



**INSTITUTE SENI INDONESIA PADANGPANJANG
FACULTY OF VISUAL AND DESIGN ART
CRAFT ART STUDY PROGRAM**

**RENCANA PEMBELAJARAN SEMESTER
(RPS)**

SUBJECT	CODE	CLUSTER	Credit Semester System (sks)	Semester	Preparation Date
Basic Shape Image	6040402MKK27	Expertise Course	3	2	December 18, 2023
Authorization	Coordinator RPS		Head of Study Programme		
	Dr. Riswel Zam, S.Sn., M.Sn.		Hendra, S.Sn., M.Sn.		
Learning Outcomes (CP)	CPL-STUDY PROGRAMME (Learning Outcomes of Study Program Graduates)				
	P.1	Mastering art science and craft research methods.			
	P.2	Mastering art science in craft creation methods.			
	P.3	Mastering the concept of traditional, contemporary, industrial craft design.			
	P.4	Mastering the principles of designing craft works			
	KK.1	Able to design, create and develop craft products			
	KK.5	Able to design craft works according to the needs of the community			
KU.2	Able to show independent, quality and measurable performance				

CPMK (Course Learning Outcomes)	
CPMK1	Students have knowledge and understanding of shape drawing as a basis in fine arts in general and crafts in particular (P.1, P.2, P.3, P.4)
CPMK2	Students are able to draw with greyscale techniques of various shapes as a provision for designing and creating craft works (KK.1, KK.2, P.3, P.4).
CPMK3	creating craft works (KK.1, KK.4, KK.5)
CPMK4	Students are able to design drawings of a craft work with various forms and media (KK.1, KK.4, KK.5, KU.2)

Brief Description Course Content	The Basic Shape Image course contains practical learning that teaches students how to draw real objects seen on paper with greyscale (black/white) technique. objects seen on paper with greyscale (black/white) technique. The drawing process is done directly or stilllive where students see objects directly and draw them on paper according to their point of view. The objects drawn range from simple to complex shapes and with various characters such as wood, metal, glass, fabric to pottery/ceramic objects. This course improves students' skills in drawing as one of the basics in the science of art and design, but also indirectly trains students' hand skills in making/designing anything freehand.
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Study Material	<ol style="list-style-type: none"> 1. Perspective technique in figure drawing 2. Shape conformity and shading 3. Object character 4. Composition, Proportion 5. Light darkness 6. Still Live 7. Drapery 8. Ellipses
Bibliography	<ol style="list-style-type: none"> 1. Apriatno, Veri. (2004). <i>Cara Mudah Menggambar dengan Pensil</i>. Kawan Pustaka. 2. Sanyoto, E. S. (2010). <i>Nirmana: Elemen-elemen Seni dan Desain</i>. Jalasutra. 3. Santoso, E.M. (2018). <i>Teknik Dasar Menggambar Bentuk: Cara Mudah Belajar Menggambar</i>. Yogyakarta: Penerbit Andi.
Team Teaching	<p>Dr. Riswel Zam, S.Sn., M.Sn. Hendratno, S.Sn., MA.</p>
Learning Media	Computer/Laptop, LCD projector, Whiteboard, Marker and Eraser board, A3 drawing paper, Drawing pencils
Course requirements	-

Meeting	Abilities The final outcomes Preferred (sub CPMK)	Study material (learning material)	Learning method /strategy	Assesment			Time allocation	References
				Assessment criteria- indicator	Form of learning experience	Assessment scale		
1	Understand the rules of lectures and course overview.	<ol style="list-style-type: none"> 1. Lecture contract 2. Course overview and course correlation with other courses 3. Assessment rules 4. Reference of the course 5. Global introduction to basic shape drawing. 	Lecture	Knowing overview of basic shape image lectures.		5%	3 x 50 minutes (1 face-to-face meeting).	1,2
2	Draw a three-dimensional object with the basic shape of a cube or block made of paper	<ol style="list-style-type: none"> 1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Character of paper block object 	Performance drawing.	Students are able to draw paper blocks/cubes with good perspective and character and shading according to the object. Drawings made according to shape, neat and clean.	Practicum drawing	5%	3 x 50 minutes (1 face-to-face meeting).	1,2
3	Draw a three-dimensional object with the basic shape of a cube or block made of wood	<ol style="list-style-type: none"> 1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Character of wooden block object 	Performance drawing.	Students are able to draw wooden blocks/cubes with good perspective and character and shading according to the object, as well as drawings that are made	Practicum drawing	5%	3 x 50 minutes (1 face-to-face meeting)..	1,2

