

INDE 67 Course Outline as of Fall 2006**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	17.5	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 or P/NP

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

Also Listed As:

Formerly:

Catalog Description:

Introduction to the principles and techniques used in interior illustration. Emphasis on drawing in perspective using light, shade and shadow, and pencil rendering of furniture, interior finishes and accessories.

Prerequisites/Corequisites:

Completion of INDE 61.2 with grade of "C" or better.

Recommended Preparation:

Completion of Art 3 or Art 7A.

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

Description: Introduction to the principles and techniques used in interior illustration. Emphasis on drawing in perspective using light, shade and shadow, and pencil rendering of furniture, interior finishes and accessories. (Grade or P/NP)

Prerequisites/Corequisites: Completion of INDE 61.2 with grade of "C" or better.

Recommended: Completion of Art 3 or Art 7A.

Limits on Enrollment:

Transfer Credit: CSU;
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:	Transferable	Effective:	Fall 1997	Inactive:	Fall 2017
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course, the student will be able to:

1. Draw a simple one and two-point perspective of an interior space.
2. Illustrate, in pencil, various materials, textures and finishes used in interior design.
3. Draw a plan oblique axonometric view of an interior space with furniture.
4. Draw simple perspective sketches of furniture and decorative accessories.
5. Apply the principles of light, shade and shadow to perspective drawings of interior spaces and objects.
6. Illustrate a 1/4 inch floor plan and elevation of a simple interior with furniture, accessories, rendered in pencil.
7. Illustrate a complete interior from an original design in pencil using two-point perspective and rendering materials, finishes, furniture, accessories and light, shade and shadow.
8. Construct a mechanically scaled one-point and two-point perspective drawing of a simple form from plans and elevations.
9. Apply color pencil to a black and white illustration for dramatic effect and to communicate a design idea.
10. Explain the uses of perspective drawings and renderings in the practice of interior design.
11. Present and explain a design to a client using interior illustrations.

Topics and Scope:

1. Introduction to interior illustration and rendering
 - A. Purposes and uses
 - B. Samples
 - C. Materials and equipment

- D. Studio demonstration
- 2. Axonometric/parallel drawing
 - A. Isometric drawing
 - B. Dimetric drawing
 - C. Plan oblique
- 3. Line weights
- 4. 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
- 5. Light, shade and shadow
 - A. Light sources
 - B. Cast shadows
 - C. Relative values of shades and shadows
- 6. 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
- 7. Floor plan illustration
 - A. Orientation to viewer - entryway
 - B. Scale
 - C. Cast shadows, depth
 - D. Furniture and accessories
 - E. Rendering finishes and materials
 - F. Focus
- 8. Interior elevation rendering
 - A. Scale
 - B. Cast shadows, depth
 - C. Furniture and accessories
 - D. Finishes and materials
 - E. Focus
- 9. Studio techniques in perspective construction from plans and elevations
 - A. View point
 - B. Vertical measuring line
 - C. Custom grids
 - D. Review equidistances
 - E. Review round and irregular forms
- 10. Principles of pictorial composition
 - A. Theme and variation
 - B. Focus and contrast
 - C. Depth and overlapping
 - D. Tangents
 - E. Triangulation
- 11. Principles of color applied to interior illustration
 - A. Theme and variation
 - B. Color systems

- C. Value contrasts
- D. Color focus
- 12. Mechanically scaled constructed perspectives
 - A. From plans and elevations
 - B. Common office method one-point perspective

Assignment:

Various sketching, drawing, and drafting exercises to develop skills in illustration.

1. Axonometric drafting of rectilinear forms.
2. Free-hand drawing and sketching of spaces and objects in one and two-point perspective.
3. Study sketches of objects and forms in light, shade and shadow.
4. Rendering plan and elevation views in pencil on vellum.
5. Perspective drafting of interior spaces and objects from plans and elevations.
6. Rendering textures, materials and surfaces in pencil.
7. Rendering in color pencil on a black and white illustration.
8. Drafting mechanically scaled constructed perspectives of rectilinear forms.
9. Oral presentation using plan, elevation, and perspective illustrations.

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.

None

Problem solving
0 - 0%

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

Class performances

Skill Demonstrations
80 - 90%

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, participation & oral presentation

Other Category 10 - 20%

Representative Textbooks and Materials:

Architectural Graphics by Francis D.K. Ching, John Wiley & Sons, 2002.

Color Drawing: Design Drawing Skills and Techniques for Architects,

Landscape Architects, and Interior Designers by Michael Doyle, John Wiley & Sons, 2007.