

Architectural Graphics II

ARCH-1308

Spring 2019 Section 300 CRN-23430 3 Credits 01/14/2019 to 05/09/2019 Modified 01/15/2021

Meeting Times

Tuesday, Thursday, 12:00 PM to 2:40 PM, F 229

Contact Information

Instructor - Architecture: Dr Bahar Badiee

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Website: www.baharbadiee.com

Office Hours

Monday, 2:00 PM to 4:30 PM, H205

Description

Architectural drafting techniques including orthographic and axonometric studies. Principles of shades and shadows, and perspective drawing.

Core Curriculum Statement

This course is not a core curriculum course.

Outcomes

Demonstrate skills in 2D drawings; floor plans, elevations, sections by hand.

Organize the drawing entities by layers; assign colors and line types to layers

Be proficient in the creation of 3D solids and surfaces and skills in setting up multiple views/perspectives.

Demonstrate rendering skills: assignment of materials, modification of existing materials and creation of custom materials with texture and shadows.

Present his or her designs in a professional manner both visually and verbally by using design boards showcasing rendered drawings.

Build portfolio to be used in upper level ARCH courses.

Materials

- Some sort of external storage device (2GB or larger)
 - can be used for other classes
- Architect's Scale (triangular; 12" long) (THE ONE WITH FRACTIONS)
- Design Journal: 8 x 10 or larger (format blank artist sketchbook)

Optional:

- Triangles (30/60 degree, 45 degree, and Adjustable)
- 12"-24" metal ruler w/ cork foam bottom
- Tracing paper (12" wide roll OR an 8.5X11 pad)

Architectural Graphics

Author: Francis Ching

Publisher: John Wiley & Sons, Inc., 2015

Edition: 6th

ISBN: 978-1-119-03566-4

Optional

Availability: Campus Bookstore

Note: This is the same suggested textbook referenced in ARCH 1307 - Architectural Graphics I

This is not required for this course but will be referenced throughout the semester.

Course Requirements

Students must complete projects, portfolios, participate in formal and group critique applying the principles and elements of architectural design and graphics, participate in open labs activities, exercises, assignments and quizzes.

✓ Evaluation

Criteria

Type	Weight	Topic	Notes
Exercises	25%	Sketchup / AutoCAD / Photoshop	E 1 - AutoCAD Introduction E 2 - Personal Bedroom Plan / 2 Elevations (AutoCAD/2D only) E 3 - Photoshop Introduction E 4 - Portfolio layout Template (Photoshop) E 5 - Portfolio Page (Photoshop) E 6 - Sketchup and/or Introduction
Semester Project	15%	AutoCAD / Research /Sketchup	Mini Project #1 - Personal Bedroom layout (Sketchup from AutoCAD drawings) Mini Project #2 - Prompt to be determined (AutoCAD / Skechup / Render)

Type	Weight	Topic	Notes
Class Participation	10%	Quizzes/Sketching	In the form of: <ul style="list-style-type: none"> • Quizzes (see schedule for dates) • In class sketching assignments
Schematic Drawings	10%	Sketchbook entries	Sketchbook entries for each project <ul style="list-style-type: none"> • Portfolio [page layout/completed page] - (5 schematic sketches) • Mini Project #1 - (5 schematic sketches) • Mini Project #2 - (5 schematic sketches) • Sketchup Notes • AutoCAD notes • Final Project - (10 schematic sketches) <p>NOTE: These will be checked after each project is completed.</p>
Final - Predesign	10%	Word/AutoCAD/Sketchup	PART I <ul style="list-style-type: none"> • Site Analysis PART II <ul style="list-style-type: none"> • Conceptual Study Model • Building style/research
Final Project	30%	AutoCAD/Sketchup or Revit/Photoshop	Final Project <ul style="list-style-type: none"> • Prompt to be given at a later date Final Presentation
Total	100%		

Breakdown

Assignments will be given numerical grades, which correspond to the following:

A (100-90) B (89-80) C (79-70) D (69-60) F (59-0)

Blinn College Policies

All policies, guidelines, and procedures in the [Blinn College Catalog \(http://catalog.blinn.edu/\)](http://catalog.blinn.edu/), [Blinn College Board Policies \(http://pol.tasb.org/Home/Index/1204\)](http://pol.tasb.org/Home/Index/1204), and the [Blinn College Administrative Regulations \(https://www.blinn.edu/administrative-regulations/\)](https://www.blinn.edu/administrative-regulations/) are applicable to this course.

