

ID120

Graphic Presentation I

3 Credits

Instructor: Rochelle Horne

Original Developer: Cindi Plant

Current Developer: Rochelle Horne

Reviewer: Fiona McLeod

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2602 - 59 Avenue, Lloydminster, Alberta, Canada T9V 3N7. Ph: 780 871 5700
5707 College Drive, Vermilion, Alberta, Canada T9X 1K5. Ph: 780 853 8400
Toll-free in Canada: 1 800 661 6490



ID120 Version: 21



Graphic Presentation I

Calendar Description

This course is an introduction to drawing as a communication skill in interior design. Emphasis is on the development of free-hand drawing and presentation skills with pencil, pen and ink, and felt-tip using a variety of media surfaces and presentation techniques. Also this course is an introduction to both one point and two point perspectives.

Rationale

This is a required course for Interior Design Technology students. The development of drawing skills as a communication tool is essential in imparting creative design solutions. Having a foundation in the use of various technical techniques and having the skills to professionally execute these techniques aid the student in making informed decisions in presentation.

Prerequisites

None

Co-Requisites

[ID110](#)

Course Learning Outcomes

Upon successful completion of this course, students will be able to

1. recognize and use drawing as a means of daily communication and problem solving.
2. execute proper use and maintenance of graphic equipment and tools.
3. demonstrate skills in inking, rendering, and lettering.
4. draw an accurate one-point and two-point perspective of a given floor plan and corresponding elevations.
5. render interior materials in a given perspective to an appropriate scale.

Resource Materials

Required Text:

Scalise, Christina M. (2014). *Interior design illustrated* (2nd ed.) New York: Fairchild

Books, Inc.

Required Materials:

Each student is to purchase the graphics kit as well as other supplies as required.

Conduct of Course

1. Most of the course material is covered by work during class. The 48 hours are divided into approximately 30 hours of lecture and 18 hours of studio.
2. The instructor provides instructional objectives and activity criteria at the beginning of each class.
3. Each topic is introduced with a lecture, followed by a problem-solving assignment.
4. Active participation in class is expected.
5. Assignments are due when stated. Late assignments will receive a deduction of one grade step per day including weekends. For example, if the assignment warrants a "B", and it is submitted one day late, the recorded grade will be a "B-", two days late, C+ and so on.
6. Students are expected to:
 - let the instructor know if you will be absent.
 - punctuality is required – no student will be admitted after the commencement of class.

Evaluation Procedures

<u>Course Component</u>	<u>Weighting</u>
Freehand Sketching	10%
Rendering Techniques	50%
Perspective Techniques	40%
TOTAL	100%

The student's performance expectations include:

- general improvement of competencies: utilizing previously learned skills.
- class attendance: consistent attendance, consistent punctuality.
- time-management: utilizing class time effectively; completion of assignments on time.
- decision-making: continuous development of confidence in application of skills.
- class participation: asking questions, offering input to discussions, assisting others.

Grade Equivalents and Course Pass Requirements

A minimum grade of C (60%) (2.00) is required to pass this course.

Letter	F	C	C+	B-	B	B+	A-	A	A+
Percent Range	0-59	60-64	65-69	70-74	75-79	80-84	85-89	90-94	95-100
Points	0.00	2.00	2.30	2.70	3.00	3.30	3.70	4.00	4.00

Attendance

Regular attendance is essential for success in any course. Absence for any reason does not relieve a student of the responsibility of completing course work and assignments to the satisfaction of the instructor.

If the total number of unexcused absences exceeds three classes, a student may be required to withdraw from the class and will automatically receive a grade of "RW" (Required to Withdraw) no credit earned. An "RW" is calculated as a failing grade of 0.0 in GPA.

In cases of repeated absences due to illness, the student is requested to submit a medical certificate.

Instructors have the authority to require attendance at classes.

Course Units/Topics

1. Drawing as Design Communication
2. One Point and Two Point Perspectives
2. Freehand Sketching
3. Rendering Techniques
4. Presentation Techniques



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