PRESENTATION METHODS
E+ID 312 - 2020 Spring Day

Class Meets: T/Th 1:00 PM – 3:50 PM Eiben Hall #108
Instructor: Jay Marion
Office: Adjunct Office (1/2 Hour before class begins is the best time.)
Phone: To Be Provided in Class
Email: jaymarion@gmail.com or jay.marion@chaminade.edu

COURSE DESCRIPTION

This course is intended to develop the students confidence and control in the illustration of design concepts. A wide variety of illustration techniques are explored through sketch exercises designed to make drawing a relaxed and efficient means for expressing creative thought. The course also introduces the student to computer aided illustration techniques; synthesizing traditional illustration styles with digital technology. The overall philosophy of the class is to make drawing an intuitive and enjoyable experience.

(Studio Course) – 6 contact hours per week) Prerequisites: Admission to Major

WEEK 1

I. Lecture and Class Discussion - **Class Overview and Introductions**
II. Student skill evaluation exercises
III. In-class activity:
   A. Pencil 3D rendering techniques (Lecture and Exercises)
   B. Forms, textures, materials (L&E)
         a. Request for information drawing techniques(L&E)
         b. Pencil and link stroke exercises (L&E)
         c. Human Figure Tracing (L&E)
         d. Pencil and Ink Materials and Textures (L&E)

IV. **Independent Study**
   A. Continue work on any unfinished class exercises.
   B. Locate and bring in reference materials as directed
     by instructor for use in next class

WEEK 2

I. Lecture and Class Discussion - **Illustration Styles and Pencil/Pen Techniques**
II. In-class activity:
   A. Continuation of stroke exercise (Lecture and Exercises)
   B. Continuation of forms, textures, Materials (L&E)
         a. Drawing accurately with out a scale (L&E)
         b. Perspective drawing set-up simple 3D environments (L&E)
         c. Introduction to tracing as a creative illustration tool
III. **Independent Study**
   A. Continue work on any unfinished class exercises.
   B. Locate and bring in reference materials as directed
     by instructor for use in next class

WEEK 3

I. Lecture and Class Discussion - **Pen Rendering Techniques**
II. In-class activity:
   A. Color Pencil Techniques (Lecture and Exercises)
   B. Photoshop, textures, materials rendering techniques (L&E)
       a. Perspective drawing set-up two point 3D environments
         with and emphasis a object relationships and scale (L&E)
       b. Pen and Ink skill-building exercises in illustrating with out Lines (L&E)
III. **Independent Study**
   A. Continue work on any unfinished class exercises.
   B. Locate and bring in reference materials as directed
     by instructor for use in next class

WEEK 4

I. Lecture and Class Discussion - **Entourage, Backgrounds, Cut and Paste Techniques**
II. In-class activity:
   A. Continue Pen and Ink 3D Rendering techniques (Lecture and Exercises)
   B. Continue Pen and Ink forms, textures, materials (L&E)
       a. Perspective Drawing Det-up One, Two Point 3D Environments
         with and emphasis a object relationships and scale
         with more complexity (L&E)
       b. Object Studies, windows, simple furniture, people, decorative elements
         etc.
III. **Independent Study**
   A. Continue work on any unfinished class exercises.
   B. Locate and bring in reference materials as directed
     by instructor for use in next class

WEEK 5-6

I. Lecture and Class Discussion - **Colored Pencil Rendering,**
II. In-class activity:
   A. Color Rendering 3D Rendering techniques (Lecture and Exercises)
   B. Color Rendering forms, Ttextures, materials (L&E)
       a. Additional perspective drawing set-up, one, two point 3D environments
         with and emphasis a object relationships and scale
         with more complexity (L&E)
       b. Color Rendering skill-building exercises in drawing with out Lines (L&E)
       c. Object Studies, shading, reflections, shadows, nackgrounds

III. **Independent Study**
   A. Continue work on any unfinished class exercises.
   B. Locate and bring in reference materials as directed
     by instructor for use in next class

WEEK 7-8

I. Lecture and Class Discussion - **Rendered Elevations and Plans**
II. In-class activity:
   A. Continue Color Rendering 3D rendering techniques (Lecture and Exercises)
   B. Continue Color Rendering forms, textures, materials (L&E)
       a. Perspective Drawing set-up one, two point 3D environments
         with an emphasis a object relationships and scale
         and more complexity (L&E)

     b. Color Renderingskill-building exercises (L&E)
     c. Object Studies, shading, reflections, shadows, backgrounds utilizing
       Color Rendering techniques.

