Faculty of Engineering & Technology

Graphic & Visual Skills 1

Information :

Course Code : ARC 231	**Level :** Undergraduate	**Course Hours :** 3.00- Hours

Department : Department of Architectural Engineering

Instructor Information :

Title	Name	Office hours
Lecturer	Mohamed Eladly Adely Mohamed Eladly	3
Teaching Assistant	Amany Medhat Hussien Khalil Mohamed	
Teaching Assistant	Ahmed Mohamed Gamal Eldin Hassan Abdallah Ashmawy	
Teaching Assistant	Dina Ahmed Abdelsalam El Gharib	
Teaching Assistant	Dina Wael El sayed Ahmed Mostafa	
Teaching Assistant	Salma Mohamed Eltohamy Elgendy	
Teaching Assistant	Sherine Hesham Ahmed Mohamed Sobh	

Area Of Study :

1. Develop the abilities for visualization & representation based on scientific methods.
2. Develop the abilities of free hand skills for architectural student.
3. The development of visual perception for architectural student.

By the end of this course, the student will be able to mastering the visual language of architectural and art.

Description :

The course introduces various drawing principles and artistic techniques: Pencil techniques, Pen and ink, Colors and Materials, Scale and composition, Foreground, Middle and background, Sketching architectural elements and landscapes.

Course outcomes :

a.Knowledge and Understanding: :

1 -	Understand and compare between linear elements and planar elements.
2 -	Understand the fundamentals of elements of design (points, lines, planes, and volumes)
3 -	Understand the fundamentals of colors .

b.Intellectual Skills: :

1 -	Compare between the different examples of representational Art work.
2 -	Apply colors principles in architectural projects.

http://www.fue.edu.eg

c.Professional and Practical Skills: :

1 -	Draw accurately the free hand sketches.
2 -	Understand and draw accurately the architectural compositions.
3 -	Understanding and optimal use of colors.

d.General and Transferable Skills: :

1 -	Develop the ability to work in groups.
2 -	Develop drawing and presentation skills.
3 -	Share ideas and communicate with others.

Course Topic And Contents :

Topic	No. of hours	Lecture	Tutorial / Practical
Hatching Techniques	3	1	2
Learning Different Values (value scale)	3	1	2
Creating forms with different values	3	1	2
Composing Objects with Basic Forms	3	1	2
Form and Composition, Drawing from Nature	3	1	2
Drawing from nature (Shade , shadow and textures)	3	1	2
Architectural drawings presentation layout and elevation	3	1	2
Delineating And Rendering Entourage	3	1	2
Human Body	3	1	2
Coloring Skills (Elevation)	3	1	2
Coloring skills (Landscape)	3	1	2
Application on coloring	3	1	2
Pattern Structure	3	1	2
Creating different patterns using variation of basic grid	3	1	2
Pattern Design	3	1	2
From Pattern To Composition	3	1	2
Architectural drawings projections.	6	2	4
Architectural drawings projections and presentation within pencil techniques and colors.	12	4	8
Villa project.	6	2	4

Teaching And Learning Methodologies :

Lectures.
Tutorials.
Research assignments.

Course Assessment :

Methods of assessment	Relative weight %	Week No	Assess What
Assignments.	50.00		
Attendance & Participation.	10.00		
Final Exam.	20.00		
Final project.	20.00		

Course Notes :

•Students should take notes throughout the lectures
•Some sketches and drawings is handed out

Recommended books :

• Francis, D. K. Ching with Steven. Design Drawing, second edition. Johnwiley, Hoboken, New Jersey.
• Laurie Schneider Adams.(2004).Ahistory Of Western Art. Fourth edition MC Graw Hill publications. Publisher : Lyn uhl Mark Getlein.
• Living with Art.(seven edition) publisher. Lyn uhl Mark Getlein.

Periodicals :

•The elements of design
•Colors wheel

Web Sites :

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