COURSE OUTLINE OF RECORD

Number: DSGN G131   TITLE: Perspective And Rendering Systems

ORIGINATOR: Theresa Lavarini   EFF TERM: Spring 2008
FORMERLY KNOWN AS:   DATE OF OUTLINE/REVIEW: 10-25-2013
CROSS LISTED COURSE:   TOP NO: 0953.00

SEMESTER UNITS: 3.0
HRS LEC: 36.0   HRS LAB: 54.0   HRS OTHER: 0.0
CONTACT HRS TOTAL: 90.0
STUDY NON-CONTACT HRS RECOMMENDED: 72.0

CATALOG DESCRIPTION:
This course provides the fundamentals of drawing detailed perspective systems and fundamental rendering techniques commonly used by designers for accurate and dramatic presentations. The course emphasis is on understanding and developing proper perspective techniques. Basic rendering techniques are introduced.

JUSTIFICATION FOR COURSE:

PREREQUISITES:

COREQUISITES:

ADVISORIES:

ASSIGNED DISCIPLINES:
Drafting CADD (computer-aided drafting/design), CAD (computer-aided design), CAD (computer-aided drafting), Industrial design

MATERIAL FEE: Yes [X] No [ ] Amount: $19.50

CREDIT STATUS: Noncredit [ ] Credit - Degree Applicable [X] Credit - Not Degree Applicable [ ]

GRADING POLICY: Pass/No Pass [ ] Standard Letter [X] Not Graded [ ] Satisfactory Progress [ ]

OPEN ENTRY/OPEN EXIT: Yes [ ] No [X]

TRANSFER STATUS: CSU Transferable[X] UC/CSU Transferable[ ] Not Transferable[ ]

BASIC SKILLS STATUS: Yes [ ] No [X] LEVELS BELOW TRANSFER: Not Applicable

CALIFORNIA CLASSIFICATION CODES: Y - Not Applicable

NON CREDIT COURSE CATEGORY: Y - Not applicable, Credit Course

OCCUPATIONAL (SAM) CODE: C

REPEATABLE ACCORDING TO STATE GUIDELINES: No [X] Yes [ ] NUMBER REPEATS:

REQUIRED FOR DEGREE OR CERTIFICATE: No [ ] Yes [X]
Associate of Arts: Liberal Arts: Emphasis in Business and Technology(Associate in Arts) Design(Certificate of Achievement)

GE AND TRANSFER REQUIREMENTS MET:

COURSE LEVEL STUDENT LEARNING OUTCOME(S) Supported by this course:
1. demonstrate the ability to think in three dimensions.
2. appraise and apply the various and different perspective methods.
3. interpret reflections and reflective surfaces.
4. use gradation to differentiate surfaces to make surfaces read properly.
5. interpret and apply different types of shadows.
6. interpret and use the basic renderings for accurate and dramatic presentation.
7. generate lab drawings and basic renderings for accurate and dramatic presentations.
8. apply independent design ideas to required projects.

COURSE OBJECTIVES:
1. develop the ability to think in three dimensions.
2. study and apply the various and different perspective methods.
3. understand reflections and reflective surfaces.
4. utilize gradation to differentiate surfaces to make surfaces read properly.
5. understand and apply different types of shadows.
6. understand and use the basic renderings for accurate and dramatic presentation.
7. apply independent design ideas to required projects.

COURSE CONTENT:

LECTURE CONTENT:

1. Design lettering as it applies to perspective and rendered drawings.
2. Acquisition of technical knowledge, attitudes, and habits conducive to attaining a successful career in design.
3. Technical mechanism sketching as it applies to perspective and rendered drawings.
4. Use of instruments including templates, ellipses, sweeps and curves as they apply to perspective and rendered drawings.
5. Orthographic multi-view projections as they apply to perspective and rendered drawings.
6. Oblique, Axonometric and Perspectives views as they apply to perspective and rendered drawings.
7. Sections as they apply to perspective and rendered drawings.
8. Light and shadows, morning and evening sun and foreshortened shadows.
9. Reflections and highlights.
10. Introduction of ways to differentiate various materials and textures using rendering media.

LABORATORY CONTENT:

METHODS OF INSTRUCTION:

A. Lecture:
B. Lab:
C. Independent Study:

INSTRUCTIONAL TECHNIQUES:
COURSE ASSIGNMENTS:
Out-of-class Assignments
Research Library Media Center or Internet

Reading Assignments
Text Book
Instructor prepared handouts

Writing Assignments
Analyze, apply, and solve design problems requiring the knowledge, skills and techniques covered in class lectures, demonstrations, activities and research assignments.

Demonstrate skills through safe and proper usage of tools and equipment in perspective and rendering lab.
Complete of assigned drawing and rendering problems requiring the special techniques taught in class.

Develop cube, cube multiplication and division projects, including form and basic rendering of six materials.

Explode-out planes, cubes, ellipses, three glasses in perspective.

Measure point system, plan and elevation drawing, shading and gradation of shadows.

Draw one point perspective interior with single light source and plot shadows, optional >Baby Cubes= project.

Draw cityscape perspective final project.

Compile a class notebook and project preparation for portfolio.

METHODS OF STUDENT EVALUATION:
Midterm Exam
Final Exam
Short Quizzes
Written Assignments
Projects (ind/group)
Problem Solving Exercises
Skills Demonstration

Demonstration of Critical Thinking:
The student will explain to the instructor's satisfaction why certain techniques taught in class and covered in the reading assignments are used to solve each assigned drawing and rendering problem.

The student will apply critical thinking/problem solving skills to their class drawings and renderings.

Required Writing, Problem Solving, Skills Demonstration:
Analyze, apply, and solve design problems requiring the knowledge, skills and techniques covered in class lectures, demonstrations, activities and research assignments.

Demonstrate skills through safe and proper usage of tools and equipment in perspective and rendering lab.

Complete of assigned drawing and rendering problems requiring the special techniques taught in class.

Develop cube, cube multiplication and division projects, including form and basic rendering of six materials.

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TEXTS, READINGS, AND RESOURCES:

TextBooks:

Other:
1. Class Syllabus
   Instructor Handouts
   Project related supplies

LIBRARY:
Adequate library resources include:

Comments:

Attachments:

[Attached Files]