

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

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