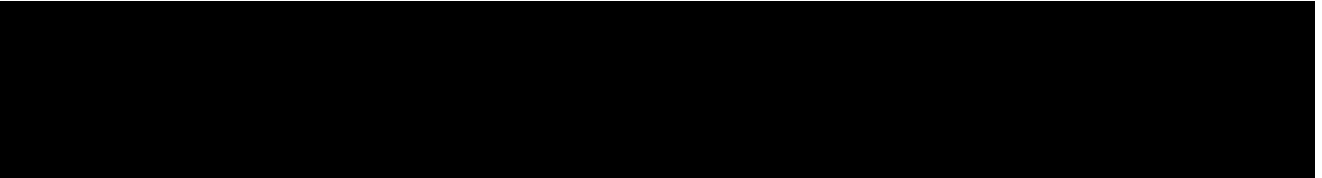


**Salt Lake Community College**  
**Division of Visual Arts & Design**  
**Architecture Department**

**ARCH 1130 - Intro to Drawing**



**Course Description**

The ARCH 1130 Intro to Drawing course is focused on the quick sketching of architectural structures and its surroundings. During the semester we learn sketching techniques and concepts that build upon each other to produce good quality, professional architectural sketches. The techniques are the following:

- Line types and weights
- Proportion - different types of measurements
- Vegetation
- Hatching
- Context and grounding
- One and Two Point Perspectives
- Watercolors

**Course Introduction**

Welcome to Intro to Drawing! Whether you're here taking a required class as a transfer student to a 4 year architecture school, or just passing by for a fun class, I hope you enjoy the process of learning about architectural sketching. There is so much information that quick sketching can provide. Building a familiarity and dexterity with traditional sketching tools translates to any design pursuit, whether academic or professional. Design professions rely heavily on the ability to communicate graphically. Added to the fast paced environment of most design studios, sketching quickly is a tool that is valuable in any design classroom or office.

**Course Learning Outcomes**

By the end of this course you will have built the skills and knowledge to be able to:

- Sketch quickly and effectively communicate ideas in a short amount of time with clarity and correctness
- Have critical thinking and analyzing skills to be able to look at sketches and determine good sketching technique, correct perspective, and understand the expression of materials and context
- Sketch from life or from photograph equally as efficiently and correctly
- Have the skills of decision making that allow one to look at a complex image or structure and know what to draw and how much to draw to tell a story quickly and effectively
- Learn a familiarity with the sketching tools and how to use them
- Feel comfortable rendering with watercolors and knowing how to use them to enhance ink drawn sketches

### **Student Contribution**

In order to succeed in this course students must attend every class, do the homework weekly, attend the midterm and the final, and do the final project. I refer to the weekly effort of doing homework and attending class as putting in your "10,000 hours", the theory popularized by Malcolm Gladwell that poses mastery of a specific skill comes after practicing something for roughly 10,000 hours. Although we will not reach all of those hours during the course of the semester, students will still reach a substantive amount of hours sketching as a combination of class and homework time.

### **Textbook**

- David Drazil - Sketch Like An Architect

### **Supplies**

For use this semester you are required the following:

- (2) 5"x8" hardcover sketchbook (one for in class work, one for homework)
- (1) pack of 6 drafting pens size .05 through 3
- One watercolor kit
- (1) 5"x8" watercolor sketchbook

### **Course Evaluation**

The following are the major assignments of this course

- 10 weekly sketches - a homework sketchbook with 10 sketches will be due every Monday of the semester
- Mid Term - a midterm will be administered the week before Fall Break. Attendance to the midterm is mandatory, as it is held in class and sketches are timed. See more details under the assignment "Mid Term" in Canvas
- Final - a final will be administered at the beginning of December. Attendance to the final is mandatory, as it is held in class and sketches are timed. See more details under the assignment "Final" in Canvas
- Final Project - a final project will be required at the end of semester, where you select your 20 best sketches of the semester and write a reflection on all that was learned during the semester, and how the course content helped you enhance your sketching skills