III. **Independent Study**
  A. Continue work on any unfinished class exercises.
  B. Locate and bring in reference materials as directed
    by instructor for use in next class.

WEEK 9

I. Lecture and Class Discussion - **Evaluation of all work done thus far. Discussion
  and preparation for final project.**
II. In-class activity:
  A. Continue to Refine Color Rendering 3D Rendering Techniques (Lecture and Exercises)
  B. Continue to Refine Color Rendering Forms, Textures, Materials (L&E)
      a. Perspective Drawing preparation, planning and set-up of final
        project design illustration (L&E)
      b. Object studies - focus on all the objects and elements that will be found
        in your final project. With the help of the instructor plan for the execution
        of the final project.

III. **Independent Study**
  A. Continue work on any unfinished class exercises.
  B. Locate and bring in reference materials as directed
    by instructor for use in next class
  C. Prepare the design for your final project bring to next class
    for review.

WEEK 10-11

I. Lecture and Class Discussion - **Design Presentation Technology Overview, Intro to Digital
  Capabilities, ie. SketchUp, Photoshop, Acrobat, Scanning, Printing, Mounting**
II. In-class activity:
  A. Computer Lab Work
      a. Scan a simple plan and build a scaled perspectives using Sketch-up and
        Photoshop post process editing
III. **Independent Study**
  A. Continue work on any unfinished class exercises.
  B. Locate and bring in reference materials as directed
    by instructor for use in next class
  C. Prepare the design for your final project bring to next class
    for review
  D. Explore digital enhancements covered in lecture.

WEEK 12

I. Lecture and Class Discussion - **Total Design Presentation Theory, Tips, Techniques**
II. In-class activity:
  A. Continue to refine Color Rendering (Lecture and Exercises)
  B. Continue to refine Color Rendering fforms, textures, materials (L&E)
      a. Perspective Drawing - preparation, planning and set-up of final
        project perspective and presentation board (L&E)
      b. Plan Drawing - preparation, planning and set-up of final
        project plan rendering and details (L&E)
      c. Object studies - focus on all the objects and elements that will be found

in your final project. With the help of the instructor plan for the execution
of the final project.

III. **Independent Study**
    A. Continue work on any unfinished class exercises.
    B. Locate and bring in reference materials as directed
       by instructor for use in next class
    C. Prepare the design for your final project bring to next class
       for review

WEEK 12-16

I. Lecture and Class Discussion - **Review, Discuss and Work on Final Project**
II. In-class activity:
    A. Continue to refine Color Rendering 3D Rendering techniques specific to your
       final projects (Lecture and Exercises)
    B. Continue to refine Color Rendering forms, textures, materials specific to your
       final projects (L&E)
          a. Perspective Drawing - preparation, planning and set-up of final
            project perspective (L&E)
          b. Elevation Drawing - preparation, planning and set-up of final
            project elevations and plan (L&E)
          c. Object studies - focus on all the objects and elements that will be found
            in your final project. With the help of the instructor plan for the execution
            of the final project.

III. **Independent Study**
    A. Continue work on any unfinished class exercises.
    B. Locate and bring in reference materials as directed
       by instructor for use in next class
    C. Prepare the design for your final project bring to next class
       for review
    D. Explore digital enhancements covered in lecture.

