Degree Applicable

Glendale Community College
September 1994
Revised: October, 2009

# COURSE OUTLINE

## Architecture 105
## Perspective Graphics

## I. Catalog Statement

Architecture 105 presents the study of the theory of perspective as it used in the field of architecture. Through discussions and drawing assignments in one, two, and three point perspective, the students will become familiar with the techniques of creating a drawing with three dimensional qualities.

Units – 3.0
Lecture Hours – 2.0
Total Laboratory Hours – 4.0
(Faculty Laboratory Hours – 4.0 + Student Laboratory Hours – 0.0 = 4.0 Total Laboratory Hours)

Prerequisite: Architecture 101, Art 150, and Art 151 (Art 151 maybe taken concurrently.), Basic Computer Skills.

## II. Course Entry Expectations

Skills Level Ranges: Reading 5; Writing 5; Listening/Speaking 5; Math 3.

Prior to enrolling in the course, the student should:

1. have the ability to communicate visual ideas through the use of verbal, written and sketching techniques;
2. developed drafting skills by the completion of architectural projects using traditional drafting methods.

## III. Course Exit Standards

Upon successful completion of the required coursework, the student will:

1. demonstrate the process of creating a formal and informal perspective drawings of an object;
2. demonstrate the process to draw a rendered, perspective view from an orthographic (two dimensional) architectural plan;
3. demonstrate the process of the creation of shadows and shading of an object drawn using perspective projection;
4. demonstrate skills in the use of the SketchUp drawing software program by completing a selection of perspective drawing assignments.

## IV. Course Content

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|---|---|---|
| A. | Projections | 6 hours |
| | 1. Review of Isometric Projection | |
| | 2. Review of Orthographic Projection | |
| B. | One-Point Perspective | 18 hours |
| | 1. Project Setup | |
| | 2. Procedure | |
| D. | Two-Point Perspective | 45 hours |
| | 1. Project Setup | |
| | 2. Procedure | |
| E. | Three-Point Perspective | 12 hours |
| | 1. Project Setup | |
| | 2. Procedure | |
| E. | Shadows | 6 hours |
| | 1. Informal Method | |
| | 2. Formal Method | |
| F. | Introduction to the SketchUp software program | 9 hours |
| | 1. Toolbars | |
| | 2. Drawing Techniques | |
| | 3. File Management | |
| | 4. Printing and Exporting Drawings | |

## V. Methods of Presentation

The following instructional methodologies may be used in the course:

a. Lecture;
b. multimedia;
c. guest speakers;
d. individual and group projects;
e. field trips.

## VI. Assignments and Methods of Evaluation

1. Individual projects. (eg. will typically consist of projects assigned from the lab manual or by the instructor.)
2. Performance tests. (eg. will typically be a timed drawing test based off the topics covered in each chapter of the lab manual.)
3. Midterm examination (eg. will typically be a performance based final drawing project that utilizes the different topics covered up to that point in the course.)
4. Final examination. (eg. will typically be a performance based final drawing project that utilizes the different topics covered during the course.)
5. Portfolio review and critique. (eg. this is typically a critique of all of the work that the student has accomplished during the course. The work is bound in a portfolio and evaluated by the instructor.)

## VII. Textbook

Martin, D., Perspective Graphics Lab Manual, Current Version,
Glendale: Glendale Community College Bookstore, 2008.
10th Grade Textbook Reading Level. ISBN: None

## VIII. Student Learning Outcomes

1. Students will understand the process of creating a formal and informal perspective drawing of an object.
2. Students will have the ability to draw a rendered, perspective view from an orthographic (two dimensional) architectural plan.
3. Students will understand the creation of shadows and shading of an object drawn using perspective projection.
4. Students will gain introductory skills in the use of the SketchUp drawing software program.