

**San José State University**  
**Department of Design/Interior Design Program**  
**DsIT 10, Sketch + Draw + Model, Section 01, Spring, 2022**

**Course and Contact Information**

<b>Instructor:</b>	Ming Cheng
<b>Office Location:</b>	N/A
<b>Telephone:</b>	408-786-8517
<b>Email:</b>	ming.cheng@sjsu.edu
<b>Office Hours:</b>	After class or by appointment only outside class times
<b>Class Days/Time:</b>	MoWe 6:00pm – 8:50pm
<b>Classroom:</b>	Online until Feb. 14 / In-person IS 240

**Faculty Web Page and MYSJSU Messaging**

*Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on my faculty web page at <http://www.sjsu.edu/people/firstname.lastname> and/or on [Canvas Learning Management System course login website](#) at <http://sjsu.instructure.com>. You are responsible for regularly checking with the messaging system through [MySJSU](#) at <http://my.sjsu.edu> (or other communication system as indicated by the instructor) to learn of any updates.*

**Course Format**

*Course will be online until Feb 14, 2022. Therefore, a computer and/or a smart phone is required for scheduled Zoom meetings. Afterwards, it will be in person teaching depending on university rules.*

**Course Description**

“A picture is worth a thousand words”. Being able to draw is the basis of communication for any kind of designer. Interior designers often conceive of their ideas on paper and must create drawings that communicate their design intent accurately. Even in the digital age, freehand drawing remains as one of the most powerful and direct tools in the creative design process. This course will provide students with the fundamentals of thinking visually on paper. Students will focus on visualizing objects in three-dimensional space, drawing one point, two point perspectives, and rendering ideas in media such as marker and color pencil. This course will not only teach students about the value of hand drawing, but also provide a broader experience that allow students to better see and understand the world around them. Designers are in the business of visualizing and creating a future, and the language used to convey that future will be the key focus of this course.

## Course Goals

In this course, students will focus on how to construct one point and two point perspective from plans and elevations. They will also learn how to recognize light, shadow, shading, and reflections of objects. The course will also focus on rendering with different media such as pencil, color pencil, marker, as well as using computer to enhance freehand drawings. By the end of the course, students will have a good understanding of looking things in three-dimensional perspective and be able to represent the spatial elements using freehand skills.

## Course Learning Outcomes (CLO)

Upon successful completion of this course, students will be able to:

1. Recognize one point and two point perspective
2. Set up proportion and grids in one point and two point perspective
3. Draw standard geometrical elements in perspective
4. Draw non-rectilinear geometrical elements in perspective
5. Recognize lighting, shading, shadows, and reflection in perspective
6. Have fundamental rendering skills in different media
7. Create a complete perspective from scratch, including people, furniture, lighting, and shadows

## Other technology requirements / equipment / material

Students will need to have access to a computer for the latter part of the course, preferably one with picture editing software such as Adobe Photoshop or similar. Other equipment / material for the course includes, but not limited to:

1. Pencils (one or two each) – 2B, B, 2H
2. Sketch book, preferably for mixed media, 9”x12”
3. Eraser (Staedtler Mars or similar)
4. Copic markers or similar, below is a recommended list, but not limited to:

light brown for your floor (copic E33, prisma color "light walnut") or similar

dark brown for your cabinetry, countertop (copic E19, E29, prisma color "goldenrod") or similar

light green for your trees (copic G82, YG93, G99) or similar

light blue for the sky, window (copic BG0000, BG10, BG53) or similar

## Course Requirements and Assignments

Students will be engaged in demos and practice sessions during class meeting times and they will be assessed on engagement in those activities in their “Participation grade”. Students will have homework assignments to do outside of class (up to 12 hours per week) that includes sketching, finishing up in-class assignments, and reading.

“Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practice. Other course structures will have equivalent workload expectations as described in the syllabus.”

## Final Examination

The final project for the class will be to combination of skills for everything learned in the class, and will be introduced around week 14. Students will have three weeks to work on it in class/at home, ask questions, and discuss if need be. The final will be due on May 16, 2022, the last day for the class.

## Grading Information

Grading will follow the standard SJSU A-F system:

A+, A, A- = 100 ~ 91%

B+, B, B- = 90 ~ 81%

C+, C, C- = 80 ~ 71%

D = 70% ~ 61%

F = Below 60%

Grading is weighted as follows:

Projects / Research = 40%

Participation = 5%

Midterm = 15%

Final = 20%

In-class assignments, sketch book = 20%

Project grade will be based on following categories:

- 1. Cleanliness of the finish product:** No one likes to see messy work! Lines must be clean and sharp; line-weights must be clearly represented if applicable. For assignments learning about construction lines, they need to be clearly represented, and differentiated from regular outlines.
- 2. Follow instructions:** Although student creativity is encouraged, you need to master the rules before you break them!
- 3. Completion of work:** It's better to try and fail, than not try at all!

