

ID 320

Graphic Presentation III

3 Credits

Instructor: Rochelle Horne

Phone: 780 853 8522

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



ID 320 Version: 16



Graphic Presentation III

Calendar Description

Emphasis is on the development of a personal rendering and presentation technique. In addition, this course focuses on the presentation of developed design solutions to accompany ID 310.

Rationale

This is a required course for Interior Design Technology students. A designer must possess drawing and rendering skills that communicate design ideas accurately and effectively.

Prerequisites

ID 210 and ID 220

Co-Requisites

ID 310

Course Learning Outcomes

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

1. draw an accurate perspective of any space which the student designs.
2. render colours, textures and patterns to match samples chosen.
3. apply shade and shadow concepts to interior perspectives.
4. use good judgment in choosing appropriate graphic tools and techniques, and in presenting each drawing in a professional manner.

Resource Materials

Required Texts:

Roskes, B. & Elliot, A. (2019). *Modeling for Sketchup for Interior Design*. Washington, D.C.: 3DVinci.

Reference Text:

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

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 they will be absent.
 - be punctual.

Evaluation Procedures

<u>Course Component</u>	<u>Weighting</u>
Class Assignments	45%
Rendered Perspectives	45%
Freehand Sketching	<u>10%</u>
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 and contribution to the learning process, 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. Rendering technique review.
2. Hand sketching
3. Sun, shade and shadow casting
4. Introduction to rendering software.
5. Perspectives



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