Liverpool John Moores University

Title:	Drawing and Visualisation 2 - Conceptual Interpretation and CAAD
Status:	Definitive
Code:	**5017ID** (117825)
Version Start Date:	01-08-2012

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

Team	emplid	Leader
Anthony Malone		Y
Caspar Jones		
Gary Brown		

Academic Level:	FHEQ5	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	10.000
Seminar	10.000
Tutorial	20.000
Workshop	40.000

Grading Basis: 40 %

Assessment Details

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

Aims

The aim of this module is to critically learn and develop the tools to conceptualise, visualise and present design ideas through a variety of media, both physical and digitial. Running concurrently with design activities, the module explores

representation through model making, sketching, and CAD is introduced as a design and development medium on a variety of levels from shape manipulation and pattern making through to three dimensional visual representation using a combination of analogue and digital techniques.

Learning Outcomes

After completing the module the student should be able to:

1	1 Understand and manipulate drawn information through orthogonal projections and three dimensional models.
2	2 Present a balanced palette of colour, texture and material in order to demonstrate surface design.
3	3 Use CAD in combination with other digital programmes and real models to manipulate 3-Dimensional form in limitless sculptural scenarios to a themed scenario.

Learning Outcomes of Assessments

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

Artefact	1	2
Artefact	2	3

Outline Syllabus

Lectures: 2 lectures each of 1 hour duration on the sketchbook, orthogonal presentation, model making, rendering and CAD
Tutorials: 10 tutorials of 2 hour duration spaced throughout the module
Seminars: 5 Seminars of 2 hours duration centred around presentation techniques
Workshops: 10 workshops of 4 hour duration centred around the application of sketching, drawing, modelling, Digital and Analogue three dimensional modelling.

Learning Activities

Lectures, studio and workshop tuition. Design reviews and assessments.
Related to Interior Design Outcomes:
A1, A5, A6, B2, B3, B4, B5, B6, B7, C2, C3, D1, D5, D6.

References

Course Material	Book
Author	Burden, E.
Publishing Year	1981

Title	Entourage
Subtitle	A Tracing File for Architecture and Interior Design
Edition	
Publisher	McGraw-Hill, New York
ISBN	

Course Material	Book
Author	Congdon, R.T.
Publishing Year	2010
Title	Architectural Model Building
Subtitle	Tools, Techniques and Materials
Edition	
Publisher	RIBA, London
ISBN	

Course Material	Book
Author	Farrelly, L.
Publishing Year	2008
Title	Representational Techniques
Subtitle	
Edition	
Publisher	AVA Publishing, Lausanne
ISBN	

Course Material	Book
Author	Fiorello, J.A.
Publishing Year	2010
Title	CAD for Interiors
Subtitle	Beyond the Basics
Edition	
Publisher	Wiley, London
ISBN	

Course Material	Book
Author	Milton, M.
Publishing Year	1999
Title	Interior Design Visual Presentation
Subtitle	A Guide to Graphic Models and Presentation Techniques
Edition	
Publisher	John Wiley and Sons, New York
ISBN	

Notes

This design module is the main CAD immersion teaching experience during the course. Students may take the opportunity to immerse themselves in CAD and/or to

simply explore certain areas of CAD whilst continuing with analogue development and presentation methods. The project is usually set up around a scenario that develops different worlds consequently students are expected to develop a detailed brief from a primer piece of information.