative Artificial Intelligence agents (Gen AI)

AI Assessment Scale: Level 1

You must not use AI at any point for Visual #3. You must demonstrate your core skills and knowledge. Any misuse or lack of disclosure regarding the use of AI tools will be considered a breach of academic integrity.

Each drawing should be finished to the level of a concept rough using techniques taught in the course tutorials. The aim should be to make each picture self-explanatory. It should be understood without having to use supporting texts or notes (except for the words prescribed in the requirements for Visual #3 and the Gen AI template for Visual #1).

Submission instructions

If you made pencil drawings, scan or digitally photograph them. Save the digital files in .jpg or .png format. In MS word create a cover page with the unit name and number, your name and student number, and the assessment item number entered. Insert one digital image file per page and label it as per the names above.

For Visual #1, use the template provided and declare whether Gen AI was used for ideation. If it was used, briefly state how the AI image influence your submitted drawing. Append the Gen AI template to your assessment submission.

Save the Word file with your surname and 'Ass 2' as the file name.

Save or export the Word file to pdf format and upload to Moodle. Agree to the originality statement and ensure you submit successfully.

Assessment Due Date

Week 10 Monday (18 May 2026) 10:00 am AEST

Please note: The 72-Hour grace period applies to this assessment item. If you need longer than 72 hours, you'll still need to use the normal Assessment Extension System process.

Return Date to Students

Within 14 days of submission

Weighting

30%

Assessment Criteria

Assessment item 2 criteria

Each drawing will be allocated up to 10 marks according to the following criteria:

- effective use of line and qualities of line (up to 2 marks)
- effective use of positive and negative space (up to 2 marks)
- demonstrated understanding of the specified representational view: e.g. perspective for visual 1; parallel view for visual 2; abstracted logic for visual 3 (up to 2 marks)
- effective use of tonality and texture to achieve shape and form (up to 2 marks)

Plus, the following additional criterion in respect of each of the visuals:

- For visual # 1: the creative originality of the concept and the effectiveness of the style and technique employed in conveying the concept (up to 2 marks)

Note: A marking penalty of -2 marks will apply to the total assessment 2 mark if a complete Gen AI declaration template for Visual #1 is not included as required. The declaration itself is not marked.

- For visual # 2: the impact and balance of the overall composition within the format chosen by the student and the realism (recognisability of the objects for what they are without taking account of labelling) achieved using parallel view (up to 2 marks)
- For visual # 3: the appropriateness of the viewing space(s) chosen to represent the prescribed processes, achievement of communication of a concept; the balance achieved with the overall composition (up to 2 marks).

Total possible for assignment 2: 30 marks.

Referencing Style

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Submission Instructions

Scan or photograph each image to produce a clear facsimile. Insert the image files into a Word document containing your name and student number and the assessment title. Save or export the Word file to pdf format and upload to Moodle. Agree to the originality statement and ensure you submit successfully.

Learning Outcomes Assessed

- perceive edges and draw line contour drawings;
- perceive and draw negative space and chiaroscuro;
- understand concepts related to perspective and proportion such as the picture plane, the ground plane, the horizon

line, vanishing points, one-point perspective, two-point perspective, three-point perspective and perspective grids; sight angles and proportions,

- draw an informal freehand perspective drawing; draw shapes and forms in one-point and two-point perspective;
- perceive different tones and textures, and recreate them using crosshatching and shading;
- draw objects built from fundamental shapes (rectangles, triangles, ellipses) and fundamental forms (cubes, spheres, cones, cylinders);
- draw expressive cartoon figures and scenery; and,
- be able to synthesise and apply these concepts and manual skills in the production of: thumbnail sketches for the development and communication of visual designs; storyboards for conveying multimedia and movie ideas; and comprehensive concept presentation visuals.

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking

3 Comprehensive storyboard visual

Assessment Type

Practical Assessment

Task Description

Assessment item 3 instructions

You are to envisage a cartoon narrative and produce a comprehensive visual using colour pencil, marker visual or similar digital drawing technique, in the form of a storyboard consisting of between 6 and 10 frames. The basic plot is specified in a brief. It involves a character who morphs from 'flatland' to '3-D land'.

The brief: Twoy company is looking for a character along the lines of Mortein's formerly successful 'Louie the Fly' to form the centre-piece of a multimedia campaign for a new multivitamin called 'twoyomin'. See the following link about Louie the Fly: <https://www.facebook.com/louiethefly/>

The character is to be a gender-neutral, capsule-shaped, superhero type with the symbol 'YY' on its uniform front. The idea is that this 'YY' character can lead a person from a tired, drab and flat world (of vitamin deficiency) into a vibrant, vital and three-dimensional state (of good health).

The task is to conceptually develop the overall idea and in the process progress the characterisation of the 'YY' hero. You are to depict the 'YY' character introducing itself to an (unspecified) tired and decrepit looking character, in a setting that is also unspecified except that it is two-dimensional and flat. After shaking hands with 'YY' the tired character is transformed, as is the whole setting, into a vibrant, sparkling and three-dimensional environment. After the transformation, the facial expression and body language of the tired character must have dramatically changed and the colours employed have changed in a manner supportive of the concept. The 'YY' character is to appear obviously proud of having been responsible for the change.

To enable you to produce the detail sufficient for a comprehensive visual it is recommended that each frame approximately fit in A5 size format (1/2 an A4 sheet, or 200 x 140mm).

