SUUFFOLK COUNTY COMMUNITY COLLEGE
EASTERN CAMPUS RIVERHEAD, NEW YORK

FALL 2007 COURSE OUTLINE

<table>
<thead>
<tr>
<th>Course Title: Interior Design Graphics</th>
<th>Instructor: Prof. N. Vero</th>
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<tbody>
<tr>
<td>Catalog No.: IN51, 3cr./6hrs.</td>
<td>Office: O-104</td>
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<tr>
<td>Section No.: 6132</td>
<td>Phone: 548-2559</td>
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<td>Email: <a href="mailto:veron@sunysuffolk.edu">veron@sunysuffolk.edu</a></td>
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TEXTS: "Residential Interior Design", Maureen Mitton & Courtney Nysteun
"Encyclopedia of Window Treatments"

I. Objectives of the Course:
By completion of the course, each student will be able to:

A. Develop a list of vocabulary terms that will facilitate communicating with contractors and trade sources in the field.

B. Draw thumb nail sketches that analyze possible design solution in a two dimensional manner.

C. Examine and draw a wide range of plans used in the field, i.e. demolition, construction, existing conditions, furniture, elevations, axonometric and perspective.

D. Select the appropriate style and finish of furniture, fabric, wall and window treatments to satisfy client needs.

E. Construct a foam core model of the newly designed space.

F. Evaluate and modify design solution by assessing the human environment through traffic flow, proxemics, and human behavior.

G. Develop a well-planned space through the analyzation of the design principles and elements proper furniture arrangement and appropriate use of color and lighting.

H. Reinforce sales ability, design vocabulary, and interpersonal communication through oral presentations.

I. Justify chosen design solution in a clear graphic and oral presentation to a panel of outside professional.
J. Develop a specific lettering style so as to be able to print code specifications for all drawings.

K. Determine proper codes for specific space problems.

L. Illustrate knowledge of the universal measurements through accurately drawn floor plans and elevations.

M. Demonstrate effective graphic presentation skills.

N. Discover and develop how color can enhance your design solution.

O. Develop an understanding of structure and building systems as it pertains to residential housing.

II. Procedures for Accomplishing Objectives:

A. Lecture
B. Class discussion
C. Workshop
D. Visual aids
E. Weekly assigned textbook readings
F. Weekly drawing assignments
G. Oral presentations
H. Sketchbook
I. Juried critique at the end of the semester
J. Weekly critique
K. Weekly quizzes

III. Students’ Requirements for Completion of Course:

It is the responsibility of the student to keep current with material when absent. It is not the responsibility of the instructor to call the absentee student with the assignments.

A. All drawings must have an overlay of tracing paper, otherwise the instructor will make corrections on the original (or make black line copy).

B. Seven assigned drawings. All to be submitted on 18” x 24” tracing velum.

C. One foam core model illustrating design solution.
D. Support boards for living, dining, home office, master bedroom.

E. Participation in Weekly Critiques.

F. Oral presentation of final design solution.

G. Maintain a sketchbook of ideas and information from outside sources and lectures.

H. Weekly quizzes on lecture material.

IV. Grading Scale:
A. **Exceptional**: means objectives of the assignment are fully understood as applied to the particular assignment and an intriguing balance exists between clear communication of the message and creativity. The assignment is executed with impeccable craftsmanship, accuracy, and neatness. The assignment exists as part of the complete design development. A quality piece of work.

B. **High**: objectives are met and design principles are primarily well understood. May be lacking in overall design quality, craftsmanship, clarity, or design development. Good overall effort.

C. **Average**: the minimum requirements of the assignment have been met but not exceeded. Extra effort and insight into development of the basic assignment are necessary to produce higher quality work.

D. **Below average**: there exist problems in completely understanding the concept or objectives of an assignment. Incompleteness in several areas of craftsmanship, design, creativity, clarity, or development are also apparent.

F. **Unacceptable**: do assignment over. See instructor immediately for further clarification.
V. GRADING POLICY

A. No incompletes.
B. Final grades are added up numerically and your final grade is a letter grade.
C. No “A”’s will be given to a late assignment.
D. No assignment accepted after one day. Not next class meeting.
E. An assignment that is one day late will receive at best a “B”.
F. A student cannot have more than two late assignments per semester.
G. An assignment is late if it is not complete at the beginning of class.
H. If a presentation is not given on the required date, the student fails the presentation. Therefore, a “C” grade will be the highest grade possible.
I. If a student leaves early on presentation day, the grade will be one full letter grade down.
J. Absences and lateness’s affect your grade. (Refer to attendance policy)

Make an office appointment with the instructor if you have a problem concerning absences/missed/late assignments. Do not expect the instructor to speak with you at the end of class to discuss this concern.

