GD 52 Course Outline as of Fall 2009

CATALOG INFORMATION

Dept and Nbr: GD 52 Title: RAPID VIZ
Full Title: Rapid Viz: Drawing Techniques for the Designer
Last Reviewed: 1/26/2015

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	1.50	17.5	Lecture Scheduled	26.25
Minimum	1.50	Lab Scheduled	0.50	6	Lab Scheduled	8.75
		Contact DHR	0		Contact DHR	0
		Contact Total	2.00		Contact Total	35.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 52.50 Total Student Learning Hours: 87.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade Only
Repeatability:	39 - Total 2 Times
Also Listed As:	
Formerly:	

Catalog Description:
This course teaches graphic design students how to sketch graphic design concepts quickly using effective and dynamic visual shorthand (Rapid Viz) for communication with clients and other graphic designers. The student will learn how to handle the basics of form, composition, perspective, light, shadows and shading using rapid indication of elements in a design with hands-on tools. The emphasis is on creating basic thumbnails and rough sketches using professional development protocols and industry recognized materials.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: This course teaches graphic design students how to sketch graphic design concepts quickly using effective and dynamic visual shorthand (Rapid Viz) for communication with clients and other graphic designers. The student will learn how to handle the basics of form,

composition, perspective, light, shadows and shading using rapid indication of elements in a design with hands-on tools. The emphasis is on creating basic thumbnails and rough sketches using professional development protocols and industry recognized materials. (Grade Only)
Prerequisites/Corequisites:
Recommended:
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Total 2 Times

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**			Effective:	Inactive:
CSU GE:	**Transfer Area**			Effective:	Inactive:
IGETC:	**Transfer Area**			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Fall 2009	Inactive:	Fall 2020
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:
Upon completion of the course, students will be able to:
1. Sketch graphic design concepts quickly using effective and dynamic visual shorthand for communication with clients and other graphic designers.
2. Handle the basics of form, composition, perspective, light, shadows, and shading with rapid indication of elements in a design with hands-on tools.
3. Create basic thumbnails and rough sketches using professional development protocols and industry recognized materials.
4. Repeating students will be expected to create work with increasing levels of difficulty.

Topics and Scope:

1. Introduction to the Rapid Viz concept
2. The key principals of perspective
3. Visualizing the object
4. Drawing basic shapes
5. Light, shadows, and shading
6. Drawing complicated objects
7. Reflections and reflective surfaces
8. Drawing with color
9. Keys to successful rapid indication
10. Visualization process
11. Repeating students will be introduced to more advanced techniques.

Assignment:

1. Three rough comprehensives of multi-sided objects indicating three different perspectives.
2. Three rough comprehensives of object/scenes with shadow and shading indicated.
3. Three rough comprehensives of object/scenes with indicating reflections and reflective surfaces.
4. Indicate color in three roughs (choose one from each of previous three assignments.)
5. Redraw three rough comprehensives using rapid indication to add detail, background and visual interest (choose one from each previous three assignments.)
6. Use Rapid Viz techniques to rough out compositions for illustrations to be used in designs in upcoming Graphic Design classes (details to be submitted by instructors teaching those classes.)
7. Repeating students will be graded with higher levels of expected mastery.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.	Writing 0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Drawing shapes; Drawing in Perspective; Drawing shadows and shading; Drawing reflections and reflective surfaces	Problem solving 20 - 50%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Drawing multi-sided objects from different perspectives; 3 comps with shadow and shading; # comps with reflections and reflective surfaces; 3 comps in color; 3 comps using rapid viz techniques	Skill Demonstrations 45 - 65%

Exams: All forms of formal testing, other than skill performance exams.

None	Exams 0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation	Other Category 0 - 15%

Representative Textbooks and Materials:

Instructor prepared materials