

ARCH 26B Course Outline as of Fall 2021**CATALOG INFORMATION**

Dept and Nbr: ARCH 26B Title: VISUAL COMMUNICATION 2

Full Title: Visual Communication 2

Last Reviewed: 5/13/2024

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	1.00	17.5	Lecture Scheduled	17.50
Minimum	2.00	Lab Scheduled	3.00	8	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 35.00

Total Student Learning Hours: 105.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: ARCH 62B

Catalog Description:

Continued development of manual architectural graphic communication skills including: gesture drawings; sketching from the environment and reference materials; advanced one- and two-point perspective drawing; rendering; and architectural drawings using both freehand and instrument approaches.

Prerequisites/Corequisites:

Course Completion of ARCH 26A

Recommended Preparation:

Eligibility for ENGL 1A or equivalent

Limits on Enrollment:**Schedule of Classes Information:**

Description: Continued development of manual architectural graphic communication skills including: gesture drawings; sketching from the environment and reference materials; advanced one- and two-point perspective drawing; rendering; and architectural drawings using both freehand and instrument approaches. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of ARCH 26A

Recommended: Eligibility for ENGL 1A or equivalent

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
---------------	----------------------	------------	-----------

CSU Transfer:	Effective:	Inactive:
----------------------	------------	-----------

UC Transfer:	Effective:	Inactive:
---------------------	------------	-----------

CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Use freehand drawing, sketching and rendering skills to communicate aspects of objects.
2. Demonstrate advanced one-point and two-point perspective drawing principles to produce drawings of the natural and built environment.
3. Use instrument and freehand drafting to document architectural concepts.

Objectives:

Upon completion of the course, students will be able to:

1. Use advanced freehand sketching and rendering techniques.
2. Draw natural and built objects from the observable environment.
3. Prepare advanced one point and two point perspective drawings from reference material.
4. Create freehand and instrument drawings demonstrating linework and lettering skills.
5. Design and complete instrument and freehand technical architectural drawings such as a Floor Plan, Site Plan, Foundation Plan, Roof Framing Plan, Section and selected Details for a simple structure.
6. Construct a simple physical mass model of a simple building.

Topics and Scope:

- I. Advanced drawing, sketching and rendering
 - A. Advanced drawing composition
 - B. Advanced sketching and rendering techniques
 1. Tools: pencil/pen/marker and collage
 2. Forms, shapes and volumes
 3. Color, textures, light and shadows
 - C. Drawing natural and built objects in the observable environment and from secondary sources

II. Advanced gesture drawings: Applying sketching and rendering techniques to gesture drawings

III. Advanced perspective drawing

- A. Review of one- and two-point perspective principles
- B. Advanced two-point perspectives
- C. Complex landscape and human elements in perspective drawings
- D. Advanced rendering of perspective drawings
- E. Representing materials, transparencies and reflections
- F. Use of color in perspective drawings

IV. Advanced light and shading techniques

- A. Review of solar path and altitude
- B. Shadow casting on buildings and the environment
- C. Use in perspective and other drawings

V. Review of Instrument and freehand drafting: architectural drawings

- A. Orthographic drawing systems and drawing techniques
- B. Content of typical drawings such as: Floor Plan, Site Plan, Framing Plans, Section and

Details

1. Drawing organization and content relationships
2. Convention and common code requirements
3. Drawing requirements: line types, line widths, density and lettering

VI. Designing and documenting the preliminary design of a small and simple building

- A. Interpreting a site analysis: ground, climate and contextual data
- B. Interpreting an architectural program: functions and relationships
- C. Mapping functional adjacencies
- D. Developing and documenting alternative solutions using instrument and/or freehand

drafting skills

- E. Developing preliminary architectural drawings: Floor Plan, Site Plan, Roof Framing Plan, Section and Details using instrument and/or freehand drafting skills

VII. Making a simple physical mass model of a small, simple building

- A. Tools and techniques
- B. Materials and their use

VIII. Lab Topics

- A. Producing sketches of objects from the environment and from reference materials
- B. Drawing and rendering one-and two-point perspective drawings
- C. Completing drafting exercises in linework, lettering, orthographic projection and

isometric drawings

- D. Producing preliminary architectural drawings
- E. Making a mass model

Assignment:

1. Reading (15-30 page per week)
2. Analysis of reading/reaction papers (1-2)
3. Sketch journal for weekly drawing assignments (1)
4. Drawing exercises (10-20)
5. Architectural drawings (3-6)
6. Quizzes (1-2)
7. Final exam and/or final project (1)

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.

Analysis of readings/reaction papers

Writing
5 - 10%

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

Drawing exercises and architectural drawings; final project (if any)

Problem solving
20 - 40%

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

Drawing exercises, sketch journal, and architectural drawings; final project (if any)

Skill Demonstrations
30 - 50%

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

Quizzes and final exam (if any)

Exams
10 - 20%

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

None

Other Category
0 - 0%

Representative Textbooks and Materials:

Instructor prepared materials

Ching, Francis D K. Architectural Graphics. New York: Van Nostrand Reinhold Co., Sixth Edition, 2015

Edwards, Betty. Color: A Course in Mastering the Art of Mixing Colors, Tarcher, 2004. classic