

INDES 171

Tuesday & Thursday 9:30 - 12:50

Prerequisite: ART 110 and INDES 140

CONTACT INFORMATION

Email	todd.poliskin@bellevuecollege.edu tpoliskin@gmail.com
Phone	425-395-4861
Office hours	T.B.D.

We have a class home page which I will use to upload all assignments, handouts and lectures for your reference the day after class meets. We will also use this site as a forum for questions on given design problems, and for you to stay in contact with each other outside of class.

DESCRIPTION

INDES 171 introduces the fundamental elements and principles of Design. This class develops the ability to work with concepts and methods for defining and organizing space and form in the interior environment. INDES 171 introduces graphic tools, techniques, and conventions used for effective visual communication in design. Students apply basic theory as they develop skills in basic architectural drafting and drawing skills.

CONTENT OUTLINE

- Introduction to the principles of Form, Space and Order
- Graphic Representation - drawing & model making Skills
- Explorations into Solid-Void & Subtractive-Additive relationships
- Conceptual Design - Forming Spatial Qualities

COURSE OUTCOMES

1. Successfully employ the elements and principles of Design.
2. Demonstrate the ability to both define and organize space and form.
3. Demonstrate the ability to draft an accurate plan, section and elevation.
4. Demonstrate the ability to produce freehand drawings using line weights, thickness, opacity, and precision to present space plans, elevations, and other conceptual sketches.
5. Demonstrate the ability to produce three-dimensional physical models.

FORMAT

Design Principles and Elements is broken into the following categories: Lecture, Reading, Studio Work, Assignment/Projects and Presentations. This course will provide an overview of the Discipline of Design as it applies to Interior Design, and Architecture.

Assignments consist of a series of initially simple, but increasingly complex projects designed to deal directly with design elements, principles, processes that contribute to defining space. Each week there will be a review of the previous week's assignment, discussion, and an analysis of the next week's work.

This is a lecture and studio class in which ideas and theories will be explored as well as the introduction of architectural drawing conventions. We will be using the method of pin-up critiques to address principles and concepts which are contained within your drawings and models. In these critiques only a few projects will be discussed because of the size and time limitation of the class. This means that you will have to extrapolate critiques and discussions of other projects to inform your project. Typically the most successful projects will be discussed. It is your goal then to have your projects be selected in this forum several times through the quarter.

REQUIREMENTS

This class is intended to be a collaborative studio, weekly critiques of the past week’s assignment will take place and thus class participation is required.

- Professionalism: class attendance and timely arrival are mandatory as we have a lot of material to cover. Attendance will be taken at the beginning of class only.
- Always be ready to work in class, this means you must always have your materials and projects with you.
- You should be prepared to present your work at the beginning of every class. No last minute scrambling, this is not professional.
- In order for your work to communicate your intention and vision it is vital that you bring complete, well thought, organized and presentable work to be reviewed. Incomplete and haphazard work will not be reviewed.
- As design is a time-consuming process, you should plan on putting in 12-16 hours outside of class in any given week and be prepared to commit substantially more when the need arises.
- You must attend scheduled field trips and represent yourself and BCC in a professional manner.

GRADING

Work is to be turned in on time. If you have a scheduling conflict or will not be able to attend class, work is to be submitted before the assignments due date. **No late work will be accepted.**

This is an introductory design studio and students typically bring to the class extremely high personal performance criteria. Grading is not gauged according to other students, each student and project will have different strengths along with less proficient skills and therefore results. I will measure each students work based on the level of the student.

This class is a graded course. Consequently there are criteria for determining final grades. All projects will be graded based on the particular requirements for each project, understanding and application of concepts being addressed and special attention to ‘Quality’ of design and presentation.

