Drawing 3

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOID)

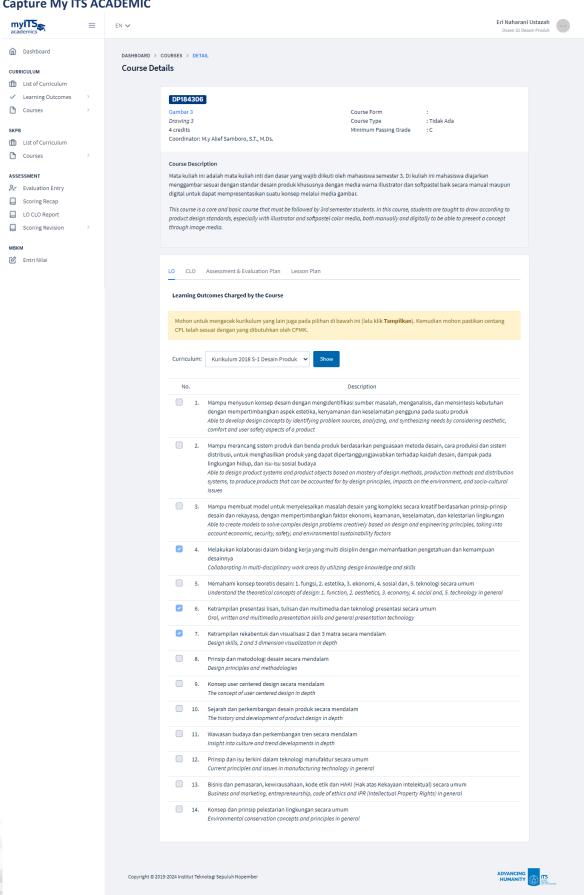2018-2023

Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Drawing 3
Course unit code	DP184306
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2nd year
Semester/trimester when the course unit is delivered	3rd semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	M.y Alief Samboro, S.T., M.Ds.
Learning outcomes of the course unit	1. Oral, written and multimedia presentation skills and general presentation technology 2. Deep 2 and 3 dimension design and visualization skills
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	This course is a core and fundamental subject mandatory for third-semester students. In this course, students are taught drawing in accordance with product design standards, particularly using Illustrator and soft pastels as media 1) Hatching and pen lines 2) Illustrator rendering 3) Soft pastel rendering 4) Orderliness in rendering 5) Rendering according to material 6) Rendering according to the proportions of form (contour) and construction 7) Sketch duration
Recommended or required reading and other learning resources/tools	• Pipes, Alan, "Drawing for Designer", Laurence King Publishers, 2007 • Erik Olofsson & Klara Sjölén, "Design Sketching", KEEOS Design Books, Sweden, 2005 • Eissen, Koos, & Steur, Roselien, "Sketching : Drawing Technique for Product Designer", Bis Publisher, 2009

	• Powell, Dick, "Presentation Techniques: A Guide to Drawing and Presenting Design Ideas", Little, Brown, 1990 • Waluyohadi, "Gambar Bentuk dan Suasana", Butawarna Publishing, 2015
Planned learning activities and teaching methods	Discovery Learning; Case Study
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184306

Gambar 3
Drawing 3
4 credits
Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form   :
Course Type   : Tidak Ada
Minimum Passing Grade : C

Course Description

Mata kuliah ini adalah mata kuliah inti dan dasar yang wajib diikuti oleh mahasiswa semester 3. Di kuliah ini mahasiswa diajarkan menggambar sesuai dengan standar desain produk khususnya dengan media warna illustrator dan softpastel baik secara manual maupun digital untuk dapat mempresentasikan suatu konsep melalui media gambar.

