INTDS 187 - ARCHITECTURAL GRAPHICS III

 COURSE LEARNING OUTCOMES (CLOs)
1. Review graphic standards from Architectural Graphics II for continuity.
2. Translate architectural elements into interior elevation.
3. Create accurate Paraline drawings with emphasis on 30/30 isometrics.
4. Apply the projected drawing method of interior perspective, how to create them, and how to adapt them to a variety of different interiors.
5. Construct one and two point perspective drawings from floor plan created in Architectural Graphics II.
6. Demonstrate an understanding of furniture, people and accessories in one and two point projected perspective drawing.
7. Articulate an understanding of volumetric drawings used in interior design.
8. Construct conceptual and presentation models as a design presentation tool for volumetric space exploration.
9. Effectively participate in fair and constructive evaluation of their own work and work of their peers.
10. Develop cooperative learning and production strategies.

COURSE OUTLINE

I. **Introduction to Plans and Elevations**
   a. Terminology
   b. Basic skills
   c. Floor plan development
      1. Utilize floor plan from Architectural Graphics II for continuity
      2. Review of drafting conventions
      3. Line weights for conveying depth and form
   d. Interior Elevations
      1. Depicting all interior architectural elements in a consistent scale
      2. Scale conventions
      3. Line weights for communicating spatial relationships
      4. Taking interior elevations from construction drawings to design drawings
      5. Development of details, furnishings and accessories

II. **Isometric Paraline Drawings**
   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
      1. Demonstration of examples

III. **Plan Projected Method of Perspective Drawing**
   a. Understanding basic perspective principles
   b. Fundamental terminology
      1. Picture plane

2. Horizon Line
3. Station point
4. Cone of vision
5. Vanishing points
c. One point perspective development
1. Understanding of the use of <u>one</u> vanishing point
2. Demonstration of examples
d. Implementation of basic furnishings
1. Angled furnishings
2. Slanted planes and circular features
3. People and accessories
e. Two- point perspective development
1. Understanding of the use of <u>two</u> 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. **Introduction to Volume Design**
a. Introduction to model building as design presentation tool for volumetric space exploration
b. Purpose
1. Study or working models
2. Presentation or finished models
c. Materials and construction methods
1. Types of paperboards
2. Wood
3. Plastics and foam
4. Adhesives and tools
d. Demonstrations and examples of various types