

**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	Amr Abdalla Salem Bagneid	1
Lecturer	Mohamed Eladly Adely Mohamed Eladly	4
Assistant Lecturer	Sofia Ayad Eskander Dawoud	2
Teaching Assistant	Amir Bahgat Abd El Azem Ebrahim Eltantawy	
Teaching Assistant	AYA TAREK IBRAHEM ABDELHADY AHMED	2

**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>b.Intellectual Skills: :</b>	
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.
<b>c.Professional and Practical Skills: :</b>	
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.
<b>d.General and Transferable Skills: :</b>	
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		

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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). A history 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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