

Delineation
part I
Drawing, Sketching & Rendering

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Delineation:

Three dimensional drawings, sketches and freehand illustrations are direct and intuitive design communication methods, they are also fun to perform. Designers do not need to be highly skilled artist to succeed at communicating ideas through delineation, but skills in delineation, which include many formal and informal 3-d techniques, are necessary for designers to develop and apply, since these are artistic tools which help communicate design ideas rapidly. Delineation techniques help designers visualize their ideas-- they might be likened to studies an artist will perform prior to painting an important canvas or fresco, or the models an architect may build prior to the commitment of significant time on finished drawings. Delineation also serves as a design research tool and a visual progress report for projects.

Two dimensional design drawings and blueprints including plans, sections, elevations, details and specifications, are the primary vehicles of communication among architectural and interior design professionals. However, although drafted construction documents are the bridges between the many diverse skills required to perform the planning and construction of buildings, orthographic and other two dimensional plans are industry documents, best understood by those trained in their use. Frequently, 2-d drawings fail to adequately communicate design ideas and concepts to industry outsiders (who usually pay the bills). One result of this design disconnect can be dissatisfied clients, who were unable to connect 2-d drawings with 3-d realities and must pay for something they don't like or didn't want. Another result is that massing, design appropriateness and visual faux pas best addressed in 3-d, can sometimes be missed in 2-d work.

Computer 2-d and 3-d illustrations, are advancing at a rapid pace and have secured their place in the modern, technological world. However, computers still lack the creative touch (and often the speed) of a designer skilled in delineation as a visual design communication tool for idea generation. Architectural 2-d drawings are mostly computer generated today and we are unlikely to return to the realm of eraser dust and graphite-stained sleeves in production drafting rooms. Freehand illustration, does not compete with technical drawing, but is an additional tool in a designer's communication workbox. Freehand sketching also has the advantage of needing no new software programs or regular updates. Through sketching, designers are freed from the chains of attachment to mechanical and electronic appliances. While sketching, designers and their clients can dream, scheme and plan, disregarding, at least for a time, the prosaic concerns of technical needs and engineering and construction worries.

Application:

Sketching and rendering are profitable techniques for development of three dimensional design ideas. During this segment, paralines, isometrics, axonometrics, thumbnail sketches and color renderings will be explored, interior and exterior views and their correlations will be examined. Perspective drawing, using one, two and three point perspectives will be featured along with simple methods to rapidly produce design and design development drawings. The emphasis in this segment of the course will be on the use of drawing techniques as a tool for design visualization and idea communication in productive, creative environments.

Intent:

The intent of this segment of the class is to explore some theory and much practice in sketching and rendering. Students will learn some specialized techniques used to illustrate exterior and interior three dimensional space; they will practice and develop these and other techniques so their ideas on interior spaces and exterior views can be understood, analysed and communicated to fellow students, design professionals and potential clients. Basic requirements for dimensions and proportions will be progressively brought into the work. The goal is to create competence and confidence in one's ability to illustrate design ideas simply and creatively and to help students in developing their own 3-dimensional illustration techniques. Student developing and sharing of ideas and techniques are central to the class. Students are expected to cooperate and to share ideas and learned skills.

Structure:

This studio class will include some lectures, substantial practical drawing coursework and project work; homework will consist of project sketching and illustration, *with a heavy emphasis on practice*. Students will need to spend a minimum of 4 hours per week developing their skills out of class. A design sketchbook will be kept by each student and reviewed each week and research/presentation topic will be assigned.

Professional development:

Satisfactory completion of this class helps students develop the skills required to communicate and develop design ideas and incorporate those ideas into design documentation.

Evaluations:

Coursework and presentations will comprise 70% of this segment requirements, 10% attendance & participation, 10% examination (midterm), 10% research.

Basic Class Outline (proposed)

Class outlines are basic guides, presented to help prepare students for reading and preparation of required assignments. Class structure & content may vary from the written text according to class makeup, external events and opportunities, etc. Students must attend class to keep current with class activities, courseworks, presentations & examinations.

week 1	Introduction to 3-d design drawing; Overview of concepts Seeing and explaining objects	HW. Orthographics, Paralines, Perspective. Project #1
week 2	People & proportions; Fashion and design PRESENTATIONS, project #1	HW. Design sketching, cartooning & storyboards
week 3	Storyboards, Quick & thumbnail sketches; Perspective	HW. Research; Project #2
week 4	Slick renderings, delineation with markers; Concepts PRESENTATIONS, Project #2	HW. Marker renderings in architecture & design
week 5	Isometrics, axonometrics & perspectives in practice; shades & shadows/depth & perception	HW. Concepts & designs; Project #3
week 6	Architectural detail designs; Furniture and interior drawing PRESENTATIONS, Project #3	HW. Detail design & design development drawing
week 7	Architectural rendering of small & large scale projects	HW. Individual research; Review for midterm
week 8	RESEARCH PRESENTATIONS; MIDTERM EXAM	

Summary of required work for grading:

PRESENTATIONS: #1, (due week 2); #2, (due week 4); #3, (due week 6).

EXAMS: Midterm exam (week 7) RESEARCH: Individual research report (due week 7)