

ID A200: DESIGN COMMUNICATION 3: ILLUSTRATION

Item	Value
Curriculum Committee Approval Date	12/03/2014
Top Code	130200 - Interior Design and Merchandising
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

Application of the methods, techniques, and tools used for illustrating interior spaces and products. PREREQUISITE: ID A105 and ID A110. ADVISORY: ID A175. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Demonstrate three dimensional rendering skills to convey design concepts for interior environments.
2. Illustrate the principles of one point and two point perspective drawing techniques.
3. Apply basic light logic and finish materials' techniques using color media.
4. Demonstrate two and three dimensional rapid sketching that will apply to interior design presentations.

Course Objectives

- 1. Develop illustration skills to visually convey ideas.
- 2. Utilize conventional methods to produce 1-point and 2-point perspectives.
- 3. Illustrate interior spaces, products, and materials in perspective using a variety of color media.
- 4. Use thumbnail and hard line perspective to illustrate design concepts and solutions.
- 5. Demonstrate basic light logic techniques using various color media.
- 6. Develop the eye to draw how objects are actually seen from different points of view.
- 7. Develop oral presentation skills by orally presenting design solutions.
- 8. Produce perspective drawings of a design solution utilizing scaled dimensioned floor plan and elevation drawings.
- 9. Utilize one and two point methods to prepare quick sketch perspectives of interior spaces and products.

Lecture Content

Perspective Methods Brief History Terminology Drawing tools and materials One point perspective Two point perspective Three point perspective Perspective drawings produced from scaled dimensioned floor plans and elevations of architectural components to include: Walls Floors Ceilings Windows Doors Fireplaces Recessed lighting Built-ins Perspective drawings produced from scaled dimensioned floor plans and elevations of interior design components to include: Furnishings Accessories Wall coverings Floor coverings Window coverings Lighting fixtures Textures and patterns Drawing design components in perspective Architectural components Rendering techniques Tools and media - an overview Markers Colored pencil Pastels Square cornered objects and surfaces Radius cornered objects and surfaces Soft corners - (i.e. bed spread) Vertical surfaces Horizontal surfaces Materials, textures, patterns Woods Reflective surfaces Laminated plastic Glass (window; table top) Mirror (wall; framed) Chrome Brass Marble Masonry Brick Stone Cement Plants Miscellaneous People Window Treatments Quick sketch techniques for setting up a loose drawing of an interior with furnishings. The cube Converting the cube into more complex forms Interior components Circles, cones, spheres, cylinders Drawing curves in perspective Rendering highlights, shades and shadows based on light source direction Basic rendering techniques for highlighting, shading and shadowing based on light source direction Tools and papers Various color media Enhancement of the basic perspective drawing Vertical, horizontal, and curved surfaces Application of the rendering techniques to enhance: Floor plan drawings Elevation drawings Perspective drawings Visual presentation techniques Oral presentation techniques Final presentation

Lab Content

Perspective Methods One point perspective Two point perspective Three point perspective Perspective drawings produced from scaled dimensioned floor plans and elevations of architectural components to include: Walls Floors Ceilings Windows Doors Fireplaces Recessed lighting Built-ins Perspective drawings produced from scaled dimensioned floor plans and elevations of interior design components to include:

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

Lecture, demonstration, laboratory, critique (instructor/student), research, and student presentation.