[Specific information on civility, attendance, add/drop, scholastic integrity, students with disabilities, final grade appeal, alternative retailers, campus carry and proctoring arrangements and cost. \(http://www.blinn.edu/syllabus-policies/\)](http://www.blinn.edu/syllabus-policies/)

Notice of any action taken under these protocol and procedures, by Blinn College or its employees, may be delivered by hand, through the U.S. Postal Service, or electronically to the student's Blinn Buc e-mail account. Notice shall be deemed received upon actual receipt, on deposit in the U.S. Mail, or upon entering the information processing system used by Blinn College for Blinn Buc e-mail accounts, whichever first occurs.

* Course Policies

Student Work

Student work not picked up by the last day of finals will be property of Blinn College.

STUDIO POLICIES:

- Arrive on time with all materials/supplies, completed task(s) for the day and tools.
- Stay for the entire period unless excused.
 - Can be counted absent if you leave with more than 70% of class left
- Headphones may be used.
 - Must leave one ear exposed to hear instructions

UTILIZING D2L/BLINN EMAIL:

Please only use craig.jeffrey@blinn.edu and NOT the email through D2L.

- Students should also check their online inboxes prior to each class for instructions on the next class for clarification or forgotten material in class.
- Unless it is clearly verifiable that Blinn computer systems are DOWN, you are responsible for ALL information conveyed online.

1. Tardies and/or leaving/returning to class - Habitual tardiness and/or leaving/returning to class falls under the Civility Policy; therefore, students participating in this uncivil behavior will not be allowed into class, will have points deducted from his/her grade, and will be required to meet with the Instructor before returning to class. Students who arrive late on a day when an in-class activity has been assigned may not be allowed to complete the activity. Students are expected to arrive on time and remain for the entire class period. If a student is tardy on the day of his/her presentation, there will be a letter grade deduction taken on that presentation grade.

2. Attire – Students should dress professionally (business casual) on presentation days – failure to do so will result in a point deduction in the presentation grade. That means - no hats or any type of head covering, rollers, sunglasses, gum/candy, sweats, shower shoes, athletic style flip-flops, athletic shoes, shorts, mini-skirts, shirts with writing/propaganda, sleeveless shirts/blouses, low cut blouses, backless tops, house-shoes, or pajamas/sleep wear.

3. Grade Concerns – due to privacy laws and limited class time, grades will not be discussed in class. Please make an appointment with me to discuss all grade concerns or see your grade on eCampus.

4. E-mail accounts – Students should regularly check their @buc.edu e-mail accounts for college announcements.

DUE DATES:

Projects will NOT be accepted ONE week after the due date. There will be a penalty of ten (10) points the day the project is due if not turned in.

All projects MUST be picked up at the end of the semester (day of your final) from the studio or they will become Blinn College – Visual / Performing Arts and Kinesiology property.

NOTE: Some student's work may be chosen to be placed in various art shows on campus or in the Bryan/College Station area. A jury will choose the projects and verify if it will be acceptable to place your piece of work in an exhibit.

Release forms will be given in class and kept for the entire semester.

Make-up Work -

There are no make-ups for missed class participation assignments that are completed during class. There is no make-up for the final exam (this includes the "Bonus Quiz and the presentation points).

Schedule

NOTE: The course daily schedule is below.

- Please read it carefully and follow it for every class period. I reserve the right to change this course schedule as necessary, especially the quizzes.