Grading Criteria: Cohesive & Holistic

- Research: background information
- Process/ Methodology: inquiry
- Content: design intent, ideas and concept
- Communication: graphic, written and verbal
- Skills: drawing, model making
- Product/ Deliverables: graphic presentations
- Organization: documents, notebooks and time management

Grading Percentages:

Classroom Attendance/Participation	11%
Journal	4%
Project 1: 10x10:Process Assignments	15%
Project 1: 10x10:Final Model & Plans	20%
Project 2: Spatial Concept Design: Process Assignments	25%
Project 2: Spatial Concept Design: Final Model & Drawings	25%

Grading Scale:

Assignments will be scored on a point system (100 total points). At the end of the quarter, the points will be tallied and then converted to a letter grade, based on the following formula:

Letter Code	Percentage Range
• A	100 - 94
• A-	93 - 90
• B+	89 - 87
• B	86 - 83
• B-	82 - 80
• C+	79 - 77
• C	76 - 73
• C	72 - 70
• D	69 - 60
• F	59 and below

If you have any questions or concerns about your grades, please see me as soon as possible. Please be aware that simply attending class and completing the required assignments will not entitle you to an "A" in this class. If you have any questions, please review the grading policy of the school at:
<http://bellevuecollege.edu/catalog/enroll/grades.asp>

An "Incomplete" grade may be awarded only in cases where extenuating circumstances have prevented the student from completing no more than one of the projects or tests for the quarter. To be eligible for an "I" grade, the student must have prior approval of the instructor. Questions about grades, including an approximation of letter grade earned to date, will be welcomed at any time during the quarter.

Please read Student Procedures and Expectations:

<http://www.bcc.ctc.edu/artshum/studentinfo.html>

Accommodation statement for syllabi:

"Students with disabilities who have accommodation needs are required to meet with the Director of Disability Support Services, room B132-G (telephone 425.564.2498 or TTY 425.564.4110), to establish their eligibility for accommodation. In addition, students who require accommodation in classes must review those requirements with each instructor during the first week of the quarter."

If you require accommodation on a documented disability, emergency medical information to share, or need special arrangements in case of emergency evacuation, please make an appointment with me as soon as possible.

Required Texts:

Architecture: Form, Space and Order Third Edition by Francis D.K. Ching

Please see attached bibliography for additional non required books.

Every Tuesday bring a copy of one of the following periodicals and be prepared to talk about a project featured in that issue that addresses topics presented in the class. We will look at one or two each class.

Domus
Abitare
Interior Design
Architectural Record

Journal: Please see attached handout. Record all your time, ideas, observations and critiques , etc. in this journal. I will be periodically reviewing your journals and giving you input.

Required Supplies:

INDES 171 Kit: **\$87.99** (if purchased separately \$114.68)

- 1) 10" Adjustable Triangle
- 2) 4" Orange 30/60 Pro Triangle
- 3) .20mm (005) Black Pigma Micron (x2)
- 4) Black Sign Pen (x3)
- 5) Black Stylist (x3)
- 6) Black Razor Point (x3)
- 7) Lead Holder
- 8) Lead Pointer
- 9) HB Lead
- 10) 4H Lead
- 11) Drafting Dots
- 12) Kneaded Eraser
- 13) MARS Plastic Eraser
- 14) Large Circle Template
- 15) Circle Template
- 16) Architectural Scale
- 17) 18"x50yd Buff Sketch Roll
- 18) 12"x50yd Buff Sketch Roll
- 19) 14" Drafting Duster
- 20) Erasing Shield

In addition to this kit:

25' tape measure

Model Building Supplies: long metal straight edge, metal triangle, Xacto blades #11 & holder, straight pins

Hot Glue Gun

White Glue

3/16 Foam Core

Cutting Mat

Chipboard

Bristol Paper

Graph paper

Various additional pens, pencils, markers, paper, etc. as needed

- As a creative person, please take some risk and open yourself to new ideas. Aim beyond what you are presently capable of doing. Dedicate and push yourself to uncover what it takes to design. Develop a complete disregard for where your abilities end. Try to do things you think you are incapable of doing. Be as good as you want to be through *Passion, Perception, Practice, Perseverance and Patience.*
- Find the joy of designing and have fun while doing demanding work.
- Remember Design is a time consuming endeavor, plan accordingly.