Reading Assignments

Assigned reading from texts/handouts (1.25 hours/week = 20 hours)

Writing Assignments

1. Select magazine photographs that show one point, two point, and three point perspective. Demonstrate recognition of the perspective depicted by drawing the horizon line and lines to the vanishing point(s). Apply understanding of each perspective by drawing a box in each perspective. (2 hours)
2. Read and utilize scaled dimensioned floor plan and elevation drawings to complete both one point and two

point perspective drawings utilizing corresponding perspective grids developed in class. Incorporate room details such as casings, crown, base, windows, doors, and the space that two pieces of furniture would occupy. (2 hours) 3. Read and utilize scaled dimensioned floor plan and elevation drawings to complete a measuring plane perspective drawing utilizing measuring plane grid developed in class. Used on final project. (5 hours) 4. Render common use interior products, materials, and surfaces. Organize work into a reference notebook, itemizing the tools and media(s) utilized to complete them. (5 hours) 5. Convert the cube into more complex forms of interior products such as: chair, sofa, table, lamp, etc. Using geometric theory, divide or extend a space or object into increments that foreshorten. 6. Render a floor plan and coordinating elevation with various color media to illustrate materials, textures, patterns and furnishings. Then make the 2D drawings appear 3D by adding shadow and highlight. (3 hours) 7. Apply the techniques of plotting shadow using light and ground angles on a given perspective handout with the use of logic. (2 hours)

Out-of-class Assignments

1. Trace photographs of furnishings multiple times to develop muscle memory and the eye for what is actually seen. Then draw the items freehand. (5 hours) 2. Create a sketchbook with 5 – 10 minute one and two point perspectives (15 hours) 3. Trace a magazine photograph of an interior space including highlights and shadows. Overlay marker paper on traced line drawing and render to match the photograph using color, highlight, and shadow techniques, without black lines to define edges. (5 hours) 4. Design a floor plan for a given program. Using perspective, sketch the architectural and interior components of 4 views of the space. Select the view that best conveys the essence of the project and enhance it by doing a final rendering using the measuring plane grid. Compile sketches drawn, materials and pictures of furnishings to be used in final solution and put in process notebook. Prepare and present an oral and visual presentation of the design components. (10 hours)

Demonstration of Critical Thinking

Student projects, class presentations, research, student participation and weekly skill building activities.

Required Writing, Problem Solving, Skills Demonstration

1. Select magazine photographs that show one point, two point, and three point perspective. Demonstrate recognition of the perspective depicted by drawing the horizon line and lines to the vanishing point(s). Apply understanding of each perspective by drawing a box in each perspective. 2. Read and utilize scaled dimensioned floor plan and elevation drawings to complete both one point and two point perspective drawings utilizing corresponding perspective grids developed in class. Incorporate room details such as casings, crown, base, windows, doors, and the space that two pieces of furniture would occupy. 3. Read and utilize scaled dimensioned floor plan and elevation drawings to complete a measuring plane perspective drawing utilizing measuring plane grid developed in class. Used on final project. 4. Render common use interior products, materials, and surfaces. Organize work into a reference notebook, itemizing the tools and media(s) utilized to complete them. 5. Convert the cube into more complex forms of interior products such as: chair, sofa, table, lamp, etc. Using geometric theory, divide or extend a space or object into increments that foreshorten. 6. Trace photographs of furnishings multiple times to develop muscle memory and the eye for what is actually seen. Then draw the items freehand. 7. Create a sketchbook with 5 – 10 minute one and two point perspectives. 8. Render a floor plan and coordinating elevation with various color media to illustrate materials, textures, patterns and furnishings. Then

make the 2D drawings appear 3D by adding shadow and highlight.

9. Apply the techniques of plotting shadow using light and ground angles on a given perspective handout with the use of logic. 10. Trace a magazine photograph of an interior space including highlights and shadows. Overlay marker paper on traced line drawing and render to match the photograph using color, highlight, and shadow techniques, without black lines to define edges. 11. Design a floor plan for a given program. Using perspective, sketch the architectural and interior components of 4 views of the space. Select the view that best conveys the essence of the project and enhance it by doing a final rendering using the measuring plane grid. Compile sketches drawn, materials and pictures of furnishings to be used in final solution and put in process notebook. Prepare and present an oral and visual presentation of the design components.

Eligible Disciplines

Interior design: Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Dawkins, J., Pable, J.. Sketching Interiors at the Speed of Thought, 1 ed. New York: Bloomsbury, 2018