



El Camino College
 COURSE OUTLINE OF RECORD – Official

Course Acronym:	ARCH
Course Number:	172
Descriptive Title:	Architectural Color Rendering Techniques
Division:	Industry and Technology
Department:	Architecture
Course Disciplines:	Architecture
Catalog Description:	Students will learn rendering techniques used by professionals to create architectural presentation drawings. Lectures introduce color theory and application, the history of color and contemporary trends in color design. Studio projects feature pencil, marker, and watercolor applications as well as rendered orthographic and projection drawings using monochromatic, analogous, complementary, and triad color schemes.
Prerequisite:	Architecture 170 with a minimum grade of C
Co-requisite:	
Recommended Preparation:	Architecture 171 or concurrent enrollment
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	4
Outside Study Hours:	4
Total Course Hours:	108
Course Units:	3
Grading Method:	Letter Grade only
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes, No
Effective Date:	Prior to July 1992
Transfer UC:	propose
Effective Date:	
General Education: ECC	
Term:	
Other:	
CSU GE:	
Term:	
Other:	

IGETC:	
Term:	
Other:	
Student Learning Outcomes:	<p>SLO #1 Color Theory and Schemes</p> <p>Given lecture information, handouts and in-class discussion, students will be able to demonstrate the ability to draw and delineate architectural presentation drawings using various color mediums. The student will demonstrate knowledge of color theory and color schemes (monochromatic, complimentary, etc.) that architectural illustrators use in various circumstances.</p> <p>SLO #2 Use of Medium</p> <p>Given lecture information, handouts and in-class discussion, students will be able to demonstrate and ability to illustrate architectural renderings with the following color mediums; color pencils, markers, water colors, pastels and various computer software.</p> <p>SLO #3 Composition of Color</p> <p>Given lecture information, handouts and in-class discussion, students will be able to demonstrate and ability to mix colors to create Hue Schemes (Monochromatic, Analogous, Complimentary, etc.) that will be the right colors for the building they are trying to illustrate.</p>
Course Objectives:	<ol style="list-style-type: none"> 1. Compare and contrast basic color theory principles, such as the primary hues on the color wheel, chroma and value. 2. Differentiate among the colors and textures used in delineating construction materials such as wood and concrete. 3. Create professional level color renderings of interior and exterior perspectives using color markers and pencils. 4. Compose different color hue schemes.
Major Topics:	<p>I. Architectural color rendering overview (2 hours, lecture)</p> <ol style="list-style-type: none"> A. Media and paper B. Techniques of application C. Application of computer software <p>II. Neutrals (4 hours, lecture)</p> <ol style="list-style-type: none"> A. Grey value scale B. Warm versus cool grays C. Use of white and black <p>III. Neutrals (12 hours, lab)</p> <ol style="list-style-type: none"> A. Showing black to grey to white tones B. Drawing grey blocks with different grey tones <p>IV. Delineating materials (4 hours, lecture)</p> <ol style="list-style-type: none"> A. Wood, masonry, metals

B. Landscapes, automobiles

C. People and animals

V. Delineating materials (18 hours, lab)

A. Drawing a house with wood sidings, masonry base, and a metal roof

B. Drawing a park color scheme in plan and section

C. Drawing a zoo scene with people and animals included

VI. Composition of drawings (4 hours, lecture)

A. Background

B. Foreground

C. Reflections

D. Shades and shadows

E. Entourage

VII. Composition of drawings (15 hours, lab)

A. Delineating a 3-point perspective

1. Drawing the background (sky and mountains)

2. Drawing the middle ground (buildings)

3. Drawing the foreground (trees to reinforce the perspective)

B. Entourage

VIII. Color theory (4 hours, lecture)

A. Color wheel

B. Mixing basic colors

C. Dimensions of color: hue, value, chroma

D. Munsell system

IX. Color theory (12 hours, lab)

A. Drawing a color wheel showing the primary and secondary colors

B. Drawing a value scale

C. Drawing a chroma scale

X. Hue schemes (6 hours, lecture)

A. Monochromatic

B. Analogous

C. Complimentary

D. Triad

E. Random hue

XI. Hue schemes (15 hours, lab)

A. Drawing a landscape plan using a monochromatic scheme

B. Drawing a house elevation using a complimentary scheme

	XII. Color presentation drawings (12 hours, lecture) A. Making the line drawing B. Creating a value strategy C. Paper and color medium D. Final presentation project
Total Lecture Hours:	36
Total Laboratory Hours:	72
Total Hours:	108
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	Select the appropriate hue scheme and paper to graphically depict a landscape drawing. Illustrate drawing with color markers and pencils. Submit drawing to instructor.
Critical Thinking Assignment 1:	Render a preliminary design presentation drawing of a repetitive housing project using one of the hue schemes you have learned (monochromatic, analogous, complimentary or triad). Submit drawing to the instructor.
Critical Thinking Assignment 2:	Delineate the building elevation on vellum showing reflectivity techniques in glass and water in front of a building. Submit vellum to the instructor.
Other Evaluation Methods:	Class Performance
Instructional Methods:	Demonstration Guest Speakers Laboratory Lecture Multimedia presentations
If other:	Informational handout sheets and team projects
Work Outside of Class:	Problem solving activity Required reading Skill practice Study
If Other:	
Up-To-Date Representative Textbooks:	Michael Doyle. <u>Color Drawing: Design Drawing Skills and Techniques for Architects, Landscape Architects, and Interior Designers</u> . 4th edition. Van Nostrand Reinhold, 2016. (Discipline Standard)
Alternative Textbooks:	
Required Supplementary Readings:	
Other Required Materials:	1. Warm and cool grey markers 2. Color markers 3. Set of prisma color pencils 4. Black and grey markers

	5. Flash drive
Requisite:	Prerequisite
Category:	Sequential
Requisite course(s): List both prerequisites and corequisites in this box.	Architecture 170 with a minimum grade of C
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	<p>Ability to develop orthographic drawings with differentiated line weights and types.</p> <p>ARCH 170 - Develop orthographic drawings including plan, section and elevations indicating different line weights.</p> <p>Ability to illustrate various textures and patterns.</p> <p>ARCH 170 – Draw various textures that would commonly appear on floor and wall plans.</p>
Requisite Skill:	
Requisite Skill and Matching Skill(s): Bold the requisite skill(s). If applicable	
Requisite course:	Architecture 171 or concurrent enrollment
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	<p>Ability to construct a three-dimensional drawing.</p> <p>ARCH 171 – Translate two-dimensional drawings (plan, section, elevation) into various three-dimensional drawing types.</p> <p>Ability to draw shadows and reflections.</p> <p>ARCH 171 – Diagram shadows and reflections in perspective.</p>
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s). If applicable	
Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Tokinori Kawanari
Date:	11/06/2015
Original Board Approval Date:	02/01/1984

Last Reviewed and/or Revised by:	Michael Stallings
Date:	11/06/2015
Last Board Approval Date:	1/17/2023