

COURSE OUTLINE

INDS - 210

Rendering for Interior Design

3 Semester Hours

HOWARD COMMUNITY COLLEGE

Description

Students will develop free hand sketching techniques and the ability to draw interiors and architectural subjects from observation. The student will also learn the conventions of perspective and the representation of architectural and interior subjects for the presentation of design proposals. Prerequisite: ARTT-109 (4 hours weekly)

Overall Course Objectives

Upon completion of this course, the student will be able to:

1. Use the conventions of representational drawing to sketch architectural and interior subjects.
2. Use the conventions of representational drawing to sketch furniture and interior accessories.
3. Develop drawings for the presentation of interior design ideas.
4. Illustrate a variety of textured surfaces used in rendering furniture and accessories.
5. Use a variety of media for sketching and presentation in black and white or color.
6. Use the vocabulary of design professionals to make presentations for proposed projects.
7. Participate and contribute in group presentations and design proposals.
8. Illustrate and render three-dimensional visual concepts.

Major Topics

- I. Principles of design
- II. Perception of shape, value, form, and space
- III. Conventions of representational drawing
- IV. Linear Perspective
- V. Rendering techniques to illustrate a variety of surfaces and textures
- VI. Rendering with different media
- VII. Vocabulary and concepts important to Interior Design professionals
- VIII. Presentation of design proposals

Course Requirements

Grading procedure will be determined by the individual faculty member and will include specified reading assignments and written exams.

Other Course Information

This course is a Fine Arts, Humanities, and Arts and Sciences elective.