



THE FEDERAL UNIVERSITY OF TECHNOLOGY, AKURE

Department of Architecture

ARC 104 – Freehand Sketching II

COURSE PARTICULARS

Course Code: ARC 104

Course Title: Freehand Sketching II

No. of Units: 2

Course Duration: Six hours of practical classes per week for 15 weeks.

Status: Compulsory

Course Email Address:

Course Webpage:

Prerequisite:

COURSE INSTRUCTORS

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COURSE DESCRIPTION

This course is mainly a practical oriented course. It is a continuation of ARC 103 -Freehand sketching, which is an introduction to freehand drawing. It provides a basis for which students can develop their graphic communication in architecture by expressing themselves using pencils and markers etc on paper or any other suitable media. It takes a step further by introducing the students to quick sketches, shades and shadows and different rendering techniques including water colour and other wet media. As a practical course, the focus is to impart useful skills on the

students in order to enhance their drawing abilities using freehand techniques (i.e without the aid of mechanical drawing instruments) and prepare them for architectural design-a studio base course in higher levels. Topics to be covered include quick sketches, shapes and forms, landscape studies and figure drawings, use of shades, shadows and colours for rendering, detailed/complex sketches and colourful image transfer among others.

COURSE OBJECTIVES

The objectives of this course are to:

- Improve students ability to draw using their hand and also enhance their graphic communication using different media; and
- Prepare students for architectural graphics and design in higher levels.

COURSE LEARNING OUTCOMES / COMPETENCIES

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

(Skills)

- draw with ease any object placed before him/her; (without the use of rulers, T-squares, set squares etc)
- attempt rapid or quick sketches with minimal mistakes;
- draw various forms, from natural landscapes and human figures;
- draw human activities and postures;
- attempt using any wet media for graphic communication

GRADING SYSTEM FOR THE COURSE

This course will be graded as follows:

Class Attendance	5%
Assignments	35%
Studio work	60%
<u>Final Examination</u>	<u>0%</u>
<u>TOTAL</u>	<u>100%</u>

GENERAL INSTRUCTIONS

Attendance: It is expected that every student will be in class for lectures and also participate in all practical exercises. Since the course is practical/studio based, the students' prompt and regular attendance is key to success in the assessment process. In case of illness or other unavoidable cause of absence, the student must communicate as soon as possible with any of the instructors, indicating the reason for the absence and with proof.

Academic Integrity: Violations of academic integrity, including dishonesty in assignments, or other academic performances are prohibited. Students are not allowed to make copies of another person's work and submit as theirs; that is plagiarism. All cases of academic dishonesty will be reported to the University Management for appropriate sanctions in accordance with the guidelines for handling students' misconduct as spelt out in the Students' Handbook.

Assignments: Students are expected to submit assignments as scheduled. Failure to submit an assignment as at when due will earn such student zero for that particular assignment. Only under extenuating circumstances, for which a student has notified any of the instructors in advance, will late submission of assignments be permitted.

Code of Conduct in Lecture Rooms and Studios: Since the course is studio based, students are expected to attend all lectures preceding a practical class (whether in an enclosed studio or outside in an open space) and must all come along with their sketch pads and drawing materials at all times. Students should turn off their cell phones during lectures. Students are prohibited from engaging in other activities (such as texting, watching videos, etc.) during lectures and practicals period. Food and drinks are not permitted during any of the sessions.

READING LIST

² Grau III P. A et al (2004). *Architectural drawing and light construction*. Eight Edition. Pearson Prentice Hall Publishers, New Jersey, USA.

⁴ Uji Z. A (1994). *Philosophy of the Creative Process in Architecture*. Published by Zuruck Nigeria Limited, Jos, Nigeria.

⁴ Osasona C. O. And Onabanjo B. O. (2004). *An Introduction to Graphics Communication - A beginners Manual*. Ibadan; Book Builders.

Legend

- 1- Available in the University Library
- 2- Available in Departmental/School Libraries
- 3- Available on the Internet.
- 4- Available as Personal Collection
- 5- Available in local bookshops.

COURSE OUTLINE

Week	Topic	Remarks
1 & 2	Study of the phenomena of shades, shadows and colours, and their applications to architectural rendering	During this first class, it is expected that the lecturer will introduce the topic before taking the students out on practical work.
3 & 4	Casting of shades and shadows for solids using black and white patterns	Shades and shadows shall be used to; <ul style="list-style-type: none"> - show effects of light on solids - portray solidity, and - create illusion of depth
5 & 6	Casting of shades and shadows for solids using colours	The use of colours is explored to achieve the same objectives as pursued in weeks 3 & 4.
7 & 8	Application of shade, shadows and colours to <ul style="list-style-type: none"> • Floor plans • Sections and • Perspectives of a building in black and white medium 	
9 & 10	Application of shade, shadows and colours to <ul style="list-style-type: none"> • Floor plans • Sections and • Perspectives of a building in colour media 	
11 & 12	Sketching and rendering of a building in 3-dimension using; <ul style="list-style-type: none"> • Black and white medium • Colour media 	
13 & 14	Figure Drawing of a Model <ul style="list-style-type: none"> • Rapid sketch in Black and white • Colour media 	
15	Image transfer in colour using photography and the grid system of a choice building on Campus	Transfer of image from picture(s) into a secondary surface with emphasis on accuracy of content, similarity of colour scheme and proportionality.
15	REVISION	This is the week preceding examinations. At this time, students' works will be evaluated to ascertain their performance and how far the objectives of the course have been met.