A. COURSE DESCRIPTION

Credits: 4
Lecture Hours/Week: 4
Lab Hours/Week: *.*
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None
MnTC Goals: None

This course introduces learners to one-point and two-point perspectives and rendering techniques. Students learn to draw and detail interior spaces in perspective with ink, watercolor pencils, and markers. Learners will create board presentations and digital presentations using multiple methods.

B. COURSE EFFECTIVE DATES: 05/19/2014 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. One-point perspective drawing.
2. Two-point perspective drawing.
3. Rendering terminology.
4. Loose graphics.
5. Colored pencil rendering.
6. Marker rendering.
7. Presentation board assembly.
8. Digital presentations.
9. Digital modeling software.
10. Digital rendering software.
11. Verbal presentation.

D. LEARNING OUTCOMES (General)

1. The learner will demonstrate knowledge of the visual and verbal package.
2. The learner will learn to apply rendering techniques represented in Interior Design.
3. The learner will manipulate both one-point and two-point perspective grids to develop realistic interior spaces.
4. The learner will utilize various software programs to enhance the visual and verbal presentation.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus
G. SPECIAL INFORMATION

None noted