Syllabus

OVERVIEW

CREDITS: 3

MEETING TIMES:	Tuesday/Thursday 3:00 - 4:55pm in Arch 116		
FACULTY:	Genesis Okken	gokken@dcp.ufl.edu	Office: Arch 346
	Office Hours: (TBD) or by appointment		

Texts

Required:

- "Design Drawing", Francis D. K. Ching ISBN: 9780470533697
- "Perspective for Interior Designers", John Pile ISBN: 9780823040087

Recommended:

- "Drawing on the Right Side of the Brain", Betty Edwards, 4th Edition ISBN: 9781585429202
- "Interior Design Visual Presentations: A guide to graphics, models, and presentation techniques", Maureen Mitton ISBN: 9780470619025
- "Color Drawing: Design drawing skills and technique", Michael Doyle ISBN: 0471741906
- "Design Drawing", William Kirby Lockard ISBN: 9780393730401

Note: Your instructor will also provide a list of required equipment/supplies

COURSE INTENTIONS

Graphic visualization through digital and hand drawing techniques are critical to design communication. The primary intention of this course is to help students develop skills that will allow them to understand, analyze, and communicate spatial concepts. Emphasis will be placed on the iterative process of design and the relationship between hand sketching, digital media, and other graphic design techniques.

EDUCATIONAL OBJECTIVES

In accordance with the Council for Interior Design Accreditation Standards this course will help students:

8a) apply space planning techniques throughout the design process.

8b) apply the design process, including pre-design, schematic design, and design development. 8f) explore and iterate multiple ideas.

8g) design original and creative solutions.

11c) two-dimensional design solutions.

11d) three-dimensional design solutions.

Able to

9a) effectively distill and visually communicate data and research appropriate to a range of purposes and audiences.

9b) express ideas effectively (style, clarity/correctness, relevance, persuasiveness of content) in oral communication.

9c) apply a variety of communication techniques and technologies appropriate to a range of purposes and audiences.

9d) express ideas developed in the design process through visual media: ideation drawings and sketches. 9e) express ideas effectively through the integration of oral, visual, and written work.

11b) explore two- and three-dimensional approaches across a range of media types. 12g) appropriately select and apply color to support design concepts.

12i) use color solutions effectively across different modes of design communication. 12j) select and apply color to support design concepts.

12I) use color solutions across different modes of design communication.

13g) layout, design, and specify appropriate products, materials, objects, and elements in support of the design.

Awareness

13a) be aware of a broad range of products and materials.

Understand

11a) understand the elements and principles of design, including spatial definition and organization. 12c) understand color terminology.

12d) understand color principles, theories, and systems.

12e) understand how color interacts with materials, textures, light, and form and impacts interior environments.

12f) understand how light and color in the interior environment impact health, safety, and wellbeing. 12h) understand color principles, theories, and systems.

13c) understand how furnishings, objects, materials, and finishes work holistically to support the design intent.

COURSE STRUCTURE

Format

- Most studios will involve interactive instruction to present concepts/techniques and/or project critique.
- Other than announced due dates for projects, unannounced exercises may be given and collected any time during the studio period.
- Students are expected to spend 15 hours outside of class on projects and assignments. Drawing takes practice—the more you practice, the better you will become!
- The course instructors will be happy to respond to any questions either in person or online. Additionally the instructor will available during set office hours.
- Faculty reserves the right to alter the course in response to academic conditions and opportunities.

ASSIGNMENTS AND GRADING SCALE

Each student is expected to be prepared, on time, and ready to participate in course presentations and discussions. Due to the interactive nature of this course, missing class severely impedes your progress in this course and late or missing homework cannot be made up. Excused absences may be made up on a case-by-case basis, see instructors if this is needed. Your grade this semester will be determined according to the following prioritized components:

Criteria for Grades

Project 1: Self Identity	10%
Project 2: Brand Identity & Conceptual Drawings	20%
Project 3: Presentation Drawing (Perspectives and Color Renderings)	25%

Gradiı	ng Scale	
Α	93-100	4.0
A-	90-92.9	3.67
B+	87-89.9	3.33
В	83-86.9	3.0
B-	80-82.9	2.67
C+	77-79.9	2.33
С	73-76.9	2.0
C-	70-72.9	1.67
D+	67-69.9	1.33
D	63-66.9	1.0
D-	60-62.9	0.67
E	0-59	0.0

Information in regard to UF's grading policy can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

COURSE POLICIES

Attendance

Attendance in class is mandatory. Attendance is essential to the learning process. Students are expected to arrive to class on-time, prepared, and remain in class for the duration of instruction. It is expected that students will be both prepared and on time for each class session, and that the instructor will be notified in advance of any necessary absence in person, by phone or by email.

The following will result in the reduction of your final grade:

- Failure to bring required assignments and materials to class
- Repeated lateness and/or early departure
- More than (2) unexcused absences

Project Due Dates

Projects and assignments are to be turned in as specified. No projects will be accepted late except by special permission of the instructor. Incomplete work will be evaluated in its state of completion on the due date. Requirements for class attendance and make-up exams, assignments, and other work are consistent with university policies that can be found at:

https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx.

Classroom Climate

Equitable participation in this class requires the use of inclusive language, methods, and materials. Students are expected to use inclusive language in written and oral work, and to respect diversity in viewpoints expressed by others. Students are also encouraged to identify language, methods, and materials used in this course that do not contribute to an inclusive classroom climate.

Special Accommodations

Students requesting classroom accommodation must first register with the Disability Resource Center at University of Florida Dean of Students Office, see

100%

http://www.dso.ufl.edu/drc/getstarted.php. The Dean of Students Office will review the case and, if appropriate, provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation.

Academic Integrity

All students at the University of Florida are expected to adhere fully to University of Florida Student Honor Code, view at:

http://www.dso.ufl.edu/sccr/honorcodes/honorcode.php. The Honor Code outlines the expectations for student conduct in regard to academic honesty. All students should review this policy to understand the range and scope of the standards and the seriousness of any infractions of the code. The policy places full responsibility on students to know and adhere to these standards for academic integrity. All examinations, quizzes, design projects, and assignments in the Department of Interior Design are subject to this policy. Maintaining strict academic integrity is a priority of the Department of Interior Design and all instructors will fully enforce the UF Honor Code in their studios and classes. A strict adherence to the Honor Code is expected by the University of Florida and reflects the ethical standards of the interior design profession.

Student Work

The Department of Interior Design reserves the right to retain any student work completed in the curriculum for accreditation purposes.