VI. ATTENDANCE POLICY

2 absences = permitted (1 absence for night)
3 absences = loss of one full letter grade (i.e. final grade A = B)
4 absences = withdrawal from class (2 absences for night)

LATE IS LATE!
2 lateness = 1 absence, therefore 8 lateness’s = withdrawal from class

. • Doing homework or studying for another class during classroom time is an absence.
. • Sleeping in class is an absence.
. • Coming to class without your textbook and drawing supplies means you are not prepared to actively participate in class and, therefore, it is an absence. To impose on your classmate is unacceptable.
VII. STUDENT RESPONSIBILITIES:
An absence is no excuse for lack of preparation.

1. An absence does not entitle you to:
   - forget your class responsibilities just because you were not in class.
   - You must keep current with classroom assignments (get a phone number of a classmate).
   - hand in weekly assignments, homework, projects, papers late. LATE is LATE. (Mail it!)
   - come to the next class in a “fog” as to what we are doing.
   - not know what was accomplished in class (notes, drawing) when you were absent. Get the information before the next class. (Get a phone # of a responsible classmate)

   Coming to class late is
   - disruptive
   - disrespectful
   - unacceptable
   - LATE IS LATE!

2. Talking in class while the professor or a fellow classmate is speaking is unacceptable, disrespectful and immature behavior. You will be asked to leave.
3. Talking during a student critique or presentation is unacceptable.
4. All cell phones/beepers are to be turned off during every class meeting.
5. Out of respect for your classmates, your instructor, and the educational process, behave in class as a mature, responsible student.
6. “I can’t” is not synonymous with “I don’t want to.”

VIII. ROLE OF STUDENT

You must take full responsibility for your education. Your education, as well as your life, is a “process”; a process that may be difficult and arduous that can only be accomplished if you are highly motivated. As you progress in this endeavor, you may be assigned work that you find, at best, challenging and interesting or, at worst, difficult and boring. This is a process! For the process to work you must exert a significant effort! Just attending class will not make you succeed through the process of your education. You must be an active learner, motivated and self disciplined. You must EARN your grades through this commitment to learn. Your reward will be a sense of self-respect for having pushed yourself beyond what you thought yourself capable of and will have discovered, perhaps, the depth of your character. Finally, you would have channeled your creative potential into a career goal, “interior design”.

IX. ROLE OF PROFESSOR

- Be in class everyday.
- Expel disruptive students.
- Prepare each topic thoroughly.
- Help you develop your design skills.
- Keep established office hours.
- Evaluate your work thoughtfully and objectively.
- Be courteous and considerate.
- Share my life experiences with you through my lectures.
- Be your mentor. I share the responsibility of your education. I am dedicated to helping you learn.

X. Studio Policy:

Class time is 6 hours:
- 1 hour, 45 minutes = Critique of Homework Assignment
- 3 hours = Workshop
- 1 hour = Pin-up Studio work

XI. When workshop time begins in class, please put your name on a list on the blackboard for help. Otherwise, the instructor will float from student to student not knowing you need help.

XII. Materials:

Furniture Template ¼” scale, 18” roll of tracing paper (yellow or buff), all drafting supplies, pastel pencils, (Conti, Derwent, Prismacolor), 18” x 24” 100% Rag Vellum, Rapidograph, Black Permanent Ink, 1/8” Foam Core, Matt Knife (utility knife), 30-60-90 Angle, Unruled Notebook.
## IN 51 SCHEDULE

<table>
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<tr>
<th>DATE</th>
<th>CLASS TIME</th>
<th>DUE</th>
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<tbody>
<tr>
<td>Sept. 05</td>
<td>Course Outline/Program/Existing Lecture</td>
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<td>12</td>
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<td>19</td>
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<td>31</td>
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<td>Nov. 7</td>
<td>Model Demo / Axonometric Studio</td>
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### IN51 GRADE SHEET

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**FINAL GRADE**