

Module	2D Freehand Drawing Techniques
Course code	BAIDO-FDT
Credits	10
Important notes	Available for semester abroad students
Allocation of marks	100% Continuous assessment

Module aims and objectives

The aim of the module is to enable the learner to develop skill in the use of analytical drawing as a means of communicating design ideas.

The objectives are to introduce: Freehand Drawing, Analytical Drawing and Painting: Using drawing in concept development: Freehand perspective drawing: and Presenting Visual materials. It also introduces the learner to independent work.

Minimum intended module learning outcomes

On successful completion of this module, the learner will be able to:

1. Observe record and analyse the physical environment through sketching.
2. Visually explain still life and figure in three-dimensional space through sketching
3. Demonstrate a degree of competency and confidence in freehand drawing by observation, analysis and the recording of objects and environments through a variety of media.
4. Demonstrate an understanding of form, geometry, proportion, scale, structure and function.
5. Draw/trace optical illusions and simple sketches using grid paper
6. Render sketches with pencils and/or felt markers as a means of enhancing sketches (fashion, interior and graphic images to be used).
7. Use graphic illustration to communicate scale in your drawings (human figures, hands).
8. Format a portfolio demonstrating drawing techniques in basic fashion, interior animation and illustration.

Module content, organisation and structure

The 2D Freehand Drawing Techniques module is a 10 ECTS credit module taught and continuously assessed over a 15 week academic semester. The module is taught over 12 sessions of 4 hours duration by industry experienced tutors.

The Learning Outcomes for this programme have been aligned with the knowledge, skills and competencies indicated as appropriate for Level 6 in these subject areas by the National Framework of Qualifications. They have been explicitly articulated using the Quality and Qualifications Ireland (QQI) Awards Standards

for Art and Design. Credit points and a credit level are appropriate to the module's content and learning outcomes are chosen in accordance with the overall requirements of the award.

For the classroom sessions the tutors provide a set of 1 hour lectures and support these through practical demonstrations. The lectures and tutorials relate to topics in the Module Curriculum, directing learner effort and incorporating design theory. It involves promotion and enhancement of self-directed learning, peer learning and assessment within groups; it also engages learners in discussion and provides peer learning opportunities.

Module teaching and learning (including formative assessment) strategy

Lectures combined with individual exercises deliver an active and participatory learning process. This process is consolidated by regular assignments demonstrating comprehension and application. Assignments are set for class and home completion. They are an integral part of the teaching methodology. An emphasis is put on practical implementation of the theory through the assignments set for both outside of class and in supervised and directed classroom sessions. Learners are expected to maintain very regular contact with their assignment supervisor. The learners are also guided in tutorials to individually experiment, demonstrate and explain the material.

The assessment is based on Continuous Assessment (100%). The assignments constitute the overall grade achieved, and are based on each individual learners work. The continuous assessments provide for ongoing feedback to the learner and relates to the module curriculum.

In-class projects will be specific as learning exercises and give learners the opportunity to learn via experimentation.

The Module draws upon both theory and practical research where the emphasis is analytical and freehand drawing. The Module draws upon both theory and practical research where the emphasis is on analytical and freehand drawing. The subject is assessed through the submission one (1) assignment, a Portfolio. The breadth and depth of research and analysis undertaken is expected to be appropriate to the module.

Module physical resource requirements

Requirements are for a fully equipped classroom. The classroom is a large open studio with spacious studio desk, chairs and pin board for 60 learners. The classroom is equipped with a PC (to include adobe and Microsoft office). No special Software is required for this module. The studio is available to learners outside of contact teaching hours, to facilitate group assignment tasks and to support peer to peer learning.

Moodle, the College VLE, can be accessed in the learners home, various open labs on campus and in the library. The College library has a dedicated design section with a variety of books available to the learners.

Reading lists and other information resources

Recommended Reading:

- Richards, J. (2013). 'Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers'. 1st Edition, Wiley
- Holmes, M.T. (2017). 'The Urban Sketcher: Techniques for Seeing and Drawing on Location'. North Light Books
- Dunn. A. (2015) 'Pen and Ink Drawing: A Simple Guide'. 1st Edition. Three Minds Press

Secondary Reading:

- Dodson, B. 1990. Keys to Drawing Paperback, North Light Books
- Doyle, M. E. 1996. Colour drawing: design drawing skills and techniques for, landscape Architects and Interior Designers, John Wiley and Sons Inc.: London
- Edwards, B. 2001. The new drawing on the right hand side of the brain. Harper Collins Publishing.
- Hyland A. And Bell, R et al. 2003. Hand to eye: Contemporary illustration. Laurence King publishing: London
- Manco, T. 2001. Street Sketchbook. Thames and Hudson: London

Specifications for module staffing requirements

Each instance of the module will be delivered by a lecturer qualified to at least Bachelor of Arts (Honours) in Interior Design or equivalent, and with a relevant third level teaching qualification (e.g. Certificate in Training and Education). Industry experience would be a benefit but is not a requirement. The lecturer learner ratio is 1:60, depending on learner numbers, an assistant may be required. Where this is the case an assistant may be appointed or the class can be divided into two smaller cohorts. An assistant will be required to have a sound understanding of drawing and design, either through industry experience or academic qualification.

Module 03 Digital Design Tools 1