



ESOGU INDUSTRIAL DESIGN DEPARTMENT



COURSE INFORMATION FORM

Course Name	Course Code
DESIGN DRAWING II	141112005

Semester	Number of Course Hours per Week		Credit	ECTS
	Theory	Practice		
2	1	2	2	5

Course Category (Credit)				
Basic Sciences	Engineering Sciences	Design	General Education	Social
		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 Design Drawing II course is to gain the student an advanced drawing ability that he/she is able to express his/her design ideas in fast an legible sketches; further to convey information that will enable the student to prepare more vivid, colorful, detailed drawings showing the product-user scenario for a convincing presentation of him/her designs.
Short Course Content	In continuation of the Design Drawing I course, within the scope of the Design Drawing II course the students learn: to draw an object of their own design in a realistic way; to reflect the material of the object in the drawing using colour and texture; to draw important aspects of the object in the right perspective; to visualize the function and details of the object in an explaining way and thus to explain their design idea with the help of the drawing legibly to everybody. In Design Drawing II course, students will start to use marker pens used by designers to draw more vividly and realistically by adding colour to their drawings. Additionally, students will start to draw more complex objects than the objects drawn within the scope of Design Drawing I course, they will learn to draw human figures and limbs, express the product-user relationship in their drawings and telling their stories in user scenarios. They will also learn to draw objects in their environment and finally to prepare presentation sheets.

Learning Outcomes of the Course	Contributed PO(s)	Teaching Methods *	Measuring Methods **
1 To be able to draw what you see	6	1, 6	D
2 To be able to visualize design ideas on paper	6	1, 6	D
3 To be able to create colour and material appearance using soft pastes and marker pens.	6	1, 6	D
4 To be able to visualize the relationship between human figure and objects on paper	6	1, 6	D
5 To be able to visualize product-user scenarios on paper	4, 5, 6	1, 6	D
6 To be able to visualize the relationship between object and its environment on paper	4, 5, 6	1, 6	D
7 To be able to prepare a presentation sheet	6	1, 6	D
8 To be able to communicate design ideas to other people by visualizing them in drawings	4, 5, 6	1, 6	D

Main Textbook	- Drawing for Product Designers, Kevin Henry, Laurence King Publishing Ltd., 2012 - Fikirleri Görselleştirmek: Bir Profesyonel Gibi Tasarım Yapıp Sunmak, Gregor Krisztian, Nesrin Schlempp-Ülker, 6. Basımdan Çeviri, Literatür Yayınları, 2015
Supporting References	- Sketching – Product Design Presentation, Koos Eissen, Roselien Steur, BIS Publisher B. V., 2014 - Marker Magic: The Rendering Problem Solver for Designers, Richard M. McGarry, Greg Madsen, 1992
Necessary Course Material	Sketchbook, A3 paper, drawing pencils, soft pastels, marker pad, marker pens.

Course Schedule	
1	Introduction to the course, general information about its content and execution. Information about necessary materials. Introduction into marker drawing technique.
2	Drawing practice with marker pens, toning exercises, adding light and shadow to primitive prismatic geometries, drawing of simple monochrome objects from different angles, capturing lights, shadows and reflections.
3	Texture trying outs with marker pens: wood, metal, glass, plastic
4	Drawing of human hands in different finger holding positions and angles, trying outs with pencil drawing and marker pens.
5	Drawing of the human figure, supported by photos, fashion design drawing
6	Product-user scenario drawing: analysing and visualizing a product's usage story in its relationship with the human figure.
7	Product-user scenario drawing: analysing and visualizing a product's usage story in its relationship with the human figure.
8	Mid-Term Exam
9	Vehicle drawing
10	Vehicle drawing
11	Object drawing placed in its environment
12	Object drawing placed in its environment
13	Combine what you've learned: A product story (orthographic projections and perspective views, product-user scenario, details like material and technical particularities explaining views, placement within its environment, presentation sheet)
14	Combine what you've learned: A product story (orthographic projections and perspective views, product-user scenario, details like material and technical particularities explaining views, placement within its environment, presentation sheet)
15	Combine what you've learned: A product story (orthographic projections and perspective views, product-user scenario, details like material and technical particularities explaining views, placement within its environment, presentation sheet)
16,17	Final Exam

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
Total workload			154
Total workload / 30			5,16
Course ECTS Credit			5

Evaluation	
Activity Type	%
Mid-term	30
Homework	30
Bir öge seçin.	
Bir öge seçin.	
Bir öge 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	3
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications	3
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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