

ESOGU INDUSTRIAL DESIGN DEPARTMENT



COURSE INFORMATION FORM

Course Name			C	ourse Code	
DESIGN DRAWING I				141111005	
Semester	Number of Cours	se Hours per Week	-	Credit	ECTS
	Theory	Practice			
1	1	2		2	5

Course Category (Credit)						
Basic SciencesEngineering SciencesDesignGeneral EducationSocial						
		5				

Course Language	Course Level	Course Type
Turkish	Undergraduate	Compulsory

Prerequisite(s) if any	None
Objectives of the Course	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.
Short Course Content	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.

	Learning Outcomes of the Course	Contributed PO(s)	Teaching Methods *	Measuring Methods **
1	To be able to draw accurately the contours of existing object.	6	1, 6	D
2	To be able to draw perspective correct.	6	1, 6	D
3	To be able to express a three dimensionality by using toning, hatching techniques and adding light and shadow.	6	1, 6	D
4	In the drawing to be able to express with one or little colour the material of the object.	6	1, 6	D
5	To be able to construct imaginary objects out of basic. two dimensional and three-dimensional geometric shapes.	6	1, 6	D
6	To be able to draw fast.	6	1, 6	D
7	To be able to express one's own ideas with sketches.	6	1, 6	D
8				

^{*}Teaching Methods 1:Expression, 2:Discussion, 3:Experiment, 4:Simulation, 5:Question-Answer, 6:Tutorial, 7:Observation, 8:Case Study, 9:Technical Visit, 10:Trouble/Problem Solving, 11:Induvidual Work, 12:Team/Group Work, 13:Brain Storm, 14:Project Design / Management, 15:Report Preparation and/or Presentation

^{**}Measuring Methods A:Exam, B:Quiz, C:Oral Exam, D:Homework, E:Report, F:Article Examination, G:Presentation, I:Experimental Skill, J:Project Observation, K:Class Attendance; L:Jury Exam

Main Textbook	Drawing for Product Designers, Kevin Henry, Laurence King Publishing Ltd., 2012 Sketching The Basics: Drawing Techniques for Product Designers, Roselien Steur, Koos Eissen, BIS Publishers B. V., 2019
Supporting References	Perspektif ve Perspektifte Gölge Çizimi, Esen Onat, Efil Yayınevi, 2010 Perspektifi Anlamak – Form, Derinlik ve Mesafe, Giovanni Civardi, Beta Kitap, 2010 Işık ve Gölgenin Çizimi – Chiraroscuro'yu Anlamak, Giovanni Civardi, Beta Kitap, 2005 Çizim Tekniklerine dair her şey: Ressamlar için vazgeçilmez bir el kitabı, Kolektif, İnkılap, Kitapevi, 2017
Necessary Course Material	Sketchbook, A3 paper, drawing pencils, soft pastels

	Course Schedule
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	Mid-Term Exam
8 9	Mid-Term Exam Paper making workshop using used paper
8 9 10	Mid-Term Exam Paper making workshop using used paper 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
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Calculation of Course Workload					
Activities	Number	Time (Hour)	Total Workload (Hour)		
Course Time (number of course hours per week)	14	3	42		
Classroom Studying Time (review, reinforcing, prestudy,)	14	4	56		
Homework	2	8	16		
Quiz Exam					
Studying for Quiz Exam					
Oral exam					
Studying for Oral Exam					
Report (Preparation and presentation time included)					
Project (Preparation and presentation time included)					
Presentation (Preparation time included)					

Participation (Preparation)			
Mid-Term Exam	1	3	3
Studying for Mid-Term Exam	1	15	15
Final Exam	1	3	3
Studying for Final Exam	1	20	20
	Т	otal workload	154
	Total workload / 30		5,16
	Course	ECTS Credit	5

Evaluation			
Activity Type	%		
Mid-term	30		
Homework	30		
Bir öğe seçin.			
Bir öğe seçin.			
Bir öğe seçin.			
Final Exam (Project)	40		
Total	100		

	RELATIONSHIP BETWEEN THE COURSE LEARNING OUTCOMES AND THE PROGRAM OUTCOMES (PO) (5: Very high, 4: High, 3: Middle, 2: Low, 1: Very low)				
NO	PROGRAM OUTCOME	Contribution			
1	Within cultural, historical and artistic contexts the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice				
2	The ability to plan the design process, to choose and use appropriate methods and techniques				
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach				
4	The ability to design in terms of spatial thinking using design principles and elements				
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications				
6	The ability to visualize and present using two and three dimensional design tools	5			
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				
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				
9	The ability to carry out the design process effectively individually or in a team				
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels;				

LECTUTER(S)					
Prepared by	Lect. Keiko ALTIN OYABU				
Signature(s)					

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