

FACULTY OF
ARCHITECTURE

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VC1
SECTION 5

MIM-SBP-PEM

tes112e

VISUAL COMMUNICATION I:
VISUALIZATION & TECHNICAL DRAWING

Section 5

2020-2021 fall
friday 13:30-17:30

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FOUNDATION
STUDIO
2020-2021 fall

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Syllabus

VISUAL COMMUNICATION I: VISUALIZATION AND TECHNICAL DRAWING

COURSE DESCRIPTION AND PURPOSE

Visual Communication 1 course aims to increase the interaction and coordination between the mind and hand; hence it will be the vital tool to develop and improve your design ideas; communicating is via sketches, perspectives, photographs, renderings, texts; communicating will work for 2 partners: for yourself; and for other people whom you want to describe your ideas.

The studio use will concentrate on introducing you to media, and give you critical experience on how to use it effectively: you will sketch to externalize ideas, draw to map and represent, and then produce and re-produce these into eloquent graphics. This semester will provide a solid, heart-felt, and hand-felt foundation of various techniques and approaches to both visualization and representation, of ideas, processes, and relationships. Hence, the course forms a basis for your future development as a planner and designer.

As a designer or planner, we need to use visual representation as a language added to the texts to explain our ideas clearly. This language covers two major approaches: 'graphics' and 'technical drawing'. You will be introduced to the fundamental concepts of graphics – the issues related to the performance of the various elements of a visual or artboard. Technical Drawing on the other hand will allow you to develop your skills in 3D thinking, handling an object in its physicality and in Cartesian space, and effectively mapping formal properties. This will be a fundamental basis for you to understand and communicate in a professional manner.

COURSE CONTENT

In this course, starting from basic elements of design which are Line, form, color, texture, shade, basic and complex geometries various graphical and technical representation techniques will be executed.

Dimensions and scale, isometric and artistic perspective, visualization, basic graphical elements; composition, collage are subjects of this semester. Added to the principles and techniques of Projection, Sections Elevations, Markers and Symbols, Drawing of Structural Elements by hand, 2 and 3D digital drawing and representation techniques will be introduced.

This course includes 14 studio exercises and builds a relation with the project studio work. The assessment of each studio exercises is executed separately.

STUDIO

STUDIO HOURS

It is important that students attend the studio and actively participate in all the activities/discussions carried out/held during the course hours. The works are commonly discussed in online platform. Aim of the group discussion to encourage students to describe their design ideas by using visualization tools and improve the design skills.

EXHIBITION

All work is exhibited at the end of semester.

**ONLINE STUDIO
PROCESS &
SUBMISSIONS**

Due to Covid-19 pandemic, the studio process will be executed online. All tutors and students will meet online via Zoom Application with the extension of the course's CRN in Ninova. Students will proceed to studio in our Section's common CRN classroom. All submissions will be conducted via Ninova. In addition, Section 5 web page and Google Drive will be used as well for announcements & submissions. We'll also use various interfaces such like Google classroom, Miro and Google Jamboard for pin-up sessions.

It is very important to install "itumobil" application to easily follow announcements and several other facilities.

Online classes will be executed during the studio hours announced on weekly program [Friday, 13.30 – 17.30]. Course presentations will take place collectively, while tutor CRN's will be used for studio exercises. All work is to be produced in accordance with the media, material and format requirements set forth by the instructors at the class or via the announcements made through the posts shared via ninova and other platforms. In online process, students are expected to do their work with their own efforts and not to plagiarize through digital platforms.

ANNOUNCEMENTS

Briefs of upcoming weeks' topics and exercises will be given out by group tutors as hand-outs in at 13.30 sharp. These briefs will explain details and expectations for the following weeks exercise, the related home works, various readings and that are expected to be reviewed by the students before coming to class next week. The brief will also entail information on the necessary preparations and material for the upcoming week.

The course will focus on studio works that are designed to progress in a sequential order. Every week will build on the previous, both in terms of ability and techniques, as well as study material: the students output of the preceding weeks studio and home work will form the basis for the following weeks studio exercise.

EVALUATION

Visual Communication-I Grade Assessment	Contribution
Submissions during the term (Midterm grade)	%60
Final Submission (Final dossier grade)	%30
Technical Drawing Take-Home Assignment	%10

**MATERIALS AND
MEDIA**

Most of the works is expected to be produced by hand, on paper, using the specific media and standards given on the weekly exercise brief. Then each works have to be transferred to digital format via scanning or photographing to upload ninova weekly.

STUDIO ETHICS

Everyone in the studio is expected to be open-minded both in academic, as well as social terms. Students are promoted to inquire,

search for more than that is given by the tutors, and learn from the works and manners of their fellow.

Everyone is expected to be respectful to the space, which they occupy: leave the place as clean and ordered.

