Analytical Drawing I			
Prerequisites	None		
Module credits	5		
Assessment weighting	100% continuous assessment		
Module duration	Semester I – 3 hours/week.		
Element	Drawing		
Supports stage learning outcomes	<ul> <li>Apply basic skills to express and to communicate concepts, ideas and proposals in terms of drawing -freehand sketching, architectural drawings - and to understand and operate basic computer systems and packages.</li> <li>Analyse briefs and actively participate in group or individual projects work</li> <li>Conduct enquiries into and appreciate the built environment in terms of its cultural, social, historical and political context.</li> </ul>		
Module aims	The primary aims of the module are to:		
	<ul> <li>Achieve a degree of competency and confidence in freehand drawing</li> <li>Teach and encourage students to observe, analyse and record objects and environments, in detail, through the medium of freehand drawing</li> <li>Develop students' intellectual potential and learning capacity.</li> <li>Introduce students to the visual elements of design</li> </ul>		
	<ul> <li>Support the course and stage learning outcomes.</li> <li>Prepare students for an integration of the knowledge gleaned from all other Semester I modules and to scaffold later Drawing, Design, Culture and Technology</li> </ul>		

## Module learning outcomes:

On completion of this subject students will be able to:

- Use standard drawing equipment
- Conduct analysis of objects in terms of form, geometry and structure through drawing and modeling
- Express and communicate, applying freehand drawing and simple 3D models, the proportions, scale structure and function of objects

### **Syllabus:**

### **Analytical drawing exercises**

Freehand drawing studies to examine and analyse the shape, form, proportion and geometry of man-made and natural objects

Freehand drawing studies to examine and analyse the space, scale relationship and configuration of objects clustered in a group

# "How-it-works" exercises

Drawing analysis of man-made and natural objects supported by simple 3D paper models illustrating how they function.

## Teaching/learning methodologies:

The subject will be taught primarily by means of interactive workshops featuring demonstrations of the standards required and supported by one to one tutorials and practical exercises. Assignments are set for class and home completion. Students will be expected to maintain very regular contact with their assignment supervisor. The responsibility to arrange one—to-one tutorials rests with the student.

#### Method of assessment:

This methodology is based on the module learning outcomes. The module is assessed by continuous assessment. The formative assessments will take the form of observational sketching and visual presentations. The summative assignment is conducted by means of portfolio/process-folio appraisal.

Recommended reading				
Color Drawing; a marker/coloured	Doyle	John Wiley and Sons	1999	
pencil approach for architects,				
landscape architects, interior and				
graphic designers, and artists				
Basic Rendering: Effective	Gill	John Wiley and Sons	1991	
Drawing for Designers, Artists and				
Illustrators				
Designer Primer: Graphics	Porter & Goodman	Van Nostrand Rheinhold	1998	
techniques				
Surfaces Visual Research for	Juracek	W W Norton & Company Inc.	1996	
artists, Architects and Designers				
Kandinsky's Teaching at the	Poling, C.V.	Rizzoli	1987	
Bauhaus: Color Theory and				
Analytical Drawing				
The New Drawing on the Right	Edwards, B.	J.P. Tarcher	1999	
Side of the Brain				
Designers Guide to Color	Stockton, J.	Chronicle Books	1984	