Syllabus

Faculty	**Architecture and Design**
Department	Architectural Engineering
Semester	First
Academic Year	2019/2020

Course Name	Architectural Presentation
Course Number	1101192

1. Instructor Information

1. Instructor: Arch.Mais Aljbour

2. Office: 358

3. Office Telephone: +962 6 4790222

4. Email: maljbour@meu.edu.jo

5. Office Hours: Mon &Wed (10:30-11:30), Sun. & Tues (11:00 – 13:00), Sat (9:00 -3:00)

2. Course Details

1. Meeting Times: Sun/ Tues: 8:30-11:00

2. Location: E 008

3. Sources and References

Required Readings:

A. **Handouts** **The student will be provided with handouts necessary to complete related exercises.**

B. **Publications**

1. Ching, D. K. Francis with Steven P. Juroszek. *Design Drawing*, John Wiley & sons, USA, 2010
2. Ching, D. K. Francis. *Architectural Graphics* sixth edition, John Wiley & sons, USA, 2015

4. Course Description:

Teaches the various skills and techniques used to present architectural projects as drawings and three-dimensional models using various media; the projection of shades and shadows; the projection of one-point and two-point perspectives.

5. Aims and Objectives:

Students should acquire knowledge of the various drawings which effectively communicate their ideas as designers. To train students in the field of Perspective drawing and representation skills, techniques for construction as a tool towards effective visualization and presentation.

6. Course Learning Outcomes (CLOs):

1. Upon successful completion of this course, the learner should be ab Demonstrate proficiency in perspective drawing- one point, two point and three point.
2. Demonstrate a knowledge and proficiency of line drawing and tone drawing using pencil and ink with different line weights.
3. Letter in an architectural manner.
4. Sketch architectural drawings with an appropriate line quality.
5. Apply shades and shadows to surfaces and depict them in drawings.
6. Explain and utilize the different forms of diagrams.
7. Apply presentation techniques and carry out rendering with pencil, pen, and different color media for the representation of buildings and entourage.
8. Demonstrate knowledge of color theory and its use in colored presentations.
9. Design a presentation layout.
10. Demonstrate knowledge of basic modeling techniques.
11. Have basic knowledge of presentation using Photoshop with combination of renders of both digital and manual nature.

le to:

7. Program Learning Outcomes (PLOs):

1. Implement concepts of architecture with high proficiency.
2. Keep pace with intellectual and practical developments to fulfill the varying needs of society.
3. Understand the importance of local heritage and preserve it.
4. Understand the diverse civilizations of the world and boost cultural exchange.
5. Apply innovation and critical thinking on various fields of Architecture.

6. Find creative and innovative solutions for various design dilemmas.
7. Use high skills in expressing and communication.
8. Continuously learn how to conduct research and apply it in professional practices.
9. Adhere to professional ethics and principles of practice.

8. Teaching Methods

The methods of instruction may include, but are not limited to:

1. Interactive theoretical lectures with slide shows,
2. Watching and discussing relevant Videos.
3. Demonstrations of technical exercises in class. Discussing exercises with scientific criticism aimed at enhancing the technique.

#	Evaluation	weight	Description
1.	Course work	40%	Exercises
2.	First exam	10%	First mark
3.	Second exam	10%	Second mark
4.	Final exam	30 %	Final
5.	Participation	10%	Participation /10
Total		**100%**	

9. Course Schedule:

Week	Topics to be covered	CLOs	PLOs
1	Introduction to Course Line drawing and tone drawing using pencil	1-9	4
2	Architectural freehand sketching Line drawing and tone drawing using ink Detail elements rendering: plants, trees, shrubs Detail elements rendering: people and vehicles	1-9	3,4
3	Graphical representation of buildings: elevation rendering with material representation in pencil and ink Architectural lettering	1-9	3,4

4	Graphical representation of buildings: site plan rendering with material representation in pencil and ink of pathways, paving, flowerbeds, trees, vehicles, pools and patios. Shade and shadow	1-9	3,4
5	Diagraming Color Theory and theme color	1-9	3,4
6	First Exam Watercolor techniques for rendering , detail elements rendering sky	1-9	1,3,4
7	Prisma pencils techniques for rendering Pastel techniques for rendering	1-9	1,3,4
8	Marker techniques for rendering Introduction to perspective, one point perspective	1-9	1,3,4
9	One point perspective	1-9	1,3,4
10	Two point perspective	1-9	1,3,4
11	Two point perspective	1-9	1,3,4
12	Layout design for presentations	1-9	8
13	Basic skills in Photoshop: Tools and Modify	1-9	8
14	Photoshop exercise layout, Photoshop exercise : plan, Photoshop exercise: elevation	1-9	8
15	Final Exam: portfolio	1-9	8

10. Course Policies

1. Attendance: Students are expected to attend all classes of this course (without exception). A prior approval is required for class absence except for emergencies. However, any student with 15% short attendance will be not be allowed to attend the final exam, and may better drop the course.

2. Tardiness: Students are not allowed to come late to class. Any student coming more than 5 minutes late will be marked absent. However, he/she may still be allowed to attend the class in spite of being marked absent if he/she wishes to do so, on the condition that the student does not make a habit of it, and that the number of tardy students is limited to a little number of very special cases.

3. Exams: Failure in attending a course exam will result in a zero mark unless the student provides an excuse acceptable to the instructor, the Head of the Department, and the Dean who approves a re-sit exam. It is the student's responsibility to attend the exam at the correct time and place. The first and second exam papers will be returned to the students.
Re-sit Exams: The student will not be allowed to re-sit an exam unless he/she furnishes the institute with written evidence of the following cases: Sickness (by providing a medical report stamped by University physician within the time limit stated by the University), the death of a member of his/her family, an accident. In the case of natural disasters or severe conditions that affect all students in general (e.g. heavy snow storms) the situation shall be properly handled and announced by the administration.

4. Assignments and Projects: Exercises will take place in the class room and will be continued at home.

5. Attending the Exams and Meeting the Deadlines:
In the event that a student shows up late for the 1st or 2nd exam, he/she will be permitted to attend the exam on the condition that none of his/her has already left the room; also he/she will not be allowed any extra time. In the event that a student is more than 30 minutes late for the final exam, he/she will not be permitted to attend the exam.

6. Penalties and Cheating: Cheating is an attempt to gain marks dishonestly and includes: Copying from another student's work, using materials not authorized by the institute or instructor, collaborating with another student during a test without permission, knowingly using, buying, selling, or stealing the contents of a test, getting help from outside during a test by using any kind of electronic device, etc.