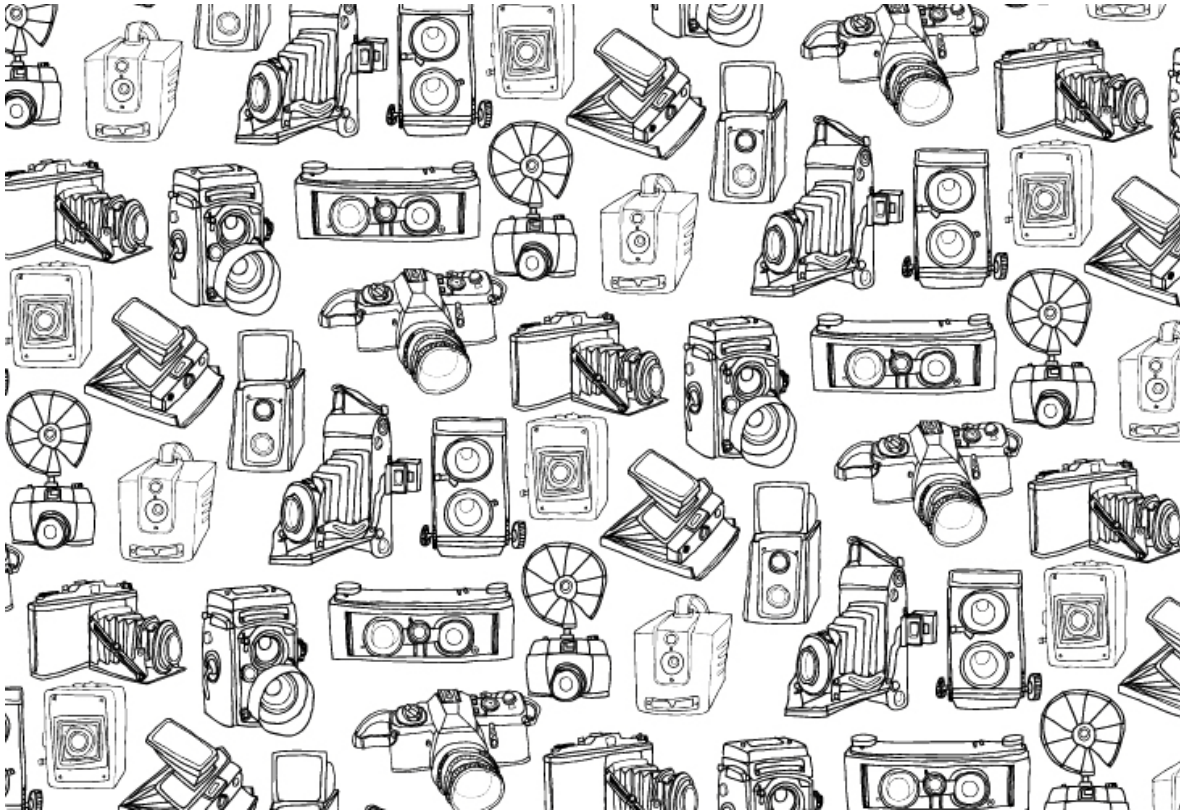


Course Number and Title: ARCH 151 / Architectural Drawing I / 3.0 Credits

Instructor: Lauren Karwoski Magee

Contact: LKM@Drexel.edu

Website: [www.thedraftedline.com/teaching](http://www.thedraftedline.com/teaching)



### PROJECT 1, ASSIGNMENT 1: Introduction to Drawing and Perception

Drawing what you see – rather than what you think you see – is perhaps the most complicated part of learning how to draw. This suggests that it is not our *skills of drawing* that require attention but, more importantly, our *skills of perception*.

