

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 :

The aims of this course are to:

- Build the student's knowledge regarding the visual design elements and theories.
- Train the student to visualize and represent 2D and 3D compositions.
- Train the student to use free hand sketching skills.
- Train the student how to percept forms and compositions

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 -	Define the term "Design" as process and product.
2 -	Identify the different types of arts.
3 -	Identify the "Basic ingredients"
4 -	Identify the "Drawing process"(seeing, imagining and representing).
5 -	Identify the gestalt theory of perception.
6 -	Define the term "Drawing".
7 -	Identify the "Multi-view drawings".

8 -	Identify "Space and Depth"
9 -	Identify "Entourage".
10 -	Identify the purposes of the drawing from observation.
11 -	Identify the "Basic concepts "of light, shade and shadow.
12 -	Learn how to draw and to use drawing effectively as an instrument in design.
b.Intellectual Skills: :	
1 -	Use drawing as a cognitive process that involves perceptive seeing and visual thinking.
2 -	Analyze shapes and forms depending on proportions, ratios, positions and relation-ships.
3 -	Evaluate, analyzing drawings from the visual point of view.
4 -	Justify decisions about choices of appropriate drawing techniques, media relevant to design stages.
5 -	Explore new drawing techniques and methods.
6 -	Use relevant appropriate terms to discuss the fundamentals of visual arts.
c.Professional and Practical Skills: :	
1 -	Sketch freehand from observation, by pencils, ink pens and felt-tipped pens.
2 -	Inscribe lines and laying down tonal values.
3 -	Relate, draw and delineate the architectural orthogonal Multiview of simple small architectural projects.
d.General and Transferable Skills: :	
1 -	Use graphical means to communicate effectively.

Course Topic And Contents :

Topic	No. of hours	Lecture	Tutorial / Practical
Introduction and course orientation	4	2	2
Pencil techniques- Values – Creating space and volume	4	2	2
Ink techniques- Values – Creating space and volume	4	2	2
Landscape drawings and entourage (pencil-ink)	8	4	4
Pencil / ink Art work and silent nature	8	4	4
Pencil colors techniques + Art work + Architectural Drawings	8	4	4
watercolors techniques + Art work + Architectural Drawings	8	4	4
Patterns/ optical illusion	8	4	4
Collective art work project	8	4	4

Teaching And Learning Methodologies :

Lecture
Physical Maquette
Assignment
Class Work

Course Assessment :

Methods of assessment	Relative weight %	Week No	Assess What
Assignments/Studio work	40.00		
Final exam :	40.00		
Final project	10.00		
Participation	10.00		

Course Notes :

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

Recommended books :

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

Periodicals :

- The elements of design
- Colors wheel

Web Sites :

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