SPOKANE FALLS COMMUNITY COLLEGE

Course Learning Objectives
Student Learning Outcomes

Course Title: Drawing Communication
Prefix and Course Number: INTDS 184

Last Modified: F17

Course Learning Objectives

I. Review of Floor Plans and Elevations
   A. Intermediate skill development
      1. Utilize drawing skills from INTDS 173 for continuity
      2. Continuation of drafting conventions
      3. Line weights for conveying depth and form
II. Projection drawings on a 2-D Surface
   A. Terminology
   B. Review of 30/60 and 45 degree triangles
      1. Differences between using 45/60/30 –degree angles
      2. Review circles as ellipses
   C. Floor plan development utilizing isometric method
   D. Advantages and disadvantages to isometric drawing construction
   E. Demonstration by instructor of examples
III. Perspective Drawing Techniques
   A. Understanding basic perspective principles
      1. Projected method – pros and cons
      2. Grid method- pros and cons
   B. Fundamental terminology
   C. One point perspective development
      1. Understanding of the use of one vanishing point
      2. Demonstration by instructor of quick methods
   D. Implementation of basic furnishings
      1. Angles furnishings
      2. Slanted planes and circular feature
      3. People and accessories
   E. Two point perspective development
      1. Understanding of the use of two vanishing points
      2. Demonstration of examples
   F. Implementation of basic furnishings
      1. Angled furnishings
      2. Slanted planes and circular features
      3. People and accessories
IV. Volume Design
   A. Introduction to model building as a design presentation tool
   B. Terminology
   C. Demonstration by instructor on cutting and gluing techniques

Student Learning Outcomes

By the end of this course, a student should be able to:

1. Understand the role hand drafting can play in the career of an interior designer.
2. Review of Floor Plans and Elevations
3. Create projection drawings on a 2-D Surface, including isometric development
4. Understand basic perspective drawing techniques.
5. Create a one point perspective
6. Create a two Point perspective
7. Implement basic furniture arrangements within the perspective
8. Develop model-building skills as a design tool.
9. Understand materials and construction methods used in model building
10. Review different model types used in industry