



El Camino College
 COURSE OUTLINE OF RECORD – Official

Subject:	ARCH
Course Number:	173
Descriptive Title:	Live Urban Sketch
Division:	Industry and Technology
Department:	Architecture
Course Disciplines:	Architecture
Catalog Description:	This sketch course will teach students the process of “ <i>drawing what you see</i> ” in the natural and built environments. Centered around live sketching in a urban centers as well as local neighborhood settings, students will learn to translate a live scene into a sketch that draws in the viewer. The course accommodates varying drawing abilities and encourages individualized stylistic approaches. Students will demonstrate how to observe, compose, and simplify a complex scene while creating a visual focus and defining the mood for a particular setting.
Prerequisite:	
Co-requisite:	
Recommended Preparation:	Architecture 170, Architecture 171, Architecture 172
Enrollment Limitation:	
Hours Lecture (per week):	1
Hours Laboratory (per week):	3
Outside Study Hours:	2
Total Course Hours:	72
Course Units:	2
Grading Method:	Letter Grade only
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	
Transfer UC:	Yes
Effective Date:	pending
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	

Other:	
<p>Student Learning Outcomes:</p>	<p>SLO #1 Hand Sketching</p> <p>Given lecture information and in- and out of class demonstration, students will demonstrate the ability to translate a vision or observation into a rapid representation for the purposes of evaluation and communicating.</p> <p>SLO #2 Graphic Techniques</p> <p>Students will use traditional media as well as various computer programs to complete exercises and assignments resulting in drawing techniques.</p> <p>SLO #3 Communication Skills</p> <p>Successful students tracking for graduation, transfer and employment in architecture will develop, refine and deliver visual communication methods.</p>
<p>Course Objectives:</p>	<ol style="list-style-type: none"> 1. Use critical thinking to define a communication strategy that expresses a visual philosophy. 2. Determine layout and format of their sketch into a cohesive visual narrative. 3. Demonstrate the ability to observe and simplify complex scenes while creating a visual focus. 4. Establish a visual hierarchy and flow to the narrative by using framing strategies and content emphasis. 5. Utilize shading, texture and color to define scene depth, contours and details.
<p>Major Topics:</p>	<p>I. Overview – Draw What You See (1 hour, lecture)</p> <ol style="list-style-type: none"> A. The key to observations B. Techniques to simplifying complex scenes C. Identifying different sketching styles <p>II. Mechanics of Drawing (2 hours, lecture)</p> <ol style="list-style-type: none"> A. Wrist vs. elbow B. Technical pens, ball-point & pencil C. Selecting a drawing medium <p>III. Setting up the Frame (3 hours, lecture)</p> <ol style="list-style-type: none"> A. Framing the view B. Mapping out the layout C. Determining a sketch strategy <p>IV. Determining the Emphasis (3 hours, lecture)</p> <ol style="list-style-type: none"> A. Prioritize subject – focus vs. background B. Creating a visual hierarchy C. The importance of graphic devices <p>V. Considerations for the Sketch (3 hours, lecture)</p>

	<ul style="list-style-type: none"> A. Contrast, tone, and value B. Simplifying details and complexity C. Shapes and geometries that define the scene <p>VI. Creating Drama & Mood (3 hours, lecture)</p> <ul style="list-style-type: none"> A. Silhouettes and upfront lighting B. Foreground & background <p>VII. Breathing Life into the Sketch (2 hours, lecture)</p> <ul style="list-style-type: none"> A. Activating the sketch B. Entourage (people, landscape, and more) C. Including design challenges & failures <p>VIII. Finalizing a Sketch (1 hour, lecture)</p> <ul style="list-style-type: none"> A. Markers, pencils, and watercolors B. Applying textures and colors C. Intensity vs. accents <p>IX. The "Learning by Doing" Principle (36 hours, lab)</p> <ul style="list-style-type: none"> A. Individual-centered focus tasks <ul style="list-style-type: none"> 1. Personal project development and evaluation 2. Instructor-to-student and peer-to-peer interactions 3. Instructor desk critiques 4. Exercise engagement based on lecture content 5. Content composition to explore visual narration <p>X. Peer Observation & Cooperation (18 hours, lab)</p> <ul style="list-style-type: none"> A. Group collaboration activity <ul style="list-style-type: none"> 1. small group pin-ups 2. developing/ testing of visual communication principals 3. participation in group tasks and projects
Total Lecture Hours:	18
Total Laboratory Hours:	54
Total Hours:	72
Primary Method of Evaluation:	3) Skills demonstration

Typical Assignment Using Primary Method of Evaluation:	Student will sketch a street environment in one-point perspective illustrating building facades, landscaping, and entourage. Drawing to be submitted to instructor.
Critical Thinking Assignment 1:	Student will create a series quick sketched vignettes demonstrating object emphasis via framing techniques. Drawing series to be submitted to instructor.
Critical Thinking Assignment 2:	Student will develop a color rendered sketch to demonstrate depth via shade and shadow. Drawing to be submitted to instructor.
Other Evaluation Methods:	Class Performance, Completion, Presentation
If Other:	
Instructional Methods:	Demonstration, Discussion, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Skill practice, Journal (done on a continuing basis throughout the semester), Other (specify)
If Other:	Drawing presentation preparation
Up-To-Date Representative Texts:	Campanario, Bower, and Blaukopf. The Complete Urban Sketching Companion, 2020, Quarry Books
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	Handouts supplied by the instructor.
Requisite	
Category	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s). if applicable	
Requisite course:	Architecture 170 Architecture 171 Architecture 172
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding	Ability to determine proper line weights. ARCH 170 - Construct lines demonstrating different line weights and types

course objective under each skill(s).	<p>Ability to translate 3D environments.</p> <p>ARCH 171 - Construct a perspective drawing layout.</p> <p>ARCH 171 - Diagram shadows and reflections in perspective.</p> <p>Ability to apply color.</p> <p>ARCH 172 - Differentiate among the colors and textures used to delineate materials.</p> <p>ARCH 172 - Create professional level color renderings using color markers and pencils.</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:	Marc Yeber
Date:	10/17/2023
Original Board Approval Date:	03/21/2024
Effective Term:	FALL 2024