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LO   CLO   Assessment & Evaluation Plan   Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: [Kurikulum 2018 S-1 Desain Produk ⌄]   **Show**

No.	Description
☐ 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk *Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product*
☐ 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya *Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues*
☐ 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan *Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors*
☑ 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya *Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills*
☐ 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum *Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general*
☑ 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum *Oral, written and multimedia presentation skills and general presentation technology*
☑ 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam *Design skills, 2 and 3 dimension visualization in depth*
☐ 8.	Prinsip dan metodologi desain secara mendalam *Design principles and methodologies*
☐ 9.	Konsep user centered design secara mendalam *The concept of user centered design in depth*
☐ 10.	Sejarah dan perkembangan desain produk secara mendalam *The history and development of product design in depth*
☐ 11.	Wawasan budaya dan perkembangan tren secara mendalam *Insight into culture and trend developments in depth*
☐ 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum *Current principles and issues in manufacturing technology in general*
☐ 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum *Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general*
☐ 14.	Konsep dan prinsip pelestarian lingkungan secara umum *Environmental conservation concepts and principles in general*

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Course Details

DP184306

Gambar 3

Drawing 3

4 credits

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LO   CLO   **Assessment & Evaluation Plan**   Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	Total Weight
1	Gambar Thumbnail Ide *Idea Thumbnail Drawing* Studi Kasus | *Case Method*	5%	0%	5%
2	Gambar Alternatif Desain *Alternative Design Drawing* Studi Kasus | *Case Method*	10%	0%	10%
3	Gambar Operasional dan Explode *Explofe and Operational Drawing* Studi Kasus | *Case Method*	10%	0%	10%
4	Gambar Presentasi Konsep Terpilih *Selected Concept Presentation Drawing* Kognitif - UTS | *Cognitive - Midterm Exam*	0%	25%	25%
5	Gambar Sketsa Cepat Ide *Idea Quick Sketch Drawing* Studi Kasus | *Case Method*	5%	0%	5%
6	Gambar Suasana *Environmental Drawing* Studi Kasus | *Case Method*	10%	0%	10%
7	Gambar Detail *Detailed Drawing* Studi Kasus | *Case Method*	10%	0%	10%
8	Presentasi Konsep Terpilih *Selected Concept Presentation* Kognitif - UAS | *Cognitive - Final Exam*	0%	25%	25%
	TOTAL	**50%**	**50%**	**100%**
	Target	*50%*	*50%*	*100%*

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Course Learning Outcomes

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Curriculum: [Kurikulum 2018 S-1 Desain Produk ⌄]   [Show]

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 4	LO 6	LO 7	
CLO-1	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum *Oral, written and multimedia presentation skills and general presentation technology*	☑	☑	☐	50%
CLO-2	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam *Deep 2 and 3 dimension design and visualization skills*	☐	☐	☑	50%
	Total Weight	**33%**	**33%**	**33%**	**100%**

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LO   CLO   Assessment & Evaluation Plan   **Lesson Plan**

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Introduksi perkuliahan, pengenalan media dan alat *Lecture introduction, introduction to media and tools*	Non SCL	✎	🗑
2	Pencarian referensi ide *Idea reference search*	Case method	✎	🗑
3	Sketsa ide thumbnail *Thumbnail idea sketch*	Case method	✎	🗑
4	Pemilihan desain alternatif *Selecting altertative design*	Case method	✎	🗑
5	Gambar perspektif alternatif *Perspective alternate drawing*	Case method	✎	🗑
7	Gambar desain final terpilih dan layout presentasi *Selected final design drawing and layout*	Case method	✎	🗑
8	Presentasi konsep *Concept presentation*	Case method	✎	🗑
9	Pencarian referensi otomotif *Automotive reference search*	Case method	✎	🗑
10	Sketsa cepat *Quick sketch*	Case method	✎	🗑
11	Pemilihan desain alternatif *Selecting alternative design*	Case method	✎	🗑
12	Gambar detail dan efek material *Detailed drawing and material effect*	Case method	✎	🗑
13	Gambar Suasana *Environmental Drawing*	Case method	✎	🗑
14	Gambar desain final *Final design drawing*	Case method	✎	🗑
15	Komposisi layout presentasi *Presentation layout composisition*	Case method	✎	🗑
16	Presentasi konsep akhir *Final concept presentation*	Case method	✎	🗑
	Bahasa Indonesia / English	Choose method ⌄	💾	✕