				according to shape, neat and clean.				
4-5	Drawing three-dimensional shapes with a wooden bench with a round seat	1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. The character of the object is a wooden bench with a round seat	Performance drawing.	Students are able to create a perspective of round objects in the form of elliptical lines.	Practicum drawing	5%	6 x 50 minutes (2 face-to-face meeting).	1,2
6	Draw three-dimensional shapes with spherical objects	1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Spherical object character	Performance drawing.	Students are able to create a perspective of a spherical object in the form of a ball.	Practicum drawing	5%	3 x 50 minutes (1 face-to-face meeting).	1,2
7	Draw an object metal-based metal cup/porcelain	1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Metal/porcelain cup-shaped object character	Performance drawing.	Students are able to create perspectives of metal/porcelain cup-shaped objects	Practicum drawing	5%	3 x 50 minutes (1 face-to-face meeting).	1,2

8	Mid Semester Test	1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Object character	Performance drawing.	Students are able to create perspective and respond to objects onto the picture field	Practicum Test drawing	5%	3 x 50 minutes (1 face-to-face meeting)..	
9-10	Draw two or more different objects with a circle base and a pottery base.	1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Object character	Performance drawing.	Students are able to create composition and perspective of plural objects	Practicum drawing	5%	6 x 50 minutes (2 face-to-face meeting).	1,2
11-12	Drawing object composition with fabric variations	1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Drapery 7. Object character	Performance drawing.	Students are able to create a composition of object composition with a variety of fabrics	Practicum drawingr	5%	6 x 50 minutes (2 face-to-face meeting).	1,2
13-14	Drawing the composition of objects made of glass	1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Object character	Performance drawing.	Students are able to make glass object composition	Practicum drawing	5%	6 x 50 minutes (2 face-to-face meeting).	1,2

15	Draw objects such as fruits	<ol style="list-style-type: none"> 1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Object character 	Performance drawing.	Students are able to draw single fruit objects or compositions	Practicum drawing	5%	3 x 50 minutes (1 face-to-face meeting).	1,2
16	Final Semester	<ol style="list-style-type: none"> 1. Perspective 2. Still Live 3. Composition, proportion 4. Shading 5. Light dark 6. Object character 	Performance drawing.	Students are able to create perspectives and respond to a group of objects with shapes and characters onto the picture plane.	Practicum Test drawing	5%	3 x 50 minutes (1 face-to-face meeting).	
TOTAL						100%		

Indicators, Criteria and Assessment Scale

Scoring Ruric

Data validity, data analysis results, Presentation and Teamwork		
Description/Work indicators	Number/Scores	Level/Grade
<ul style="list-style-type: none"> ▪ Shape and character of the drawing according to the object ▪ Composition or comparison of the size of the image according to the object ▪ Image perspective in accordance with the point of view ▪ Drawing shading is in accordance with the character of the object / object being drawn ▪ The drawing result is clean and neat 	91-100	Satisfying
<ul style="list-style-type: none"> ▪ Shape and character of the drawing according to the object ▪ Composition or comparison of the size of the image according to the object ▪ Image perspective in accordance with the point of view ▪ Drawing shading is in accordance with the character of the drawn object/objects ▪ The drawing is clean but not neat 	86-90	Very Good
<ul style="list-style-type: none"> ▪ Shape and character of the drawing according to the object ▪ Composition or comparison of the size of the image according to the object ▪ Image perspective in accordance with the point of view ▪ Drawing shading is in accordance with the character of the object / object being drawn ▪ The drawing is not clean and neat 	80-85	Good
<ul style="list-style-type: none"> ▪ Shape and character of the drawing according to the object ▪ Composition or comparison of the size of the image according to the object ▪ Image perspective in accordance with the point of view ▪ Drawing shading is not in accordance with the character of the drawn object/objects ▪ The drawing is not clean and neat 	76-79	More than Enough

<ul style="list-style-type: none"> ▪ Shape and character of the drawing according to the object ▪ The composition or size comparison of the image is appropriate to the object ▪ Image perspective is not in accordance with the point of view ▪ Drawing shading is not in accordance with the character of the drawn object/objects ▪ The drawing is not clean and neat 	65-75	Enough
<ul style="list-style-type: none"> ▪ The shape and character of the image match the object ▪ The composition or size comparison of the image does not match the object ▪ Image perspective is not in accordance with the point of view ▪ Drawing shading is not in accordance with the character of the drawn object/objects ▪ The drawing is not clean and neat 	60-64	Less
<ul style="list-style-type: none"> ▪ The shape and character of the drawing do not match the object ▪ The composition or size comparison of the image does not match the object ▪ Image perspective is not in accordance with the point of view ▪ The shading of the drawing is not in accordance with the character of the object/object being drawn. ▪ The drawing is not clean and neat 	0-59	Fail

