

Liverpool John Moores University

Title: Drawing and Visualisation 1 - Model Making, Orthographics and CAAD
Status: Definitive
Code: **4014ID** (117816)
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
Gary Brown	Y
Caspar Jones	
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Academic Level: FHEQ4 **Credit Value:** 24.00 **Total Delivered Hours:** 80.00
Total Learning Hours: 240 **Private Study:** 160

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	12.000
Practical	20.000
Seminar	12.000
Tutorial	20.000
Workshop	16.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Artefact	50.0	
Artefacts	AS2	Artefact	50.0	

Aims

To explore representative drawing skills as a thought process, as analysis,

representation and communication, introducing different approaches to drawing as a process of thought.

To enhance spatial awareness through practical feedback mechanisms related to scaled representations in terms of drawings and models.

Learning Outcomes

After completing the module the student should be able to:

- 1 1. Demonstrate the ability to utilize and select different media to investigate, manipulate, represent, explore and communicate form, space, and materials.
- 2 2. Interpret and produce two-dimensional applied geometry, scaled orthographic drawings, and other illustrative representations to resolve spatial problems.
- 3 3. Demonstrate general knowledge of anthropometric data, and environmental energies to resolve motion and facilitation integrating plural activities within space using scaled representations.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Artefact	1	2
Artefact	2	3

Outline Syllabus

LECTURES - Two 1 hr. anthropometrics. Two 1hr. colour and texture Six 1 hr. spatial orders (geometry, culture, body, technologies) Two 1 hr. stair design

TUTORIAL Group Tutorial – Six x

2hr. review sessions. Feedback Four x 1 hr. overall discussion . Peer Review Two x 2 hrs

SEMINARS - Four 1 hr. Introductory seminars Four 1 hr. sessions on perception and representation. Two 2hr. literature + student examples

PRACTICAL - Five 2hr. orthographic drawing workshops, Two 2 hr. life classes. Two 1.5 hr. DTP in Creative Suite, Two 1.5hr CAD Classes,

WORKSHOP – Visual representation - Two 3hr activities (body movement, geometries), Five . 2 hour group activities (tectonic development , manoeuvres, negative space, colour & texture, basic model making skills)

Two assessments are made through students' visual presentations, the first is formative/summative and the second is summative.

Learning Activities

Seminar/ lectures, studio workshops, reviews, group and individual coursework

Duration of module - 24 weeks.

Relating to Interior Design Outcomes
A2, A5, A6, B2, B5, B6, C2, C3, C4, C5, D1, D3, D4, D5, D6

References

Course Material	Book
Author	Ackerman, J.S.
Publishing Year	2002
Title	Origins, Imitation, Conventions Representation in the Visual Arts
Subtitle	
Edition	
Publisher	MIT Press, Massachusetts
ISBN	

Course Material	Book
Author	Bachlard, G.
Publishing Year	1969
Title	The Poetics of Space
Subtitle	
Edition	
Publisher	Beacon Press, Massachusetts
ISBN	

Course Material	Book
Author	BBC
Publishing Year	2005
Title	The Secret of Drawing
Subtitle	
Edition	
Publisher	BBC, London
ISBN	

Course Material	Book
Author	Edwards, B.
Publishing Year	1989
Title	Drawing on the Right Side of the Brain
Subtitle	
Edition	
Publisher	Souvenir, Los Angeles
ISBN	

Course Material	Book
Author	Horn, R.
Publishing Year	2005

Title	Bodylandscapes
Subtitle	Drawings, Sculptures, Installations, 1964-2004
Edition	
Publisher	Hatje Cantz, Germany
ISBN	

Course Material	Book
Author	Neufert, E.
Publishing Year	1980
Title	Architects Data
Subtitle	
Edition	
Publisher	Granada Publishing, London
ISBN	

Notes

Project work in this module consists of 4 one week long design challenges working in groups and as individuals on focussed design problems. These are foundation elements of spatial analysis and representation.

Later in the year a 4-5 week long brief developed in two phases adds theoretical dimensions related to 'supporting imagery and facilitation for actions over space extends the use of representative skills interrelated in 3D and 2D representation at varying scales.