



UNIVERSITI TEKNOLOGI MARA

ADE441: SKETCHING AND RENDERING TECHNIQUES

Course Name (English)	SKETCHING AND RENDERING TECHNIQUES APPROVED
Course Code	ADE441
MQF Credit	3
Course Description	This course is a combination of realistic sketching and marker rendering technique to interpret ideation into 3 dimensional forms. At the beginning, this course is concentrating on introduction of sketching methods, material and media usage, also sketching techniques in producing realistic image in correct perspective. This course creates a highly concentrated experience of manual sketching and marker rendering technique. Students will engage in the fundamental aspects of sketching technique to build an adequate foundation and be preparing for the next level of applying the perspective study and understanding. The structured sets of exercise are designed to develop an increasing awareness of the different aspects of sketching and rendering technique. At the end of this course, students will be exposed on creating the form by using manual sketching and applying the realistic marker rendering from their understanding on assignments that have been given out throughout the semester.
Transferable Skills	In this class, student will be teach how to sketch and render in industrial design sketch style and technique. The technique from the understanding of the line until the rendering by using rendering marker will be teach in this class.
Teaching Methodologies	Lectures, Studio, Tutorial, Workshop, Self-directed Learning
CLO	CLO1 Performs the design process simulation in sketching techniques through illustrating by using manual sketch to achieve an appealing and presentable drawing CLO2 Justifying the sketching and rendering techniques by applying 2D drawing into 3D object/surface rendering. CLO3 Demonstrates an initiative in sketching and marker rendering technique skills
Pre-Requisite Courses	No course recommendations
Topics	
1. 1. Introduction & brief on course content 1.1) Sketching tools and technique	
2. 2. Lecture & tutorial on sketching technique i (line & form construction) 2.1) Basic form and sketching perspective	
3. 3. Lecture & tutorial on sketching technique iii (hatching technique) 3.1) Light and dark tone in hatching	
4. 4. Lecture & tutorial on sketching technique iii (matte surface) 4.1) Marker technique in presenting light-dark area in produce matte surface rendering/wood-basic form (cube, cylinder sphere)	
5. 5. Lecture & tutorial on rendering technique iv (glossy surface) 5.1) Marker technique in presenting light-dark area in produce glossy shining/plastic surface rendering-basic form (cube, cylinder sphere)	
6. 6. Lecture & tutorial on rendering technique v (chrome surface) 6.1) Marker technique in presenting light-dark area and reflection in produce chrome surface rendering-basic form (cube, cylinder sphere)	
7. 7. Lecture & tutorial on rendering technique vi (product design) 7.1) Selected product sketch/rendering to be demonstrated in front of the student how to use the marker as the main tool by configuring the materials (on the product) to apply the right technique in rendering	

8. 8. Lecture & tutorial on rendering technique vii (furniture design)

8.1) Selected furniture sketch/rendering to be demonstrated in front of the student how to use the marker as the main tool by configuring the materials (on the product) to apply the right technique in rendering

9. 9. Lecture & tutorial on rendering technique viii (transport design)

9.1) Selected transport sketch/rendering to be demonstrated in front of the student how to use the marker as the main tool by configuring the materials (on the product) to apply the right technique in rendering

10. 10. Final project: Manual rendering and sketching

10.1) The student will select their own product/furniture/transport to be rendered for final submission for the final project.

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Detail surface rendering on the basic object with rendering marker	20%	CLO2
	Assignment	Perspective line sketching	20%	CLO1
	Assignment	Detail presentation sketch with hatching/shading	20%	CLO1
	Assignment	Final marker rendering for transport/product/furniture design	40%	CLO3

Reading List	This Course does not have any book resources
Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources