PELLISSIPPI STATE TECHNICAL COMMUNITY COLLEGE
MASTER SYLLABUS

VISUALIZATION TECHNIQUES
IDT 1600

Class Hours: 3.0        Credit Hours: 3.0
Laboratory Hours: 3.0    Revised: Spring 04

NOTE: This course is not designed for transfer credit.

Catalog Course Description:

This course covers a variety of skills, techniques, methods and materials used to visually communicate design concepts. The course is an application of one- and two-point perspectives, rendering techniques using various media, quick sketch techniques and 3-D computer applications to graphically delineate three-dimensional space.

Entry Level Standards:

The student enrolling in this class should have basic reading, writing and math skills. A basic knowledge of sketching and color is helpful but not required.

Prerequisite:

IDT 1310

Corequisite:

IDT 1500

Textbook(s) and Other Course Materials:


Materials:
Drafting supplies as needed
4B drawing pencil
Colored pencils (Prismacolor brand)
Markers (Prismacolor brand)
Rapidograph pens and ink
Illustration board, matt board and foam core (as needed)
Transfer paper
Sticky back (as needed)
1" 3-ring binder
24" metal straightedge with cork back
Thumbtacks

I. Week/Unit/Topic Basis:

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Introduction, Course Objectives, etc.</td>
</tr>
<tr>
<td>2-3</td>
<td>Basic Drawing Skills</td>
</tr>
<tr>
<td>4-5</td>
<td>One-point Perspective Shade and Shadow (PENCIL)</td>
</tr>
</tbody>
</table>
Value Studies

6-7  Two-point Perspective
    Shade and Shadow (PEN & INK)
    Value Studies and Sketch Assignment

8-9  Project - Color Copy Rendering
    Sketch Assignment

10   Other 3-D presentation methods
    Axonometrics
    Quick sketches

11-14 Architectural Illustration and Rendering
     Colored pencils and markers
     Project and Quick Sketch
     Sample Boards and Presentation Boards
     Project and Quick Sketch

15-16 Final Project and Quick Sketch

II. Course Objectives*:

A. Graphically present design ideas, solutions and architectural renderings and illustrations by using various methods, materials, techniques and media. I, II, III

B. Execute one-and two-point perspectives, other 3-dimensional methods of graphic presentation, sample boards and presentation boards. I, II, III

C. Demonstrate methods of graphic delineation through freehand sketching. I, II, III

*Roman numerals after course objectives reference goals of the IDT program.

III. Instructional Processes*:

Students will:

1. Develop time management skills in order to complete required lab work on time in a professional manner. Personal Development Outcome, Problem Solving and Decision Making Outcome, Transitional Strategy

2. Develop presentation methodology in order to communicate design solutions. Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Transitional Strategy, Active Learning Strategy

3. Develop a professional work ethic by regularly attending class, being punctual, cooperating with fellow classmates and showing a positive attitude. Personal Development Outcome, Transitional Strategy

4. Develop presentation skills, both visual and verbal, by presenting design ideas and solutions. Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Numerical Literacy Outcome, Information Literacy Outcome, Transitional Strategy, Active Learning Strategy

5. Begin the development of a portfolio of work necessary to acquire a position in the field after graduation. Personal Development Outcome, Active Learning Strategy

*Strategies and outcomes listed after instructional processes reference Pellissippi State’s goals for strengthening general education knowledge and skills, connecting coursework to experiences beyond the classroom, and encouraging students to take active and responsible roles in the educational process.
**IV. Expectations for Student Performance***:

Upon successful completion of this course, the student should be able to:

1. Execute one- and two-point perspectives mechanically, freehand and through computer generation. A,B,C

2. Demonstrate one- and two-point perspectives in a variety of ways including plotting, projecting and grid method. A,B,C

3. Use perspectives, axonometrics, quick sketches, and thumbnail sketches as a means of graphically communicating a design solution. A,B,C

4. Choose appropriate samples and use them effectively and attractively to create sample boards for design projects. A,B

5. Fabricate presentation boards in an effective and attractive manner in the completion of a design project using various methods and materials. A,B,C

6. Select and use various media for architectural rendering. A,B

*Letters after performance expectations reference the course objectives listed above.

**V. Evaluation:**

A. Testing Procedures:

N/A

B. Laboratory Expectations: 20% of grade

Sketchbook and Rendering Exercises:
During the semester a sketchbook and rendering exercises will be assigned. The sketchbook assignments and rendering exercises will account for 20% of your final grade.

C. Field Work:

N/A

D. Other Evaluation Methods: 80% of grade

Projects: 60% of grade
A detailed description of each project will be given and the majority of the work for each project MUST be done in class. Many of the projects will have intermediate turn-ins in order to "stay on-track." All design work must be your own original work. These design projects will account for 60% of your final grade. All projects will be due at a specified time. A project turned-in after the due date will have 5 points deducted for every day it is late. For example, a project due on Monday will have 10 points deducted from the overall grade if submitted on the following Wednesday. In addition, weekends count 2 days such that a project due on Friday that is turned-in on Monday will have 15 points deducted from the grade.

Final Project: 20% of grade
The final project will incorporate information you have "absorbed" throughout the semester. The final project will account for 20% of your final grade.

E. Grading Scale:

Grade Breakdown:

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Sketchbook &amp; Rendering Exercises</td>
<td>20%</td>
</tr>
<tr>
<td>Projects</td>
<td>60%</td>
</tr>
<tr>
<td>Final Project</td>
<td>20%</td>
</tr>
<tr>
<td>Total</td>
<td>100%</td>
</tr>
</tbody>
</table>
Grading Scale:
- A = 90—100
- B+ = 87—89
- B = 80—86
- C+ = 77—79
- C = 70—76
- D+ = 67—69
- D = 60—66
- F = Below 60

VI. Policies:

A. Attendance Policy:

Pellissippi State Technical Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course (Pellissippi State Catalog). Individual departments/programs/disciplines, with the approval of the vice president of Academic and Student Affairs, may have requirements that are more stringent.

IDT 1600 Class Attendance Policy:
Class attendance for the full period is mandatory for all students. A significant portion of each project phase or aspect must be completed in class in order to receive credit for the work. You are responsible for all materials and information given during class. In the event of an absence, information about upcoming classes should be obtained from fellow classmates or the instructor prior to the next class period.
Attendance will be taken only at the beginning of the class. Parking problems, car problems, babysitter problems, or work scheduling problems do not constitute an excuse for an absence. You will be marked late at five minutes after the class is scheduled to begin. Habitual tardiness may result in the lowering of your final grade, and five tardies will equal one absence.
An absence is not an acceptable reason for failing to submit a project or other assignment that is due on the day of the absence. If a test, quiz, reading assignment, project, or exercise is due the next class period following an absence, you are still responsible for it.
Two absences are permitted without penalty. Three absences will result in a penalty of one letter grade for the semester, and each additional absence will result in a penalty of one letter grade for the semester.

B. Academic Dishonesty:

In keeping with college-wide policies, the student is expected to adhere to the general rules and regulations relevant to academic and classroom misconduct as outlined in the catalog.