Use of Generative Artificial Intelligence agents (Gen AI)

AI Assessment Scale: Level 2

You may use Gen AI for ideation only. If you use AI, your process must be declared using a template provided in the assessment instructions. Your final submission must be your own artwork. Any misuse or lack of disclosure regarding AI tools will be considered a breach of academic integrity.

Submission

Capture clear digital images of your storyboard visuals as jpeg or png files. Insert these into a Word document.

Use the template provided and declare whether Gen AI was used for ideation. If it was used, briefly state how the AI image influence your submitted drawing. Append the Gen AI template to your assessment submission. Save or export the Word document to .pdf format for submission via Moodle unit site. Agree to the originality statement and be sure that submission is complete.

Assessment Due Date

Exam Week Monday (8 June 2026) 10:00 am AEST

Please note: The 72-Hour grace period applies to this assessment item. If you need longer than 72 hours, you'll still need to use the normal Assessment Extension System process.

Return Date to Students

within 14 days of submission

Weighting

30%

Assessment Criteria

Assessment item 3 criteria

The assignment will be assessed against the following criteria:

- Overall portrayal of the characters (up to 4 marks)
- Overall portrayal of the mood or atmosphere and effectiveness in contrasting the extremes of the transformation from 'tired' to 'vibrant' (up to 4 marks)
- Overall portrayal of narrative and action (up to 4 marks)
- Characters' facial expressions (up to 2 marks)
- Characters' poses and gestures (up to 2 marks)
- Composition of the scenes (up to 2 marks)
- Effective use of lines (up to 2 marks)
- Effective use of perspective and proportion and/or abstraction (up to 2 marks)
- Proficient use of tone and texture to render shape and form (up to 2 marks)
- Appropriate and effective use of colour (up to 2 marks)
- Overall presentation (up to 2 marks)
- Original contribution to the development of the concept (up to 2 marks)

Note: A marking penalty of -2 marks will apply to the total assessment 3 mark if a complete Gen AI declaration template is not included as required. The declaration itself is not marked.

Total possible for assignment 3: 30 marks

Referencing Style

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Submission Instructions

Capture clear digital images of your storyboard visuals as jpeg or png files. Insert these into a Word document. Save or export this to .pdf format for submission via the assessment link on the Moodle unit site. Agree to the originality statement and be sure that submission is complete.

Learning Outcomes Assessed

- perceive edges and draw line contour drawings;
- perceive and draw negative space and chiaroscuro;
- demonstrate knowledge of the legacy of Renaissance art and alternative traditions such as Egyptian, Eastern and modern art;
- understand concepts related to perspective and proportion such as the picture plane, the ground plane, the horizon line, vanishing points, one-point perspective, two-point perspective, three-point perspective and perspective grids; sight angles and proportions,
- draw an informal freehand perspective drawing; draw shapes and forms in one-point and two-point perspective;
- perceive different tones and textures, and recreate them using crosshatching and shading;
- draw objects built from fundamental shapes (rectangles, triangles, ellipses) and fundamental forms (cubes, spheres, cones, cylinders);
- understand principles of harmony and contrast among colours;
- draw expressive cartoon figures and scenery; and,
- be able to synthesise and apply these concepts and manual skills in the production of: thumbnail sketches for the development and communication of visual designs; storyboards for conveying multimedia and movie ideas; and comprehensive concept presentation visuals.

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking

4 Four online quizzes

Assessment Type

Online Quiz(zes)

Task Description

Assessment item 4 instructions

At approximately three-weekly intervals a new quiz will be opened. There are four real quizzes and 10 questions in each quiz. The questions in each real quiz relate to the unit lectures and required readings in the previous three weeks.

There is also a sample quiz. It has 5 questions. The outcome of this quiz does not count toward assessment.

Each real quiz is worth up to 5 marks, making a total of 20 marks available for assessment item 4.

The quizzes are designed to be undertaken progressively and it is up to each student to decide when they are ready to

sit them. Once it is opened each quiz is available to be attempted until the final due date.
Only one attempt is allowed for each real quiz. The time allowed for each real quiz is 2 hours.

Number of Quizzes

4

Frequency of Quizzes

Other

Assessment Due Date

Exam Week Wednesday (10 June 2026) 10:00 am AEST

The 72-Hour grace period does NOT apply to final closing date for all 4 real quizzes for assessment item 4.

Return Date to Students

Marking automated on submission

Weighting

20%

Assessment Criteria

No Assessment Criteria

Referencing Style

- American Psychological Association 7th Edition (APA 7th edition)

Submission

Online

Learning Outcomes Assessed

- understand concepts related to perspective and proportion such as the picture plane, the ground plane, the horizon line, vanishing points, one-point perspective, two-point perspective, three-point perspective and perspective grids; sight angles and proportions,
- draw an informal freehand perspective drawing; draw shapes and forms in one-point and two-point perspective;
- understand principles of harmony and contrast among colours;

Graduate Attributes

- Communication
- Information Literacy
- Cross Cultural Competence
- Ethical practice

Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the [Student Academic Integrity Policy and Procedure](#). This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

What is a breach of academic integrity?

A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

Why is academic integrity important?

A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

Where can I get assistance?

For academic advice and guidance, the [Academic Learning Centre \(ALC\)](#) can support you in becoming confident in completing assessments with integrity and of high standard.

What can you do to act with integrity?



Be Honest

If your assessment task is done by someone else, it would be dishonest of you to claim it as your own



Seek Help

If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)



Produce Original Work

Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem