

TOTAL CREDIT HOURS: 3
PREREQUISITES:

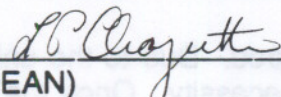
SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ON.

COURSE OUTLINE

COURSE TITLE: Drawing and Graphic Presentation (Advanced)
COURSE CODE: ARC 317
PROGRAM: Architectural Technology
SEMESTER: IX (Winter)
AUTHOR: Henry Pietrzakowski
DATE: 4 January 1994

PREVIOUSLY DATED:  Apr/94

APPROVED:  DATE: _____
(DEAN)

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I. INTRODUCTION

Visual communication has been around for nearly 25,000 years - from the cave paintings of France to the rock-cut tomb frescoes of ancient Egypt. It took the painters and architects of the Renaissance to apply mathematical rules of perspective and studies in light and shade to give us a recognizable facsimile of reality.

Many of the presentation techniques developed during the Renaissance are still in use today in slightly updated forms. Since the days of the Beaux Arts School, there have been many different styles of presentation, which have altered the course of presentation techniques. Even today, many architects are developing their own styles of drawing that best describe their architecture.

Drawing has no beginning and no end. The only way to learn drawing is to draw. The scope of this course will be visual in nature. Through examples, the students will be provided with images to emulate. In this way, the student will understand what he or she is working towards.

II. PHILOSOPHY AND GOALS

Drawing is both a mental and physical skill. Anyone can draw, and draw competently, but it must be worked at. Practice and direct application is essential.

In order to draw, certain basic skills will be developed. Due to the unlimited possibilities of media, good planning becomes a necessity. Once the concepts and formats have been considered, certain guidelines are needed to prepare the material in order to accomplish the objectives of the presentation. Since few things can be learned by the theoretical approach, the nature of this course will be characterized through case study examples with emphasis on a "direct hands-on" approach. Emphasis will also be placed on the fact that as learning continues, not only will the student become better, but faster. The student will also be encouraged to further develop seemingly complex techniques, thereby imparting individuality and uniqueness that is evident in all graphic presentations.

III. STUDENT PERFORMANCE OBJECTIVES

Upon successful completion of the course, the student will be able to:

1. Identify various materials and instruments commonly used by graphic designers, and their respective appropriate uses.
2. Understand and successfully apply various graphic presentation techniques and drawing principles.
3. Through an understanding, properly develop the "Entourage" to a given project.
4. Demonstrate the interdependence of light and texture.
5. Apply graphical presentation techniques to various architectural (orthographic) projections; namely the plan, section, elevation and pictorial view.
6. Develop freehand drawing techniques using various media.
7. Prepare a portfolio of completed work.

IV. TOPICS TO BE COVERED

A. Review of Basic Equipment and Materials

B. Drawing Techniques

1. Methods, Tools, Techniques

C. Rendering Techniques

1. Methods, Tools, Techniques

D. Drawing Vocabulary

1. Textures (Wall, Paving, Roofing)
2. Human Figures
3. Accessories

E. Drawings

1. Site Plan
2. Floor Plan
3. Elevations
4. Sections
5. Interior Perspectives
6. Exterior Perspectives

V. METHOD OF EVALUATION

Students will be assigned a final grade based on successful completion of tests, assignments, projects and attendance, weighted as follows:

Assignment # 1	15%
Assignment # 2	15%
Assignment # 3	25%
Sketch Problems & Tests	35%
Attendance/Participation	10%
TOTAL	100%

Late assignments will be penalized. Attendance and punctuality will be considered in the student assessment.

A final letter grade will be assigned as follows:

A+	90-100%
A	80-89%
B	70-79%
C	55-69%
R	Repeat

VI. STUDENT RESOURCES

Design Presentation: Techniques for Marketing & Project Proposals

E. Burden

McGraw Hill Book Company

Architectural Graphics

F. Ching

Van Nostrand Reinhold Publishing Company

Plan Graphics

T.D. Walker & D.A. Davies

Van Nostrand Reinhold Publishing Company

Architectural Illustration in Watercolour

S. Hoffpanir & J. Rosner

Whitney Library of Design

Architectural Rendering Techniques: A colour reference

M.W. Lin

Van Nostrand Reinhold Publishing Company

Architectural Drafting Equipment Kit

In addition to those materials provided in the kit, the student will be expected to supply various other media and materials necessary to complete the assignments and projects.

VII. SPECIAL NOTES

1. Students with special needs are encouraged to discuss required accommodations in confidence with the instructor.
2. The instructor reserves the right to modify the course and course outline as deemed necessary to meet the needs of the students.

