



**ESOGU Faculty of Art and Design
Industrial Design Department
COURSE INFORMATION FORM**

SEMESTER	Fall
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COURSE CODE	1411xx	COURSE NAME	Design Drawing I
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
1	1	2	-	2	5	COMPULSORY (x) ELECTIVE ()	Turkish

COURSE CATEGORY				
Basic Education	Design	Natural and Applied Science	Social Science	Art
	x			

ASSESSMENT CRITERIA			
	Evaluation Type	Quantity	%
	MID-TERM	1st Mid-Term	1
2nd Mid-Term			
Quiz			
Homework		2	30
Project			
Report			
Others (.....)			
FINAL EXAM		1	40

PREREQUIEITE(S)	None
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COURSE DESCRIPTION	In Design Drawing I course students start learning to draw by observing and drawing basic volumes and three-dimensional objects made of them. Then taught perspective knowledge and light and shadow techniques helping the students to draw in correct proportions and to transfer the three-dimensional appearance of the objects on the two-dimensional paper. After internalizing the basic structures of objects, students will continue by drawing to create imaginary geometric and more organic objects and by sketching variants trying out and developing thinkable forms.
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COURSE OBJECTIVES	With the ability to draw, a designer can quickly visualize the ideas in his mind as well as while drawing think his/her ideas over, create alternatives, make decisions and develop solutions. The aim of the Design Drawing I course is to gain the student hand drawing skills by teaching how to visualize imaginary or draw real simple objects, using one or few colors, in a legible way, according to the rules of perspective, three dimensional, in a way that also explains function and usage.
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ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	Hand drawings are an import medium to generate ideas during the design process and to share, to discuss and to evaluate this design ideas with other people. Especially with hand drawings it is possible in the early stages of the design process to highlight and communicate only import design ideas and aspects without having to show complex information such as technical details that might confuse the persons to whom the ideas are presented. Thus, the important design elements are conveyed more clearly to the persons to whom the presentation is made.
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COURSE OUTCOMES	<p>Drawing ability is gained by:</p> <ol style="list-style-type: none"> 1. To be able to draw accurately the contours of existing object. 2. To be able to draw perspective correct. 3. To be able to express a three dimensionality by using toning, hatching techniques and adding light and shadow. 4. In the drawing to be able to express with one or little colour the material of the object. 5. To be able to construct imaginary objects out of basic. two dimensional and three-dimensional geometric shapes. 6. To be able to draw fast. 7. To be able to express one's own ideas with sketches.
TEXTBOOK	<p>Drawing for Product Designers, <i>Kevin Henry</i>, Laurence King Publishing Ltd., 2012 Sketching The Basics: Drawing Techniques for Product Designers, <i>Roselien Steur, Koos Eissen</i>, BIS Publishers B. V., 2019</p>
OTHER REFERENCES	<p>Perspektif ve Perspektifte Gölge Çizimi, <i>Esen Onat</i>, Efil Yayınevi, 2010 Perspektifi Anlamak – Form, Derinlik ve Mesafe, <i>Giovanni Civardi</i>, Beta Kitap, 2010 Işık ve Gölgenin Çizimi – Chiraroscuro'yu Anlamak, <i>Giovanni Civardi</i>, Beta Kitap, 2005 Çizim Tekniklerine dair her şey: Ressamlar için vazgeçilmez bir el kitabı, <i>Kolektif</i>, İnkılap, Kitapevi, 2017</p>
TOOLS AND EQUIPMENTS REQUIRED	<p>Sketchbook, A3 paper, drawing pencils, soft pastels</p>

WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	Introduction to the course, general information about its content and execution. Information about the necessary materials. Presentation on how designers use their sketchbooks. Visual thinking concept explanation. Short and free drawing exercises.
2	Presentation 'Understanding drawing; drawing exercises for hand, eye and pencil coordination; line, circle, ellipse, curve drawing exercises; cylinder drawing, drawing by looking simple cylindrical objects
3	Explanation of one, two, and three-point perspective, constructive drawing of squares and cuboids at different angles using perspective rules, drawing by looking simple prismatic objects, determining position and length of lines with the hand-pen technique
4	Plenty of drawing exercises with prisms and planes in perspective; cube and pyramid unfolding; adding to the cube and subtracting from the cube; composition with fullness and emptiness in space
5	Explanation of drawing ellipse, cylinder and cone drawing in perspective; object visualization by drawing elliptical and cylindrical three dimensional objects from different angles
6	Light and shadow, explanation of toning and hatching techniques; using these techniques for three dimensional visualization practice; application with different kinds of pens (pencil, ballpoint pen, soft coloured pencils, fine felt-tip pens...)
7	Drawing a composition of several objects containing basic shapes
8	Midterm Exam
9	Paper making workshop using used paper
10	Explanation of orthographic projection; copying the top, front and side view of a curved object, changing the main view of the object to achieve a new form, expressing materiality by adding colour and toning to the drawing
11	Shape morphologies: add, subtract, combine. Drawing an object starting from a primitive form adding details. Changing the form of the obtained object and creating different versions.
12	Sketching and Computer Aided Design: Drawing freehand the extrude, revolve, sweep and loft commands. Fast shape sketches with found example objects. Imaginary drawing exercises. Imitating colour and texture with soft coloured pencils and pastels.
13	Curved surface drawing in perspective
14	Drawing an object of daily use; creating different form alternatives, trying out texture and colour with the chosen version.
15	Drawing the front, side and top view of previous week chosen object with the perspective view of the object which is explaining it the best.
16	Final Exam

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	Within cultural, historical and artistic context the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice;			x
2	The ability to plan the design process, to choose and use appropriate methods and techniques;			x
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach;			x
4	The ability to design in terms of spatial thinking using design principles and elements;			x
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications;			x
6	The ability to visualize and present using two and three dimensional design tools;	x		
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of informatics in design projects;			x

8	The ability to use field knowledge in industrial design projects by considering the needs and interests of the society and target users within the scope of environmental awareness, professional ethics and the laws;			x
9	The ability to carry out the design process effectively individually or in a team;			x
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels.			x
1: None. 2: Partial contribution. 3: Complete contribution.				

Instructor(s): Öğr. Gör. Stefanie Aydın

Signature:

Date: