Design 251
Department of Industrial, Interior, and
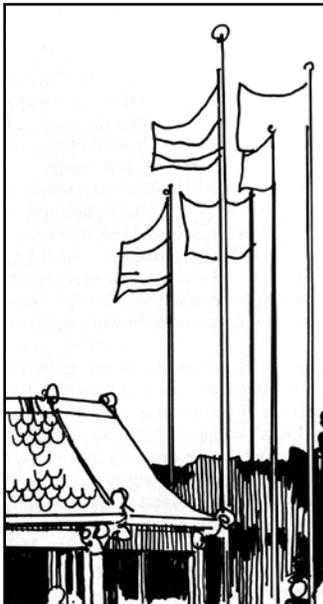Visual Communication Design

Landscape OSU 251.1: Oval Architecture & Environment

Objective

Drawing what we see leads to a better understanding of how we (and others) see. The goal is to translate physical objects and environments into contour or shaded drawings. In addition, compose and render both objects and environments from a micro (detail) and macro (holistic). The drawings should express "industrial" design highlighting form and function while honing your individual design drawing style.

Locations

1) **Contour drawing:** Choose a building, a vantage point, and frame a section that represents the overall architectural style. Details that are important should project, while less important background items should recede.

2) **Contour drawing:** Choose a user-centric, functional part of the building, a vantage point, frame it and draw it. Draw the eye with emphasis and detail while simplifying extraneous, peripheral information. The building's entrance is a great example. It doesn't have to be the same building—although it might make a nice series. It doesn't have to be the main entrance either.

Record the vantage points with your camera to potentially finish the drawing at a later time and to include in your process book.

Materials

1) Sketch book.
2) Pencil set.

Evaluation

Effort and completion of the assignment, visual execution/rendering and craft, as well as a progression towards improving skills.

Grading

The drawings will be factored into the grade of your sketch series to be included in your final course documentation.
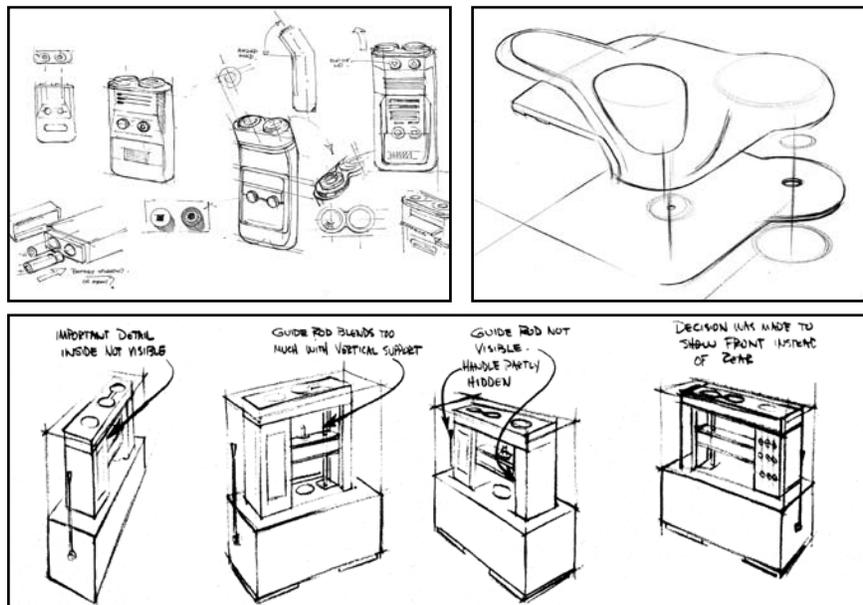
Landscape OSU 251.2: Oval Objects in the Environment

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Objective	Drawing what we see leads to a better understanding of how we (and others) see. The goal is to translate physical objects and environments into contour or shaded drawings. In addition, compose and render both objects and environments from a micro (detail) and macro (holistic). The drawings should express "industrial" design highlighting form and function while honing your individual design drawing style.

Objects

1) **Contour drawings** (or sparingly shaded): Choose three (3) objects, a vantage point for each, compose and draw them. Each object is something that a user can interact with—although one may stretch the limit (e.g., because you really want to draw a light post). The object should dominate the composition, but some line work representing the environment should also be present.

