

**INDE 67 Course Outline as of Fall 2024****CATALOG INFORMATION**

Dept and Nbr: INDE 67 Title: INTERIOR ILLUSTRATION

Full Title: Interior Illustration and Rendering

Last Reviewed: 10/23/2023

Units	Course Hours per Week		Nbr of Weeks		Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	3.00	6	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	5.00		Contact Total	87.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade Only

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

Also Listed As:

Formerly:

**Catalog Description:**

Students will be introduced to the principles and techniques used in interior illustration, including the use of the computer-aided drafting (CAD) Chief Architect application to create three-dimensional (3D) views developed from orthographic views. Emphasis is on drawing in perspective using light, shade and shadow, and pencil rendering of furniture, interior finishes, and accessories.

**Prerequisites/Corequisites:**

Course Completion of INDE 20 and INDE 50

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

Description: Students will be introduced to the principles and techniques used in interior illustration, including the use of the computer-aided drafting (CAD) Chief Architect application to create three-dimensional (3D) views developed from orthographic views. Emphasis is on drawing in perspective using light, shade and shadow, and pencil rendering of furniture, interior

finishes, and accessories. (Grade Only)

Prerequisites/Corequisites: Course Completion of INDE 20 and INDE 50

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

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

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective: Fall 2020	Inactive:
<b>UC Transfer:</b>		Effective:	Inactive:

**CID:**

**Certificate/Major Applicable:**

Both Certificate and Major Applicable

## **COURSE CONTENT**

**Student Learning Outcomes:**

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

1. Illustrate, in pencil, various materials, and the Chief Architect application, textures and finishes used in interior design.
2. Apply the principles of light, shade, and shadow to perspective drawings of interior spaces and objects.
3. Explain the uses of perspective drawings and renderings in the practice of interior design.

**Objectives:**

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

1. Draw a simple one and two-point perspective of an interior space.
2. Use the Chief Architect application to develop an interior space with furniture.
3. Draw simple perspective sketches of furniture and decorative accessories.
4. Illustrate a 1/4-inch scale floor plan and elevation of a simple interior with furniture and accessories, rendered in pencil.
5. Construct a mechanically scaled one-point and two-point perspective drawing of a simple form from plans and elevations.
6. Apply color markers and color pencils to a black and white illustration for dramatic effect and to communicate a design idea.

**Topics and Scope:**

- I. Introduction to Interior Illustration and Rendering
  - A. Purposes and uses
  - B. Samples
  - C. Materials and equipment

- D. Studio demonstration
- II. Chief Architect Application
  - A. Plan view development
  - B. Elevations and section views development
  - C. Three-dimensional (3D) views
  - D. Rendered views
- III. Line Weights
- IV. Principles of Perspective
  - A. Horizon line
  - B. Vanishing points
  - C. Plumb line - vertical
  - D. Equidistances
  - E. Inclined planes
  - F. Circles and spheres
  - G. Irregular forms
- V. Light, Shade, and Shadow
  - A. Light sources
  - B. Cast shadows
  - C. Relative values of shades and shadows
- VI. Rendering Textures, Materials, and Finishes
  - A. Wall, floor, and ceiling finishes
  - B. Fabric and furniture materials and accessories
  - C. Glass, water, and reflections
  - D. Plants and indoor landscape elements
- VII. Floor Plan Illustration
  - A. Orientation to viewer
  - B. Scale
  - C. Cast shadows and depth
  - D. Furniture and accessories
  - E. Rendering finishes and materials
  - F. Focus
- VIII. Interior Elevation Rendering
  - A. Scale
  - B. Cast shadows and depth
  - C. Furniture and accessories
  - D. Finishes and materials
  - E. Focus
- IX. Studio Techniques in Perspective Construction from Plans and Elevations
  - A. Viewpoint
  - B. Vertical measuring line
  - C. Custom grids
  - D. Review equidistances
  - E. Review round and irregular forms
- X. Principles of Pictorial Composition
  - A. Theme and variation
  - B. Focus and contrast
  - C. Depth and overlapping
  - D. Tangents
  - E. Triangulation
- XI. Principles of Color Applied to Interior Illustration
  - A. Theme and variation
  - B. Color systems using color pencils and color markers

- C. Value contrasts
  - D. Color focus
- XII. Mechanically Scaled Constructed Perspectives
- A. From plans and elevations
  - B. Common office method one-point perspective

The above Topics and Scope apply to both lecture and lab course components in an integrated format.

**Assignment:**

Lecture-Related Assignments:

1. Reading (15-20 pages per week)

Lecture- and Lab-Related Assignments:

1. Final oral presentation using plan, elevation, and perspective illustrations
2. Preliminary work for final presentation including renderings, sketches, drawings, and draftings
3. Portfolio of student work that includes various renderings, sketches, drawings, and draftings
  - A. Plan, elevation, section, and 3D views using Chief Architect (2-3)
  - B. Free-hand drawing and sketching of spaces and objects in one and two-point perspective (8-12)
  - C. Study sketches of objects and forms in light, shade, and shadow (6-10)
  - D. Rendering plan and elevation views in pencil on vellum (2-3)
  - E. Perspective drafting of interior spaces and objects from plans and elevations (3-5)
  - F. Rendering(s) textures, materials, and surfaces in pencil (1-5)
  - G. Rendering(s) in color markers and color pencils on a black and white illustration (1-5)
  - H. Drafting mechanically scaled constructed perspective of rectilinear form(s) (1-5)

**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 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.

Preliminary work for final presentation including renderings, sketches, drawings, and draftings

Problem solving  
10 - 20%

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

Portfolio of student work

Skill Demonstrations  
60 - 70%

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

Final oral presentation

Exams  
5 - 15%

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

Attendance; participation

Other Category  
10 - 20%

**Representative Textbooks and Materials:**

Interior Design Illustrated; Marker and Watercolor Techniques. Scalise, Christina. Bloomsbury. 2014 (classic).

Color Drawing: Design Drawing Skills and Techniques for Architects, Landscape Architects, and Interior Designers. 3rd ed. Doyle, Michael. John Wiley & Sons. 2006 (classic).

Hand Drawing for Designers, Communicating Ideas through Architectural Graphics. Korté, Amy and Seidler, Douglas. Fairchild Books. 2010 (classic).