**Assignment 1a:** Select an object with moving parts that is easily transportable by hand. Create two pages of drawings in your 11" x 14" sketchbook of this object from several vantage points. Use the drawings to *dissect* your object, exploring its construction and assembly. Open, turn and otherwise manipulate your object to see all of its parts and pieces. There are a few requirements for these drawings:

- Do not draw the object's surroundings (the table top it is sitting on, for example).
- Fill the pages with drawings – create a minimum of 8 drawings (8+ is acceptable).
- The drawings do not need to be true to size, nor must they always be of the complete object – try *zooming in* for a closer view. You may include carefully-written notes that identify key elements.
- Drawings may only utilize a "pure line" technique of drawing as discussed in class.
- Use well-sharpened pencils from your kit (2H, 6B, General's Draughting) or a black pilot pen.

Assignment continued on reverse...

As you draw, look carefully at the object, trying to create a *comprehensive* overview of your object, looking at all sides and exploring the interior (where possible). Don't open something you can't put back together!

\*\* Be sure to select an object that is small enough to be easily portable and can sit on your desk.

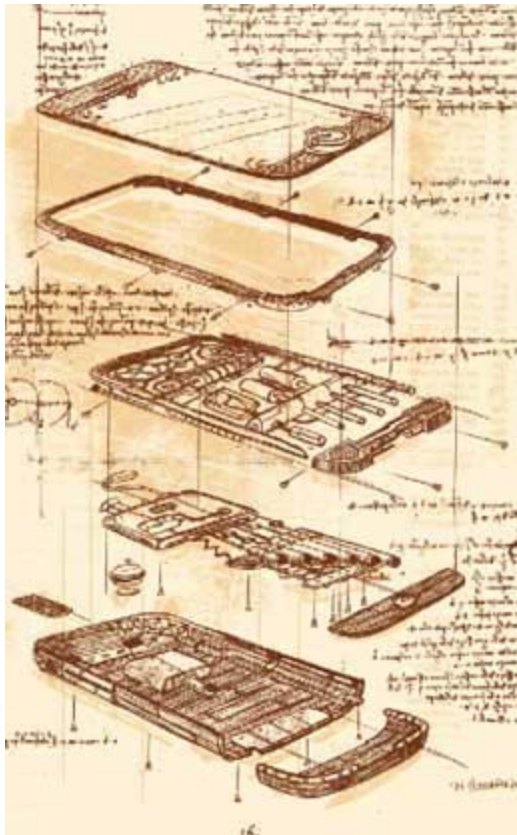
### About the Sketchbook:

Your sketchbook is a place for documenting graphic notes about your projects. You have been given two sketchbooks: one large and one small. The small sketchbook is for making notes while travelling and is of a size that is easily transportable – this should be with you at all times, whether in studio or out and is your personal place for documenting ideas. The large sketchbook will be used in studio and drawing class for idea development, specific drawings, and other assignments.

We will often look in this book for progress drawings and other work so treat it well – be sure to label and date each page and be thoughtful about the information that is put on its pages.

**Assignment 1b:** Scan the two pages of drawings you have made in your sketchbook. Refer to the scanning tutorial available online at [www.thedraftedline.com/teaching/tutorials](http://www.thedraftedline.com/teaching/tutorials) which also includes an introduction to Photoshop basics. Your drawings must be scanned at 300dpi as Grayscale images.

- Email these two files to [DrexelDrawing@gmail.com](mailto:DrexelDrawing@gmail.com)



### Assignment Due:

2pm Tues Sept 29 (Sect. 1) or Thurs Oct 1 (Sect. 2)

- Be prepared to discuss your object selection and your drawings in the next class.
- All files must be emailed by this time.
- Bring your object with you to class next week.
- Bring your sketchbook to class and have your other studio and drawing supplies ready for use at your desk.

### Assignment Objectives:

Focus on the skills of perception as an initial step in learning how to draw; selection of object that is conducive to the development of an interesting graphic exploration; critical thinking about the object, its parts, its function and about the method of representation; utilization of the sketchbook as a place for graphic record-making; introduction to supplies and techniques related to graphic representation.

*"isteam"* illustration by artist Kevin Tong