2) **Contour drawing:** Choose one of the three objects from (1) and choose a different vantage point (wider angle?) that best represents that object's relationship to the environment. Though your object should project, the environment should help define the object's purpose, location, etc.

Record the vantage points with your camera to potentially finish the drawing at a later time and to include in your process book.

Materials	1) Sketch book.
	2) Pencil set.

Evaluation	Effort and completion of the assignment, visual execution/rendering and craft, as well as a progression towards improving skills.

Grading	The drawings will be factored into the grade of your sketch series to be included in your final course documentation.

Design 251
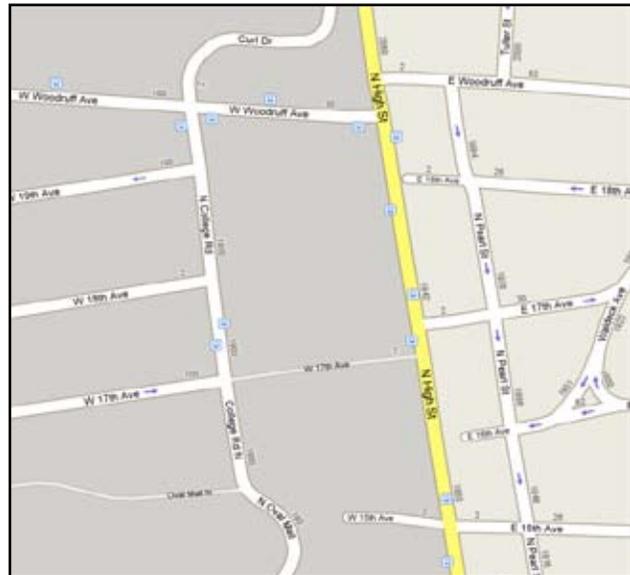Department of Industrial, Interior, and
Visual Communication Design

Landscape OSU 251.3: Type as Form in the Environment

Objective

Drawing what we see leads to a better understanding of how we (and others) see. The goal is to translate physical objects and environments into contour or shaded drawings. In addition, compose and render both objects and environments from a micro (detail) and macro (holistic). The drawings should express "industrial" design highlighting form and function while honing your individual design drawing style.

Objects

1) **Shaded & contour drawing**: Choose a building with exterior signage on the east side of High Street between Woodruff Avenue and 15th Avenue, a vantage point, and compose the scene to fit some of the adjacent buildings.

2) Sketch in the scene with a **very** light hand, and then use graphite and pencil to shade the primary focal area—the signage and some (or all) of the building. Look at the letterforms as objects and draw them as accurately as possible.

3) Finally, finish the surrounding architecture, sidewalk details, and pedestrians with line work.

Record the vantage point with your camera to potentially finish the drawing at a later time and to include in your process book.

Materials

1) Sketch book.
2) Pencil set.

Evaluation

Effort and completion of the assignment, visual execution/rendering and craft, as well as a progression towards improving skills.

Grading

The drawing will be factored into the grade of your sketch series to be included in your final course documentation.

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Landscape OSU 251.4: Outdoor Public Gathering Spaces

Objective

Drawing what we see leads to a better understanding of how we (and others) see. The goal is to translate physical objects and environments into contour or shaded drawings. In addition, compose and render both objects and environments from a micro (detail) and macro (holistic). The drawings should express "industrial" design highlighting form and function while honing your individual design drawing style.

Objects

1) **Shaded & contour drawing**: Choose an area in front of Central Classrooms that promotes public gathering, a vantage point that includes one of the sculptural numerals, and compose the scene to fit some of the surrounding details. Concentrate on rendering accurate perspective especially with regard to the elevation changes.

2) Sketch in the scene with a **very** light hand, and then use graphite and pencil to shade the primary focal area—the gathering area and the numeral (if it is dominant to the composition).

3) Finally, finish the surrounding architecture, local details, and pedestrians with line work.

Record the vantage point with your camera to potentially finish the drawing at a later time and to include in your process book.

Materials

1) Sketch book.
2) Pencil set.
3) Graphite sticks.

Evaluation

Effort and completion of the assignment, visual execution/rendering and craft, as well as a progression towards improving skills.

Grading

The drawing will be factored into the grade of your sketch series to be included in your final course documentation.