COURSE LEARNING OUTCOMES

Students who pass the course will be able to:

- 1) Learn basic elements of design, theories and systems of color
- 2) Use colored fast drawing techniques, Prepare impressive presentation outputs
- 3) Express the ideas/scenarios/concepts graphically.
- 4) Use 2D and 3D rendering technologies and tools.
- 5) Create freehand sketching and lettering
- 6) Learn scale concept, give dimensions on the drawings.
- 7) Learn principals of projection; sketch the orthographic views of the structural and contextual elements.
- 8) Apply markers and symbols on the drawings.

WEEKLY SCHEDULE	W	Date	STUDY	PRESENTATION	CRN		Course learning outcomes	
					Section CRN (S)	Tutor CRN (T)		
1	23-Oct	Introduction	Introduction, Digitalization techniques	08:30-09:15 (S) 09:30-12:30 (T)			3,5	
2	30-Oct	Ortographic projection Plan-elevation	Anthropometry, dimension and Scale	08:30-09:15 (S) 09:30-12:30 (T)			3,4,6,7	
3	6-Nov	Ortographic projection Section		08:30-09:15 (S) 09:30-12:30 (T)			3,4,6,7	
4	13-Nov	Texture/color/shade in ortographics		08:30-09:15 (S) 09:30-12:30 (T)			1,2,4,5	
5	20-Nov	Axonometric perspective of playscape		08:30-09:15 (S) 09:30-12:30 (T)			3,4,7	
6	27-Nov	Human in orthographic projection		08:30-09:15 (S) 09:30-12:30 (T)			3,4,5,7	
7	4-Dec	Ortographic projection and storyboard		08:30-09:15 (S) 09:30-12:30 (T)			2,3,4,7	
8	11-Dec	Collage / Photoshop basics		08:30-09:15 (S) 09:30-12:30 (T)			4,5,7,8	
9	18-Dec	One-point perspective of urban pattern		08:30-09:15 (S) 09:30-12:30 (T)			2,3,4,6	
10	25-Dec	One-point perspective		08:30-09:15 (S) 09:30-12:30 (T)			4,7	
11	1-Jan	HOLIDAY						
12	8-Jan	Poster design		08:30-09:15 (S) 09:30-12:30 (T)			3,4,7,8	
13	15-Jan	FINAL JURY						
				Section CRN				
14	22-Jan	Digital drawing techniques Take home exam		08:30-09:15 (S) 09:30-12:30 (T)			7,8	

READING LIST

1. Zell, M., The Architectural Drawing Course - Understand the principles and master the practices, Thames & Hudson, 2008, London.
2. Ching, F.D.K., Design Drawing, John Wiley & Sons, 1997.
3. Fraser, I., Henmi, R., Envisioning Architecture: An Analysis of Drawing, John Wiley & Sons, 1994.
4. Gruzdys, S., Drawing: The Creative Link, Architectural Record, vol. 190, no.1, pp.64-67, January 2002.
5. Cook, P., Drawing: The Motive Force of Architecture, Architectural Design Primer, John Wiley & Sons, 2014.
6. Allen, S., Practice - Architecture, Technique and Representation: Revised and Expanded Edition 2nd Edition, Routledge, 2009.
7. Lasseau, P., Freehand Sketching: An Introduction, W.W. Norton and Co., New York, 2004.
8. Ching, F.D.K., Architectural Graphics, Architectural Press, 1984.
9. Davis, D.A., Walker, T.D., Plan Graphics, Wiley, 2000.
10. Şahinler, O., Kızıl, F., Mimarlık'ta Teknik Resim, YEM, 2004
11. Architectural Graphic Standards, 10th ed., John Wiley & Sons, 2007.
12. Giesecke, F.E., et.al., Engineering Graphics, MacMillan Publ, 2004.
13. Earle, J.H., Engineering Design Graphics, Addison-Wesley Publ., 1994.
14. Bertoline, G.R., et.al. Technical Graphics Communication, McGraw-Hill, 2003
15. Henry, Kevin. Drawing for product designers. Laurence King, 2012.
16. Eissen, K., and R. Steur. "Sketching: the basics Amsterdam." 2011.
17. Krisztian, G., Schlempp-Ülker, N., Visualizing ideas: from scribbles to storyboards, Thames & Hudson, London, 2006.
18. Ching, F.D.K., Interior Design Illustrated, John Wiley & Sons, 2012.
19. Spankie, R., İç Mimarlıkta: İç Mekan Çizimi ve Sunumu, Literatür Yayıncılık, İstanbul, 2012.
20. Gagg, R., İç Mimarlıkta; Doku + Malzeme, , Literatür Yayıncılık, İstanbul, 2013.
21. Tangaz, T., Interior Design Course: Principles, Practices, and Techniques for the Aspiring Designer, Barron's Educational Series, 2006.