



FAKULTI TEKNOLOGI DAN KEJURUTERAAN

PROGRAM	Basic Drawing
COURSE NAME	Diploma in Graphic Design
COURSE CODE	DPT 1013
CREDIT HOUR	3
SYNOPSIS	The subject aims to provide the student with the knowledge, skills and means. This subject is designed to introduces students to the basic skills of technical drawing and presentation Page layout and methods of constructing perspective systems are discussed and practiced.
COURSE STRUCTURE	
CHAPTER	TOPICS
1	Gesture Drawing 1.1 Thumbnail Sketching.
2	Contour Drawing 2.1 Using a variety of lines. 2.2 Positive/negative shapes.
3	Still life sketch simple and complex objects from the environment. 3.1 Overlapping of objects and their change in size. 3.2 Three-dimensional space and volume.
4	Perspective /Landscape 4.1 Creating partial illusions to one- and two-point perspective. 4.2 Atmospheric perspective.
5	Composition 5.1 Understanding the principles of composition and design.
6	Experiment with Frottage as utilized by Max Ernst 6.1 Collect textures from the environment to use in collages. 6.2 Employ graphite sticks for use in finished drawings.



7	Practice sketching the human figure from a model and begin to understand proportions of the total figure as well as the head and face.
8	Variety of Media. 8.1 Pencil. 8.2 Ink. 8.3 Charcoal. 8.4 Wash. 8.5 Chalk. 8.6 Oil pastel.
References:	<ol style="list-style-type: none">1. <i>Panduan Pemula AutoCAD. Kuala Lumpur: SAM Synergy Sdn Bhd. By Ahmad Tarmizi. (2016)</i>2. <i>AutoCAD 2014 Tutorial – First Level: 2D Fundamentals by Randy H. Shih (2014)</i>3. <i>Introduction to AutoCAD 2013 by Yarwood, A (2013)</i>4. <i>Geometry of Design. New York: Princeton Architectural Press by Elam, Kimberly. (2011)</i>