

ARTD 129
Drawing for Designers
3 Credits

Community College of Baltimore County
Common Course Outline

Description

ARTD 129 – Drawing for Designers: introduces drawing and visualization techniques used by interior designers, industrial designers, product designers, and graphic designers to communicate design concepts. Students learn techniques for freehand sketching and digital rendering. Drawings focus on analyzing form and creating the illusion of three-dimensional objects and space. Lessons with traditional drawing tools and professional software provide students with the skills to create production-ready renderings.

Overall Course Objectives

Upon completion of this course, students will be able to:

1. depict forms through line, contour, and shape;
2. utilize drawing techniques to create structure, surface, and volume;
3. visually convey light and shadow;
4. create the illusion of three-dimensions in a two-dimensional drawing;
5. produce multiple views of the same form through orthographic projection;
6. proportion forms accurately based on context;
7. translate sketches into completed design plans;
8. apply appropriate annotations to drawings and plans;
9. demonstrate an understanding of scale;
10. compose drawings to communicate design intent;
11. employ analog and digital drawing tools; and
12. execute drawings for digital fabrication prototypes.

Major Topics

- I. Mediums
 - a. pencil
 - b. pen and ink
 - c. colored pencil
 - d. digital tools
 - e. marker
 - f. substrates
- II. Measuring
 - a. reading a ruler and measuring tape
 - b. fractions and decimals
 - c. conversions from imperial to metric
 - d. digital measuring tools and units

The Common Course Outline (CCO) determines the essential nature of each course.
For more information, see your professor's syllabus.

- III. Line and shape
 - a. contour line
 - b. guidelines
 - c. organic lines
 - d. geometric shapes
 - e. organic shapes
 - f. cross-contour lines
- IV. Value
 - a. shading techniques
 - b. greyscale
 - c. light sources
 - d. shadows
 - e. local color
 - f. reflections
- V. Texture and surface
 - a. simulated texture
 - b. actual texture
 - c. invented texture
 - d. texture as pattern
 - e. translating texture through value
- VI. Graphical Projection Systems
 - a. linear one-point perspective
 - b. linear two-point perspective
 - c. orthographic projection
 - d. Viewpoint
- VII. Diagrammatic Rendering
 - a. exploded view
 - b. cross section
 - c. cutaway
- VIII. Annotations
 - a. typefaces
 - b. sizing
 - c. codes
 - d. call outs
 - e. symbol legends
- IX. Scale
 - a. ratio
 - b. proportion
 - c. using grids
 - d. foreshortening
- X. Ideation
 - a. thumbnails
 - b. roughs
 - c. presentation drawings
- XI. Composition
 - a. positive and negative space
 - b. balance
 - c. context

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- d. foreground, midground, background
- XII. Software
 - a. raster software
 - b. vector software
 - c. 3D drawing and rendering software

Course Requirements

Grading will be determined by the individual faculty member, but shall include the following, at minimum:

- Six design study projects
- A sketchbook containing thirty (30) pages of drawings as assigned by the instructor
- A portfolio of design studies from the semester

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