When	Topic	Notes
Week #1	Architecture Knowledge Quiz / Sketchbook Entry #1	Introduction Lecture - AutoCAD Begin AutoCAD/Apartment layout and Elevations (E 1) (6 hours)
Week #2	AutoCAD Quiz	Apartment Design - Print drawings to scale with title block (E 1) Lecture - Sketchup Begin Bedroom in Sketchup (Mini Project #1) (6 hours)
Week #3	Sketchbook Entry #2	Bedroom in Sketchup (Mini Project #1) Lecture - Importing 3D Warehouse Lecture - Kerkythea (Thursday's class) Render (Mini Project #1) (6 hours)
Week #4		Begin Bird House (Research / Mini Project #2) Elevations / Footprint (6 hours)
Week #5	Sketchup/Kerkythea Quiz	Bird House Continued (Mini Project #2) Lecture - Photoshop (6 hours)
Week # 6		Complete Photoshop presentation board Portfolio Discussion (Thursday's class) (6 hours)
Week #7	Photoshop Quiz	Portfolio Discussion Designing of the Portfolio (6 hours)
Week #8		Portfolio design layout (6 hours)
SPRING BREAK		
Week #9		Introduction of Final Project Begin Site Analysis/Building Research (6 hours)

When	Topic	Notes
Week #10	Building Code Quiz	Continue on Final Project Site Analysis/Research due (Monday's class) Begin rough floor plans / look of building (6 hours)
Week #11		Schematic Model <ul style="list-style-type: none">This can be physical or done on the computer Begin Production (floor plan, elevations, section, site plan) (6 hours)
Week #12	Quiz #6	Continue Production (floor plan, elevations, section, site plan) (6 hours)
Week #13		Mid-point check of Final Project (should be done designing) Production (floor plan, elevations, section, site plan) (6 hours)
Week #14		Drawings (in PDF) due to the DropBox Begin constructing presentation board (in Photoshop) (6 hours) (3 hours) - Out of class working
Week #15	Review of the Semester Quiz	Everything is due last class day Final Project will be presented at the time of the final exam. (6 hours)
Week #16 F 229 (formerly E 223B)		Final Exam: To be announced according to the College's final exam schedule. Present Final Project (must be present to receive the presentation points) (3 hours)
		TOTAL CONTACT HOURS: 96 Hours

MCS Background Info

General

CIP Area: - Please Select -

Course Type: Academic

Core Course: No

Purpose

Architectural Graphics II is designed to extend students' skills from Architectural Graphics I, an intensive hand-drafting, freehand sketching, and hand-rendering course. Architectural Graphics II will allow students to translate their hand-drafting, sketching, and rendering skills into a design pedagogy rooted in computer-aided drafting and design software (CAD). Students will learn not only how to transfer hand-drafting projects into CAD software, but also, more importantly, how to design large residential and small

commercial spaces using a combination of sketching, hand-drafting, computer-aided drafting, and computer-aided and hand-rendering. Hand-drafting, sketching, and rendering are vital components to a student's design education and are fundamental building blocks that must be mastered before a student can begin to understand computer-aided design; however, the popularity of computer-aided design and other design software in the industry requires that interior design students master these software programs in order to be widely marketable in the professional realm. Adobe Photoshop and Autodesk Impression will be used as supplements to AutoCAD 2009, the main software for the course. Additionally, presentation methods for designers and architects will be an integral part of the course.

Assessment

Student Learning Outcomes will be assessed through various measures throughout the semester.

Semester Schedule

Each instructor will create his or her own course calendar by using the outcomes listed in the course description for their individual Course Syllabus.

Expanded Description

Architectural drafting techniques including orthographic and axonometric studies. Principles of shades and shadows, and perspective drawing. Architectural Graphics II is designed to extend students' skills from Architectural Graphics I, an intensive hand-drafting, freehand sketching, and hand-rendering course.

Architectural Graphics II will allow students to translate their hand-drafting, sketching and rendering skills into a design pedagogy rooted in computer-aided drafting and design software (CAD). Students will learn not only how to transfer hand-drafting projects into AutoCAD/Sketchup/Revit and other software, but also, more importantly, how to design large residential and small commercial spaces using a combination of sketching, hand-drafting, computer-aided drafting, and computer-aided and hand-rendering.

Prerequisite: ARCH 1407.

Hours

Credit	Lecture	Lab	Clinical	Practicum	Experiential
3	2	4			