

## Master Syllabus

### IND 2135 - Rendering

**Division:** Liberal Arts, Communication and Social Sciences

**Department:** Design

**Credit Hour Total:** 3.0

**Lecture Hrs:** 3.0

**Prerequisite(s):** VIS 1110 AND VIS 1140

**Date Revised:** October 2013

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### Course Description:

Drawing and computer-aided drawing technique development to aid in the visualization of materials, color and lighting of a three-dimensional interior space.

### General Education Outcomes:

- Oral Communication Competency
- Critical Thinking/Problem Solving Competency
- Values/Citizenship/Community Competency
- Computer Literacy Competency
- Information Literacy Competency

### Course Outcomes:

#### Material Rendering

Render a variety of interior materials and lighting scenarios.

**Assessment Method:** Performance appraisals

**Performance Criteria:** Materials/lighting are accurately represented in 70 % of students drawings.

#### Interior Space Delineation

Demonstrate appropriate use of tone, value and color to depict three-dimensional space.

**Assessment Method:** Performance appraisals

**Performance Criteria:** Drawings accurately resemble spaces in 70 % of students work.

#### Detail and Expression

Demonstrate adequate detail and expression in drawings to allow viewer to interpret how people will live in the interior space.

**Assessment Method:** Performance appraisals

**Performance Criteria:** Drawings include appropriate detail and expression in 70 % of students work.

### Outline:

Delineate and transform photographic depiction of space  
Line, value, tone, and color  
Create illusion of three-dimensional space  
Develop drawing skills and details to communicate attributes of space  
Experiment with collage, pencils, marker and other media  
Create computer drawing of interior space  
Model computer drawing to indicate material of surfaces  
Light computer model to accurately render space