

Graphics (1)

ARC201



Credit Hours:



Total Mark:



Dept: Construction Engineering

Course Aim: To introduce the graphics fundamentals and principles for beginners. Through this course, students can draw and develop their drafting capacities using freehand and manual techniques. As a result, 2D drafting and 3D modeling are introduced by achieving the following course plan.

Day	Topic	Assignment and activities
29/9/2018	Graphics Fundamentals	01: Sketches Techniques
6/10	Victory Day	
13/10	Basic Principles	03: Graphics Principles
20/10	Freehand Technique	04: Freehand Sketch
27/10	Visual Perception	05: Visual Perception
3/11	Manual Drafting Technique (Plans)	06: Architectural Plan
10/11	Midterm Exam	
17/11	Manual Drafting Technique (Elevations, section)	07: Architectural Elev. and Section
24/11	3D modeling, one Point	08: Interior or Exterior Shot
1/12	3D modeling, Two Points	09: Exterior Shot
8/12	Initializing the project	10: Practice
15/12	Continuing the project	11: Practice
22/12	Finalizing the project	12: Practice
29/12	Course Summary & Outcomes	13: Project Presentation and Evaluation

With our Best wishes for your professional and academic career,

Dr. Ahmed Abdel-Rasoul

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