PELLISSIPPI STATE TECHNICAL COMMUNITY COLLEGE
MASTER SYLLABUS

VISUALIZATION TECHNIQUES
IDT 2630 (formerly IDT 1600)

Class Hours: 3.0                  Credit Hours: 3.0
Laboratory Hours: 3.0             Revised: Fall 08

NOTE: This course is not designed for transfer credit.

Catalog Course Description:

A variety of skills, techniques, methods and materials used to visually communicate design
concepts. Application of perspectives, sketching, rendering and other presentation methods 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:

ART 1110 and IDT 1001 and 1612

Corequisite:

IDT 2640

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>
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</tbody>
</table>
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>Category</th>
<th>Percentage</th>
</tr>
</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><strong>Total</strong></td>
<td><strong>100%</strong></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 expects students to attend all scheduled instructional activities. As a minimum, students in all courses (excluding distance learning courses) must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. Individual departments/programs/disciplines, with the approval of the vice president of Learning, may have requirements that are more stringent. In very specific circumstances, an appeal of the policy may be addressed to the head of the department in which the course was taken. If further action is warranted, the appeal may be addressed to the vice president of Learning.

**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.

**C. Accommodations for disabilities:**

If you need accommodations because of a disability, if you have emergency medical information to share, or if you need special arrangements in case the building must be evacuated, please inform the instructor immediately. Please see the instructor privately after class or in his/her office. Students must present a current accommodation plan from a staff member in Services for Students with Disabilities (SSWD) in order to receive accommodations in this course. Services for Students with Disabilities may be contacted by going to Goins 127 or 131 or by phone: 694-6751(Voice/TTY) or 539-7153.