

Drawing 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



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

Course unit title	Drawing 2
Course unit code	DP184204
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	2 nd semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Waluyohadi, S.Ds., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students are competent to sketch human anatomy for product operational 2. Student are competent to sketch and render product design by using pen and greyscale illustrator 3. Student are competent to sketch and render product design by using pen and color illustrator 4. Students are competent to make a product design portfolio
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This course is a core and fundamental subject mandatory for second-semester students. In this course, students are taught drawing in accordance with product design standards, particularly using a pen as the medium.</p> <ol style="list-style-type: none"> 1) Design as thinking tools 2) Pen medium 3) Organic products 4) Geometric products 5) Appliance products 6) Furniture products 7) Interior products 8) Exterior products 9) Architectural products

Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Pipes, Alan, "Drawing for Designer", Laurence King Publishers, 2007 • Erik Olofsson & Klara Sjöln, "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 Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184204

Gambar 2

Drawing 2

4 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

: C

Course Description

Mata kuliah ini adalah mata kuliah inti dan dasar yang wajib diikuti oleh mahasiswa semester 2. Di kuliah ini mahasiswa diajarkan menggambar sesuai dengan standar desain produk khususnya dengan media pulpen dan ilustrator. Obyek yang digambar mulai dari anatomi manusia sebagai pengguna produk dan desain produk dalam bentuk portofolio final.

This subject is a required subject for the student in semester II. Students learn sketching standards for product design especially the use of pen and illustrator. The drawing objects are figure drawing for product operational and product design in a final portfolio

LO

CLO

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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

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No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	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 <i>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</i>
<input type="checkbox"/>	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 <i>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</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

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Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 5	LO 7	
CLO-1	Mahasiswa mampu membuat sketsa anatomi manusia dalam hal operasional produk <i>Students are competent to sketch human anatomy for product operational</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CLO-2	Mahasiswa mahir membuat sketsa dan render desain produk dengan media pulpen dan ilustrator abu-abu <i>Student are competent to sketch and render product design by using pen and greyscale illustrator</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CLO-3	Mahasiswa mahir membuat sketsa dan render desain produk dengan media pulpen dan ilustrator berwarna <i>Student are competent to sketch and render product design by using pen and color illustrator</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	25%
CLO-4	Mahasiswa mahir membuat portfolio desain produk <i>Students are competent to make a product design portfolio</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
Total Weight		40%	60%	100%

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Anatomi Anatomy Studi Kasus Case Method	25%	0%	0%	0%	25%
2	UTS : Teknik render hitam putih Minder exam : Greyscale rendering Studi Kasus Case Method	0%	25%	0%	0%	25%
3	Teknik render berwarna Color rendering Kognitif - Tugas Cognitive - Assignment	0%	0%	25%	0%	25%
4	UAS : Portfolio desain produk Final exam : Product Design Portfolio Studi Kasus Case Method	0%	0%	0%	25%	25%
TOTAL		25%	25%	25%	25%	100%
Target		25%	25%	25%	25%	100%

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Perkenalan media ilustrator, bangun dasar, efek material <i>Introduction of Illustrator as sketching media, basic shape, material effect</i>	Non SCL		
2	Anatomi manusia berdiri, laki-laki, wanita, dewasa, anak, tampak depan, samping <i>Torso, male, female, adult, child, front view, side view</i>	Case method		
3	Anatomi manusia berjalan <i>Walking figure drawing</i>	Case method		
4	Anatomi manusia mendorong dan menarik <i>Push and pull figure drawing</i>	Case method		
5	Anatomi manusia duduk <i>Seating figure drawing</i>	Case method		
6	Ilustrasi fashion <i>Fashion illustration</i>	Case method		
7	Pengenalan ilustrator berwarna, obyek sepatu <i>Introducing color illustrator as sketching media, shoe object</i>	Case method		
8	Merender desain produk setrika <i>Iron product design rendering</i>	Case method		
9	Merender desain produk hairdryer <i>Hair dryer product design rendering</i>	Case method		
10	Merender desain produk mebel <i>Furniture product design rendering</i>	Case method		
11	Merender desain produk sepeda motor <i>Motorbike product design rendering</i>	Case method		
12	Merender desain produk mobil <i>Car-styling and rendering</i>	Case method		
13	Porto folio desain produk: gambar tampak <i>Product design portfolio: view drawing</i>	Case method		
14	Porto folio desain produk: gambar perspektif <i>Product design portfolio: perspective drawing</i>	Case method		
15	Porto folio desain produk: gambar urai <i>Product design portfolio: exploded drawing</i>	Case method		
16	Porto folio desain produk: gambar operasional <i>Product design portfolio: product operational drawing</i>	Case method		

Bahasa Indonesia

English

Choose method

