

MODULE DESCRIPTOR

Module Title

Drawing And Visualisation

Reference	AC1504	Version	1
Created	October 2024	SCQF Level	SCQF 7
Approved	January 2025	SCQF Points	30
Amended		ECTS Points	15

Aims of Module

To embed a broad recognition of Drawing and Visualisation as a foundation of thinking and visual understanding through the introduction of a wide range of processes, techniques and experiences relevant to visualising, problem solving and explaining concepts.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Identify drawing and visualisation techniques appropriate to the context of interior design practice.
- 2 Employ a range of 2D and/or 3D analogue and/or digital visualisation processes, media and techniques to explore concepts visually.
- 3 Apply critical judgements on visualisation methods in relation to observational and analytical processes to create resolved outcomes.
- 4 Implement a range of Drawing & Visualisation methods, systems, approaches and techniques to present design concepts in a manner that is appropriate to interior design practice.

Indicative Module Content

This module will introduce the practical and theoretical aspects and use of drawing and visualisation, which may typically include the introduction to: Formal and experimental 2D/3D drawing and visualisation processes and media. Observational analysis, composition, proportion and measurement. Exploration of volume and structure through perspective and spatial relationships. Visual methods of creative enquiry using diverse media and techniques including traditional analogue, digital (photo, CAD and time-based) methods of drawing and visualisation. Please note that attention should be paid to considering opportunities within design practice where appropriate actions can be taken to heighten the potential for positive sustainable impact. Whilst there may be links to the full suite of SDGs, within the context of this module, it would be expected that appropriate consideration is paid to SDGs 11 and 12 as a baseline.

Module Delivery

This module involves studio, digital lab based and external drawing and visualisation work. Drawing and visualisation exercises and projects are underpinned by presentations, crits, demonstrations and seminars.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	91	N/A
Non-Contact Hours	209	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type: Coursework Weighting: 100% Outcomes Assessed: 1, 2, 3, 4

Description: The coursework consists of a Portfolio of design work - the portfolio includes practical drawings, digital drawings/renderings/photographs/representations.

MODULE PERFORMANCE DESCRIPTOR**Explanatory Text**

Component 1: Portfolio

Module Grade	Minimum Requirements to achieve Module Grade:
A	A
B	B
C	C
D	D
E	E
F	F
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

INDICATIVE BIBLIOGRAPHY

- 1 Ching, F.D.K. and Juroszek, S.P. (2018) Design drawing. Third Edition. Hoboken, New Jersey: John Wiley & Sons Inc.
- 2 Grennan, S. (2017) A theory of narrative drawing: Simon Grennan. New York: Palgrave Macmillan (Palgrave studies in comics and graphic novels).
- 3 Elderton, L. and Morrill, R. (eds) (2022) Vitamin D3: today's best in contemporary drawing. London: Phaidon Press Limited.