



Course Syllabus

Basic Design / Arch 256

King Saud University
College of Architecture
& Planning
Department of
Architecture & Building
Science

Course Information

Course title and code: Basic Design/ Arch 250
Credit hours: 3
Contact hours: 4
Level/year at which this course is offered: Level 3

Instructor Information

Course Instructor: Dr. Mohammad Alfadil
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Course Description

1. Define the basic principles of two dimensional design as: Unity, Balance, proportion, contrast, harmony, etc.
2. Define the basic principles of three dimensional designs, as: transformation of form (additive, subtractive, dimensional, etc.)
3. Applying the principles of 2D and 3D on some buildings

Course Objectives

The main purpose for this course?

- Understand the principle of 2D design.
- Understand the principle of 3D design
- Understand the color theory in design
- To identify skills of drawing and criticizing thinking.

Topics to be Covered

Week	Date	Day	Topic
1	8/21	Monday	Introduction
	8/23	Wednesday	Elements of 2D design (point-line-shape)
2	8/28	Monday	Repetition
	8/30	Wednesday	
3	9/4	Monday	Structure
	9/6	Wednesday	
4	9/11	Monday	Scale, Ratio, Proportion and Similarity
	9/13	Wednesday	
5	9/18	Monday	Gradation
	9/20	Wednesday	
6	9/25	Monday	Introduction of 3D and serial planes
	9/27	Wednesday	
7	10/2	Monday	Wall Structures
	10/4	Wednesday	
8	10/9	Monday	Prisms and Cylinders and small tower
	10/11	Wednesday	
9	10/16	Monday	Repetition
	10/18	Wednesday	
10	10/23	Monday	Linear layers
	10/25	Wednesday	
11	10/30	Monday	Interlinking lines
	11/1	Wednesday	
12	11/6	Monday	Final project
	11/8	Wednesday	
13	11/13	Monday	Final project
	11/15	Wednesday	
14	11/20	Monday	First semester break
	11/22	Wednesday	First semester break
15	11/27	Monday	
	11/29	Wednesday	Final project

Schedule of Assessment Tasks for Students During the Semester

	Assessment task	Week Due	Proportion of Total Assessment
1	(4) Drawing sheets	1st - 5th week	20%
2	(5) 3D models	6th - 12th week	50%
3	3D project	12th- 14th week	30%

List Required Textbooks

- Principles of Two-Dimensional Design by Wucius Wong
- Principles of Three-Dimensional Design By Wucius Wong
- Francis D. K. Ching: " Architecture: Form, Space, and Order", John Wiley & Sons; 3rd edition (June 29, 2007).
- Benjamin Wong , Wucius Wong: " Visual Design on the Computer (2nd Ed.)", W. W. Norton & Company; Second Edition edition (August 17, 2001) .
- Tom Porter, Sue Goodman: "Manual of Graphic Techniques", Scribner (October 1991).

Regulations and guidelines

- Students are expected to attend all class sessions as listed on the course calendar
- Attendance must not less than 75%
- All assignments must be completed by the assignment due date and time.
- Late homework may accepted under some circumstances but will affect the student's grade.
- Students are encouraged to discuss homework problems but not copy.
- If you find that you have any trouble keeping up with assignments or other aspects of the course, make sure you let your instructor know as early as possible. As you will find, building rapport and effective relationships are key to becoming an effective professional. Make sure that you are proactive in informing your instructor when difficulties arise during the semester so that they can help you find a solution