Sketch book / In-class assignments:

To develop a habit of drawing, students are required to participate in sketching activity for the class. Aside from that, students are to keep a sketchbook throughout the semester. In-class assignments will be based on the topic, or the handout given, while the sketchbook will be from topics given as a supplement. Both the sketchbook and the in-class assignments will only be graded on the two things – whether or not the student has done the work, and if they have followed the instructions.

All projects are due on time. No late work is accepted. Any project throughout the semester may be “redone” (must have been turned in on time the first time) for a better grade. Sketchbooks are checked every three weeks, while the in-class assignments are due the following week. Projects will have their own due dates.

Project re-do be turned in anytime during the semester, as long as they are turned in on due date the first time. The Interior Design program requires a 3.0 GPA to graduate, therefore, a B or better is required if you are an Interior Design Major. The Participation grade in this course will be assessed through your engagement in work or practice sessions, as well as critiques each week. Actively engaging and exhibiting lifelong learning skills during class are the mode by which participation is assessed.

## Classroom Protocol

Active participation in class activities is a significant factor in a student's success in the Interior Design program. Active learning facilitates mental growth, skill enhancement, creates a lifelong learner and improves the necessary skill of drawing and sketching. Students are expected to be on time to class Zoom meetings. The class will start by discussion of subjects taught in the previous class, then follow by demos and class activities. Students are to be respectful of the instructor and their peers and any disruptive activities in the class Zoom meeting will result in the student being asked to leave the meeting. If a student encounters any problems that inhibit their ability to participate in the class, please provide as much advance notice as possible to the instructor.

### University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/> Make sure to review these university policies and resources.

## DsIT10 / Sketch + Draw + Model, Section 01

### MoWe 6:00-8:50PM, Fall 2021, Course Schedule

(Course outline subjected to change according to pace of class)

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/26/22 W	Introduction to class, showing materials required, class expectation, goals, showing past examples
2	1/31/22 M	Introduction to proportion, composition <b>In class:</b> Sketching exercise
2	2/02/22 W	Recognize terms in 1P perspectives <b>In class:</b> Perspective sketching exercise
3	2/07/22 M	Recognize terms in 1P perspectives <b>In class:</b> Perspective sketching exercise <b>Last Day to Drop Class</b>
3	2/09/22 W	<b>Project #1:</b> Draw from picture using proportion, depth, layer <b>Demo:</b> Setting up drawing <b>In class:</b> Work on project
4	2/14/22 M	<b>Work day for Project #1</b> <b>Sketchbook check #1 due</b> <b>Last Day to Add Class</b>

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
4	2/16/22 W	<b>Work day for Project #1</b> <b>In class:</b> Marker render exercise 1
5	2/21/22 M	<b>Last day to work for Project #1</b> <b>Project #1 due at end of class</b>
5	2/23/22 W	<b>Project #2:</b> Setting up 1P perspective drawings <b>In class:</b> Sketching exercise for 1P perspective
6	2/28/22 M	<b>Project #2:</b> Draw 1P perspective from floor plan <b>Demo:</b> Setting up drawing <b>In class:</b> Work on project
6	3/02/22 W	<b>Work day for Project #2</b>
7	3/07/22 M	<b>Work day for Project #2</b> <b>In class:</b> Marker render exercise 2
7	3/09/22 W	<b>Work day for Project #2</b> <b>Sketchbook check #2 due</b>
8	3/14/22 M	<b>Last day to work for Project #2</b> <b>Project #2 due at end of class</b>
8	3/16/22 W	<b>Project #3:</b> Drawing 2P perspective from floor plan Talk about the Midterm Project <b>In class:</b> Sketching exercise for 2P perspective
9	3/21/22 M	<b>Work day for Project #3</b> <b>In class:</b> Marker render exercise 3
9	3/23/22 W	<b>Midterm: Draw 1P free hand</b>
10	3/28/22 M	<b>Spring Recess</b>
10	3/30/22 W	<b>Spring Recess</b>
11	4/04/22 M	<b>Work day for Project #3</b> <b>In class:</b> Marker render exercise 4
11	4/06/22 W	<b>Last day to work for Project #3</b> <b>Project #3 due at end of class</b>

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
12	4/11/22 M	<b>Start on Final Project: TBD</b> Show Final Project examples
12	4/13/22 W	<b>Work day for Final Project</b> <b>In class:</b> Marker render exercise 5
13	4/18/22 M	<b>Work day for Final Project</b> <b>Sketchbook check #3 due</b>
13	4/20/22 W	<b>In-progress final project check #1</b>
13	4/25/22 M	<b>Work day for Final Project</b>
14	4/27/22 W	<b>Work day for Final Project</b>
15	5/02/22 M	<b>Work day for Final Project</b>
15	5/04/22 W	<b>In-progress final project check #2</b>
16	5/09/22 M	<b>Work day for Final Project</b>
16	5/11/22 W	<b>Work day for Final Project</b>
17	5/16/22 M	<b>Final – 6:00pm ~ 8:50pm, turn in by end of day (11:59PM)</b>