

AMID03 DESIGN DRAWING AND GRAPHICS-I

UNIT-1 INTRODUCTION TO PENCIL EXERCISES

1.1 Knowledge about usage of different points of pencils, handling of pencils, practicing lines and tone building exercises.

UNIT-2 SIMPLE EXERCISES OF OBJECT DRAWINGS

2.1 Natural geometric forms with emphasis on depth and dimension, detail & texture, sunlight & shadow.

UNIT-3 INTRODUCTION

3.1 Fundamentals of drawing and its practice, introduction to drawing equipment, familiarization, use and handling.

UNIT-4 DRAWING

4.1 Drawing sheet sizes, composition, fixing.

4.2 Simple exercises in drafting, point and line, line types, line weights, straight and curvilinear lines, dimensioning, lettering, borders, title panels, tracing in pencil, ink, use of tracing cloth.

4.3 Portfolio preparation.

UNIT-5 ARCHITECTURAL SYMBOLS

5.1 Representation of building elements, openings, materials, accessories etc., terminology and abbreviations used in architectural presentation.

UNIT-6 ARCHITECTURAL REPRESENTATION

6.1 Architectural representation of landscape elements such as trees, indoor plants, planters,

6.2 Hedges, foliage, human figures in different postures, vehicles, street furniture etc.; by using different media and techniques and their integration to presentation drawings.

UNIT-7 MEASURING AND DRAWING TO SCALE

7.1 Sales and construction of scales, simple objects, furniture, rooms, doors and windows etc. in plan, elevation and section etc. reduction and enlargement of drawings.

UNIT-8 INTERIORS AND FURNITURE SKETCHING

8.1 Interior still life, perspectives, lighting & composition, textures and details, material expressions, individual pieces of furniture, elevations & plans etc. using different media.

8.2 Drawing from photographs.

UNIT-9 BUILDING GEOMETRY

9.1 Study of points, lines and planes leading to simple and complex solid geometrical forms.

9.2 Orthographic projections of points, lines, first angle projections of planes and solids, sections of solids, development of surfaces of solids and intersections of solids.

9.3 Use of geometry in buildings - isometric, axonometric, and oblique views. Working with models to facilitate visualization.

Reference Books:

1. Stephen Kliment, Architectural Sketching and Rendering: Techniques for Designers and Artists, Watson Guptill, 1984.
2. Ivo.D. Drpic, Sketching and Rendering of Interior Space, Watson- Guptill, 1988.
3. Maureen Mitton, Interior Design Visual Presentation: A Guide to graphics, models and presentation techniques, 3rd edition, wiley publishers, 2007

