

ID220

Graphic Presentation II

3 Credits

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ID 220 Version: 17



Graphic Presentation II

Calendar Description

This course is an introduction to computer software to create perspectives and renderings. It is a continuation of developing sketching skills. In this course, students create fully rendered interior perspectives.

Rationale

This is a course for Interior Design Technology students. Interior designed spaces are best understood by the lay person (or client) through the use of perspective sketches or drawings that approximate the three-dimensional view of a given space. Perspectives are used to supplement and enhance the information given on plans, elevations and sections.

Prerequisites

ID 120 and ID 160

Co-Requisites

ID 210

Course Learning Outcomes

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

1. sketch freehand perspectives from a given floor plan.
2. use software to develop accurate one-point or two-point perspective of a floor plan and corresponding elevations.
3. render interior materials in a given perspective to an appropriate scale.

Resource Materials

Required Text:

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

Roskes, B. & Elliot A. (2016). *Modeling for Sketchup for Interior Design*. Washington, D.C.: 3DVinci.

Reference Texts:

Krohn, M. (2014). *Kitchen and bath design presentation: Drawing, plans, digital rendering* (2nd ed.). Hackettstown, NJ: National Kitchen and Bath Association.

Montague, J. (2005). *Basic perspective drawing: a visual guide* (4th ed.) Hoboken, NJ: John Wiley & Sons, Inc.

Pile, John. (1985). *Perspective for interior designers*. New York, NY: Whitney Library of Design.

Additional bibliography of drawing and sketching books available in Resource Center.

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 45 hours are divided into approximately 25 hours of lecture and 20 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 the class.

Evaluation Procedures

<u>Course Component</u>	<u>Weighting</u>
Projects	30%
Class Assignments	60%
Sketchbook	10%
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	4.0

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. Perspective Review
2. Introduction to rendering software
3. Developing the Perspective with software
4. Hand Sketching
5. Application of Graphics Techniques



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