

**RARITAN VALLEY COMMUNITY COLLEGE  
ACADEMIC COURSE OUTLINE**

**INTR 112 VISUAL CONCEPTS FOR INTERIORS**

**I. Basic Course Information**

A. Course Number and Title: INTR112 Visual Concepts for Interiors

B. New or Modified Course: Modified

C. Date of Proposal: Semester: Spring Year: 2021

**D. Effective Term: spring 2022**

E. Sponsoring Department: Arts & design

F. Semester Credit Hours: 2

G. Weekly Contact Hours: 3

Lecture: 1

Laboratory: 2

Out of class student work per week: Estimated minimum of 2 hours of homework per class face to face contact hours.

H. Prerequisites/Corequisites: INTR110 Design Drawing I

I. Laboratory Fees:No

J. Name and Telephone Number or E-Mail Address of Department Chair and Divisional Dean at time of approval: Divisional Dean [patrice.marks@raritanval.edu](mailto:patrice.marks@raritanval.edu) and Department Chair: [vandana.nadkarni@raritanval.edu](mailto:vandana.nadkarni@raritanval.edu)

**II. Catalog Description**

Prerequisites/Corequisites: INTR110 Design Drawing I

This course is a foundation course for Interior Design. This course introduces and reinforces classic design principles in two dimensions and three dimensions. Through traditional and digital techniques students will investigate the elements and principles of design from an interior design perspective. Basic elements of design will be explored through a combination of digital and traditional techniques. Students will produce conceptual work with the appropriate visual language.

Software may include: Adobe Photoshop, Adobe InDesign, Adobe Illustrator, SketchUP, Adobe Acrobat, and Microsoft Power Point. Students will be required to purchase some art/design supplies.

### **III. Statement of Course Need**

- A.** This course is a program requirement for the Associate of Science in Interior Design. It creates a foundation of universal design principles used to understand and articulate two dimensional and three-dimensional space through visual communication.
- B.** This course has a lab component. It is a Design studio course and requires students to use special facilities such as a computer lab, studio areas, and to use artistic materials under the guidance of the instructor or lab technician.
- C.** Please describe the transferability of this course. For example:
  - 1. This course generally transfers as an Interior Design program requirement.
  - 2. This course generally transfers as an Interior Design program elective.

### **IV. Place of Course in College Curriculum**

- A. Free Elective
- B. This course serves a program requirement for the A.S Interior Architecture & Design Degree
- C. To see course transferability: a) for New Jersey schools, go to the NJ Transfer website, [www.njtransfer.org](http://www.njtransfer.org); b) for all other colleges and universities, go to the individual websites.

### **V. Outline of Course Content**

- A. Digital Basics:
  - 1. File types and sizes
  - 2. Vector
  - 3. Raster
  - 4. Resolution
- B. Basic Page Layout:
  - 1. Font Usage
  - 2. Image Use
  - 3. Grid Use
- C. Design Principles:
  - 1. Unity/Harmony
  - 2. Balance
  - 3. Proportion
  - 4. Scale
  - 5. Rhythm
  - 6. Emphasis
  - 7. Variety
  - 8. Contrast
- D. Elements of Design

- 1.Space
- 2.Form/Shape
- 3.Line
- 4.Texture
- 5.Pattern
- 6.Light
- 7.Color

E. Space in Two- Dimensional Design

- 1.Perspective
- 2.Planes
- 3.Viewpoint
- 4.Visual Hierarchy

## VI. General Education and Course Learning Outcomes

### A. General Education Learning Outcomes:

**At the completion of the course, students will be able to:**

1. Produce conceptual works of design with various media. (GE-NJ 1, 2, 4)
2. Analyze and critique design projects. (GE-NJ 1)
3. Acknowledge successful creative design through critique and process. (GE-NJ 1)
4. Explore the potential and experiment with the structure of two-dimensional graphics to support and convey the concepts of interior elements and interior space. (GE-NJ 1, 2, 4)

### B. Course Learning Outcomes:

**At the completion of the course, students will be able to:**

1. Apply basic digital and traditional skills to conceptual two and three-dimensional work
2. Create and produce creative and conceptual design work with traditional and digital media within universal design principles.
3. Explore the potential of two- dimensional design to support and convey conceptual ideas related to interior space.
4. Critique one's own work and classmate's work using critical analysis and constructive dialogue.
5. Differentiate the strengths and applications of basic digital files and various bitmap, vector, and layout software programs.

### C. Assessment Instruments

1. Final drawing project/presentation
2. Quizzes/Exams
3. Oral Presentation/Informative Dialogue
4. Drawing, Design and Model projects
5. In class tutorials

## VII. Grade Determinants

- A. Active participation in class discussions/activities
- B. In class lab/studio work
- C. Completion, accuracy and craftsmanship of drawing assignments
- D. Conceptual development
- E. Final Drawing Project/Presentations

Given the goals and outcomes described above, LIST the primary formats, modes, and methods for teaching and learning that may be used in the course:

- A. lecture/discussion
- B. instructor demonstrations
- C. in class/studio and homework projects
- D. assigned reading
- E. research assignments
- F. student final project presentations
- G. student final drawings
- H. individual and group critiques
- I. other (please describe)

## VIII. Texts and Materials

A. suggested textbooks:

Architectural Graphics /Fourth Edition by Francis Ching, Wiley, John & Sons, Incorporated

Visual Design Fundamentals, A Digital Approach, Third Edition. By: Alan Hashimoto and Mike Clayton Published by Cengage Learning January 2009

2D: Visual Basics For Designers, By Robin Landa, Rose Gonnella, Steve Brower, Cengage Learning, September 2006

B. materials:

Students will purchase drawing/drafting and model materials, media to print and drives to store digital files.

(Please Note: The course outline is intended only as a guide to course content and resources. Do not purchase textbooks based on this outline. The RVCC Bookstore is the sole resource for the most up-to-date information about textbooks.)

## **IX. Resources:**

- A. Design Studio with drafting tables and portable drafting boards.
- B. Projector for digital lectures on drawing concepts.
- C. Tack boards for critiques.
- D. Computer lab with web access and appropriate software.
- E. Wide format color plotter for drawings and presentations.
- F. College Library (database access to art, architecture and interior design)

## **X. Honors Options NA**