SUPPLIES

(1) Binder or folder to keep all class materials and exercises
(1) 12" Roll tracing paper
(1) 10" clear 45 degree triangle and (1) 10" 30/60 degree triangle
(1) Rubber Eraser
(1) Small roll of 1/2" Masking or Drafting Tape
(Several) Lead Pencils Hard to Soft (mechanical or conventional)
(1) Small Portable pencil sharpener if wood pencils are used
(Several) Felt tip pens, Niji Stylist or Sanford Sharpie (fine, medium and heavy)
(1) 36" straight edge (Wood yard stick)
(1) 30" x 40" Fomecore 3/16" or 1/4" Thick Black or White
(1) Small Exacto Blade Holder and #100 blades
(1) Can Spray Aerosol Glue (77 Spray preferred)
(1) Medium, size box of Colored Pencils
(1) Sheet of FomeCore, type and size to be discussed in class
Other unforeseen supplies may come up as class progresses

BOOKS

No books are required for this class but the following are
suggested as reference:

INTERIOR DESIGN VISUAL PRESENTATION
Maureen Mitton

COLOR DRAWING
Design Drawing Skills and Techniques for Architects,
Landscape Architects, and Interior Designers
Michael E. Doyle

See Instructor for additional text recommendations.

Students are encouraged to search the internet for examples of rendering styles
they would like to emulate and bring them into class for analysis.

COURSE REQUIREMENTS AND EXPECTATIONS

- Please read the assigned text(s) and handouts before each class/unit.
- DO NOT work on other classes projects during this class period. This is NOT a study hall.
- Be resourceful using texts, professional journals and magazines, building and design standards, applicable codes and professional and industry experts. Assignments may include (and are not limited to) outside research, class presentation of information and skills application. Student participation in class activities is required.
- All written work is to be typed or printed via computer (or LiveText when applicable) in a simple font style (11 pt.) and double-spaced. Identify each page with student's name, date, class (E+ID 312) and semester/year. Staple multiple pages.
- Binders are to have ALL proper identification on front outside cover and spine – corporate identity, designer's name, date, class (E+ID 312) and semester/year.
- Presentation boards are to display project information on the front. Course Information, Designer's personal information and project explanation/concept statement appear on the back, unless otherwise stipulated.
- All Exercises, Project & Presentation Materials are to be clearly labeled with designer's name, date, class (E+ID 312) and semester/year.
- Assignments/projects are due on the date assigned. Points will be deducted from your score for each day the assignment is late. Projects will be reviewed/graded by the instructor and returned to the student with an evaluation (when appropriate).
- Peer, faculty and industry professional evaluations may occur at any time.
- Attendance in class is mandatory and is Chaminade University's Policy. Two (2) consecutive unexcused absences or four (4) cumulative unexcused absences will elicit a deficiency report submitted to the Registrar and may result in a failing grade.
- Students are responsible for retrieving any missed information due to absences.
- Studios are open for project work any time classes are not in session. Reasonable after-hours use (hours TBD) is possible by contacting Security and presenting your student identification.
- Absences on exam days due to illness will only be excused with proper medical verification. See instructor to make up the examination before the next class meeting.
- ADA needs met through the CUH Counseling Center (written request) upon approval by the Associate Provost.
- Tardiness and leaving class early will affect the continuity of the course and your final grade.
- Please SILENCE all electronics during class. TEXTING or INTERNET SURFING during class will result in dismissal from class and an unexcused absence recorded.
- Please see CUH Student Handbook for Code of Conduct.

GRADING

Daily Class Exercises: 25**%,** Shop Design/Manual Illustration 25%, Room Design/Digital Photo Editiong Rendering 25%, Final Project and Sketchbook: 25%

FINAL PROJECT

(1) Full Color Plan with rendered materials, shade, shadow and explanatory notes as required
(1) Full Color Details with rendered materials, shade, shadow and explanatory notes as required
(2) Full Color Perspectives either one or two point with rendered materials, shade, shadow and explanatory notes as required

The final project is to be mounted on (1 or 2) foam core boards 20" x 30" exact requirements to be discussed in class. You are also graded on your sketchbook. **Keep an organized folder or binder of ALL class exercises, sketches, preliminary layouts etc. done during the semester!**