

INTD-2460: INTERIOR DESIGN PRESENTATION

Cuyahoga Community College

Viewing: INTD-2460 : Interior Design Presentation

Board of Trustees:

May 2024

Academic Term:

Fall 2024

Subject Code

INTD - Interior Design

Course Number:

2460

Title:

Interior Design Presentation

Catalog Description:

Verbal and visual communication methods for interior designers. Focuses on perspective construction, hand and computer rendering techniques, sketching techniques, presentation methods, and digital and web design portfolio construction.

Credit Hour(s):

3

Lecture Hour(s):

1

Lab Hour(s):

6

Other Hour(s):

0

Requisites

Prerequisite and Corequisite

Concurrent enrollment in INTD-2400 Interior Design Studio II, and VC-1000 Visual Communication Foundation.

Outcomes

Course Outcome(s):

Utilize manual and digital color rendering media and techniques for design presentation.

Objective(s):

1. Analyze tonal values and shading.
2. Utilize a variety of media used in design presentations.
3. Demonstrate professional skills in rendering design presentations.

Course Outcome(s):

Critique design presentations.

Essential Learning Outcome Mapping:

Oral Communication: Demonstrate effective verbal and nonverbal communication for an intended audience that is clear, organized, and delivered effectively following the standard conventions of that language.

Objective(s):

1. Identify goals to achieve moving forward in a project.
2. Speak in the context of the student's point of view.

3. Develop and discuss constructive feedback on design presentations.
4. Ask clarifying questions about a design critique.
5. Discuss the pressing matters of a design project in the appropriate phase of the design process.
6. Clarify the creator's intent for the design and then respond to how well the work achieves or does not achieve that intention.

Course Outcome(s):

Apply presentation knowledge to effectively communicate design ideas with clients.

Essential Learning Outcome Mapping:

Oral Communication: Demonstrate effective verbal and nonverbal communication for an intended audience that is clear, organized, and delivered effectively following the standard conventions of that language.

Objective(s):

1. Explain and construct perspectives.
2. Practice presentation skills in conjunction with projects.
3. Explain the value of color presentations in client/designer communications.

Course Outcome(s):

Utilize computer three dimensional programs for presentation purposes.

Objective(s):

1. Create three-dimensional models from an existing floor plan.
2. Create three-dimensional models from conceptual ideas in industry-standard software.

Course Outcome(s):

Create a digital and web design portfolio.

Objective(s):

1. Identify an appropriate variety of work to include in a portfolio catering to a specific audience.
2. Organize a design portfolio in a professional and creative way for audiences to understand student's design capabilities.
3. Explain and discuss the advantages and disadvantages of different types of portfolios.

Methods of Evaluation:

1. Quizzes
2. Drawing assignments and projects
3. Participation
4. Critique of projects
5. Presentations

Course Content Outline:

1. Orthographic drawings
 - a. Materials, tools, and equipment
 - b. Understanding orthographic projection drawings
 - c. Orthographic projection drawings for interior environments
 - d. Entourage
 - i. People
 - ii. Foliage
 - iii. Accessories
2. Study of the design process and related graphics
 - a. Introduction to the design process
 - b. Programming

- c. Schematic design
- d. Design development
- 3. Perspective drawings
 - a. One-point perspective drawing
 - b. Tonal values and shading exercises
 - c. Entourage
 - i. People
 - ii. Foliage
 - iii. Accessories
 - d. Developing visual skills
- 4. Drawing and sketching interior environments
 - a. Estimating one-point interior perspective drawings
 - b. Estimating two-point perspective drawings
 - c. Prepared perspective grid charts
 - d. Perspectives traced from photographs
 - e. Computer-generated imagery
- 5. Exploration and use of various media
 - a. Color pencil usage
 - b. Marker usage
 - c. Watercolor usage
 - d. Various other media possibilities
- 6. Rendering
 - a. Introduction to rendering
 - b. Manual vs. computer rendering
 - c. Materials, media, and tools
 - d. Rendering two-dimensional drawings
 - e. Rendering perspective drawings
- 7. Three-dimensional modeling
 - a. Introduction to Sketch Up
 - b. Translating plans into three-dimensional models through digital software
- 8. Presenting materials, finishes, and drawings
 - a. Introduction to materials presentations
 - b. Materials and media
 - c. Color theory for rendering
 - d. Organization and composition
 - e. Techniques and methods of presentation
- 9. Portfolios
 - a. Layout
 - b. Graphic components
 - c. Complete a printed portfolio using digital software
 - d. Complete a digital portfolio
 - e. Complete a web portfolio

Resources

Mitton, Maureen. (2018) *Interior Design Visual Presentation: A Guide to Graphics, Models, and Presentation Techniques*, Hoboken: Wiley & Sons.

Bender, Diane M. (2018) *Design Portfolios: Moving from Traditional to Digital*, New York: Fairchild Publications.

Scalise, Christina M. (2018) *Interior Design Illustrated: Marker and Watercolor Techniques*, New York: Fairchild Publications.

Alexander C. Schreyer. (2023) *Architectural Design with SketchUp*, Wiley Publications.

Lydia Sloan Cline. (2023) *SketchUp for Interior Design*, Wiley Publications.

Francis D. K. Ching. (2023) *Architectural Graphics*, Wiley Publications.

Resources Other

<https://www.autodesk.com/>

<https://www.sketchup.com/>

<https://www.adobe.com/>

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