



THE FEDERAL UNIVERSITY OF TECHNOLOGY, AKURE

Department of Architecture

ARC 204 – Architectural Graphics II

COURSE PARTICULARS

Course Code: ARC 204

Course Title: Architectural Graphics II

No. of Units: 2

Course Duration: Six hours of practical per week for 14 weeks.

Status: Compulsory

Course Email Address:

Course Webpage:

Prerequisite: NIL

COURSE INSTRUCTORS

Dr (Mrs) D. A. Ayeni

Room 023, SET Building,

Dept. of Architecture,

Federal University of Technology, Akure, Nigeria.

Phone: +2348037006788

Email: daayeni@futa.edu.ng;

Arc. A. A. Fakere (MNIA)

Room 029, SET Building,

Dept. of Architecture,

Federal University of Technology, Akure, Nigeria.

Phone: +2348035019352

Email: aafakere@futa.edu.ng

and

Arc. R. P. Omale

SET Conference Room, SET Building,

Dept. of Architecture,

Federal University of Technology, Akure, Nigeria.

Phone: +2348033514401

Email: rpomale@futa.edu.ng

and

Arc. A. A. Akintewe

Room 110, SET Building,

Dept. of Architecture,

Federal University of Technology, Akure, Nigeria.

Phone: +2348062606164

Email: aaakintewe@futa.edu.ng

COURSE DESCRIPTION

The course is mainly an advanced continuation of ARC 203 which is basically to develop the presentation of architectural drawings; introduction to the use of graphics in architecture; graphic thinking and building representation; representation of building elements and materials; their application in plans, elevations and sections; projection techniques for shades and shadow construction; complex 3-dimensional drawings of building exteriors and interiors; oblique, isometric, axonometric and perspectives. Emphasis is on presentation and advanced rendering techniques using wet media such as water or poster colour, ink, etc.

COURSE OBJECTIVES

The objectives of this course are to:

- Provide the basic foundation needed for architectural graphics; and
- Prepare students to develop their own style of graphics and design representation.

COURSE LEARNING OUTCOMES / COMPETENCIES

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

(Knowledge based)

- Have a broad knowledge of architectural graphics in relation to design presentation;
- Recognise the need to combine the use of drawing aids (instruments) with the use of freehand drawings for architectural designs;
- Possess the ability to control the architectural materials, their emotion, fingers & waist through constant practice and training to develop accurate perception.

(Skills)

- Competently develop the skill need to become part of the global architectural industry;
- Individual dependence and work in groups to foster active participation in the class and as teamwork.

GRADING SYSTEM FOR THE COURSE

This course will be graded as follows:

Class Attendance	5%
Individual Continuous Assessment	35%
Final Examination	60%
<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 tutorials and practical exercises. Attendance records will be kept and used to determine each person's qualification to sit for the final examination. 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.

Academic Integrity: Violations of academic integrity, including dishonesty in assignments, examinations, or other academic performances are prohibited. You are not allowed to make copies of another person's work and submit it as your own; 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 and Practicals: Students are expected to submit assignments as scheduled. Failure to submit an assignment as at when due will earn the affected student zero for that assignment. Only under extenuating circumstances, for which a student has notified any of the instructors in advance, will late submission of assignments be permitted. Students are expected to own their own drawing instruments and materials and are not expected to borrow from others. Students should always come for practical with their own drawing instruments; failure of which could mean absence from the class. Students should take adequate care of their drawing instruments to avoid damage, etc.

Code of Conduct in Lecture Rooms and studios: 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. Food and drinks are not permitted in the lecture room and studios.

READING LIST

³American Institute of Architects (2007). Architectural Graphic Standards. 11th Edition. John Wiley & Sons Inc.

³Ching, F. D. K. (2012). Architectural Graphics. John Wiley and Sons.

³Cooper, D. (2007). Drawing and Perceiving: Real-World Drawing for Students of Architecture and Design. John Wiley and Sons Inc.

³Lin, M. W. (1993). Drawing and Designing with Confidence: A Step-by-Step Guide. John Wiley and Sons Inc.

³Higgins, B. & McGowa, S. (1999). The Art of Creative Lettering: 50 Amazing Fonts you can make from Scrapbooks, Cards, Invitations & Signs.

³Sutherland, M. (2007). Lettering for Architects and Designers. 2nd Edition. Wiley & Sons Publishers.

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	Introduction of course Overview	Course descriptions, Assessment outline, attendance and expectations of students are explained.
2	Windows and Door types	Explanation and graphic description of the various types of doors and windows
3	Roofs and stair types (Assignment given)	Graphic description and differentiation of the types of roofs and stairs in architectural design
4	Introduction to Architectural design	Explanation of site plan and the floor plan of a design
5	Continuation of Architectural design	Elevation of related views and sections
6	Continuation of Architectural design	Moderation of students design proposals
7	Perspectives	Explanation and description of the principles of perspectives in one-point perspectives
8	Continuation of Perspectives	Explanation and description of the principles of perspectives in two-point perspectives
9	Shades and shadows	Description of how shades and shadows can be used architectural design.
10	Materials Rendition	Introduction to materials rendition in architectural design
11	Patterns and Clusters	Introduction to patterns and clusters in architectural design
12	Presentation Drawings	Explanation of presentation drawings and the use of scale, proportion, trees, plants, people, vehicles, sky, etc.
13	Colours	Introduction to the use colours in architectural design
14	Revision	