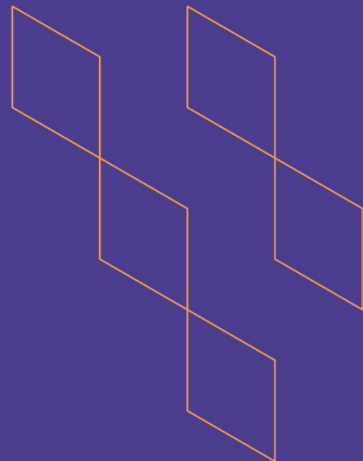# Course Specification

Course Title: Free Hand Drawings and Models (الرسم الحر)

Course Code: IND 332

Program: Interior Design Program

Department: Architecture Department

College: College of Engineering and Information Technology

Institution: Onaizah Private Colleges

Version: Third Version

Last Revision Date: 2025-05-20

Previous Course Specification

https://drive.google.com/file/d/1gcs8n8DuzsdYLOuZ4ijRadbRiVX03tAz/view

Table of Contents:

A. General information about the course:

Course Identification
1. Credit hours:	2 Credit Hours [1 Theoretical + 1 Practical]

2. Course type

a. University ☐   College ☐   Department ☒   Track ☐   Others ☐

b. Required ☒   Elective ☐

3. Level/year at which this course is offered:	Third Level / Second Year

4. Course general Description

This foundational course develops students' skills in freehand drawing and physical model-making as essential tools in the interior design process. It introduces methods of visual observation, sketching, and rendering to enhance students' ability to analyze and represent spatial relationships, material qualities, and interior architectural elements. Emphasis is placed on freehand drawing not only as a form of creative expression but also as a professional language for design communication—facilitating dialogue between designers, clients, and consultants. Students will explore a range of media, including pencil, ink, watercolor, gouache, and acrylic, to depict interior spaces, furniture layouts, lighting, and material textures. In the final stage, students will translate their two-dimensional drawings into three-dimensional models, reinforcing their spatial understanding and ability to conceptualize and articulate interior design ideas. The course fosters creativity, visual thinking, and accurate representation as core competencies in interior design practice.

5. Pre-requirements for this course (if any):

None

6. Co- requirements for this course (if any):

IND 331, IND 333.

7. Course Main Objective(s)

The objective of this course is to equip interior design students with fundamental skills in freehand drawing and physical model-making as essential tools for visual thinking, spatial exploration, and design communication. Through observation, sketching, and hands-on modeling, students will develop the ability to conceptualize, analyze, and articulate interior design ideas. The course prepares students to effectively communicate their design intentions to clients, collaborators, and professionals within the built environment.

1. Teaching mode

No.	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	45	100%
2	E-learning		
3	Hybrid • Traditional classroom • E-learning		
4	Distance learning		

2. Contact Hours (based on the academic semester)

No.	Activity	Contact Hours
1	Lectures	15
2	Laboratory/Studio	30
3	Field	
4	Tutorial	
5	Others (specify)	
Total		**45**

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
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2.0	**Skills**			
IND 332.C LO.S.1	Apply freehand drawing and model-making skills to communicate abstract interior design concepts using various color media (e.g., watercolor, gouache, acrylic, plastic colors) and appropriate tools and materials	S.4(Interior Design)	Primary: Interactive Lecture \ Demonstration Additional: Presentations (Individual or Group)	Formative: Practical Assessment (Rubric) Summative: Student Portfolio
3.0	**Values, Autonomy, and Responsibility**			
IND 332.C LO.V.1	Actively participate in design discussions and collaborative work, demonstrating respect for diverse perspectives and contributing ethically to the interior design learning environment	V.1(Interior Design)	Primary: Lab Work/Experiment Additional: Discussion (or similar active learning strategies)	Formative: Observation (Instructor/ Students/ Committee) (Rubric) Summative: Student Portfolio

C. Course Content

No.	List of Topics	Contact Hours
1	- Introduction to the course and its objectives, freehand drawing and its importance in interior design. Activity: Course overview, introduction to sketchbooks, and expressive line sketching exercises.	3
2	- Introduction to freehand drawing & sketches. - Proportions, shadows and methods of presentation. - Drawing tools and materials – pencils, charcoal, colors, sketchbooks. Activity: Practice drawing objects with correct proportions and basic shading techniques.	3
3	- Line types and sketching basic interior shapes. Activity: Practice drawing varied line weights and basic furniture forms.	3
4	- Quick sketches from real objects and interior spaces. Activity: Live sketching practice in studio or from interior photography references.	3
5	- Techniques and principles of photography - Sketching furniture and interior accessories. Activity: Brief photo theory, then sketch furniture using photos or real objects as references.	3
6	- Practical photography training - Shading and light – how to show depth in your drawings. Activity: Photograph a corner or object, then shade it with pencil or charcoal in sketch.	3
7	- Drawing different materials (wood, glass, fabric, etc.). Activity: Sketch texture samples and interior details that show different material effects.	3
8	- Creating mood in sketches – lighting, shadows, and atmosphere. Activity: Use light and shade to create an atmospheric sketch of a small interior scene.	3
9	- Colors and its theories. - Colors wheel and colors standards.	3

	- Types of colors (watercolors, gouache, acrylic, and plastic colors). - Using watercolors in freehand sketches. Activity: Create interior mood sketches using watercolor techniques.	
10	Using gouache and acrylics to show color in spaces.	3
11	- Colors and its theories. - Colors wheel and colors standards. - Types of colors (watercolors, gouache, acrylic, and plastic colors). - Sketching your interior design ideas freely.	3
12	Color's function and relationship with the different spaces in architecture (like residential, institutional and commercial space etc.).	3
13	- Practicing mixed media by using pencil, pen, and color to show interior design ideas with focus on space and color impact. Activity: Sketch and color design ideas for residential, commercial, or institutional spaces.	3
14	Design by colors. - Final Project.	3
15	Submission of final project & Submission of Portfolio.	3
Total		**45**

D. Students Assessment Activities

No.	Assessment Activities*	Assessment Timing (in Week No.)	Percentage of Total Assessment Score
1	Observation (Instructor/ Students/ Committee) (Rubric)	12th	20%
2	Student Portfolio	15th	45%
3	Practical Assessment (Rubric)	8th	35%
			100%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.)

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	- Sketching: Drawing Techniques for Product Designers by Koos Eissen and Roselien Steur. - The Complete Book of Drawing: Essential Skills for Every Artist by Barrington Barber.
Supportive References	- Drawing for the Absolute Beginner by Mark Willenbrink and Mary Willenbrink. - Modeling with SketchUp for 3D Printing by Marcus Ritland. - Blender 3D: Noob to Pro by Wikibooks contributors.
Electronic Materials	- http://www.architonic.com/nttre/architecture/7030001/1 - https://youtu.be/iAin-9nhTy0 - https://youtu.be/VVM_J9F0i6c
Other Learning Materials	None.

2. Required Facilities and Equipment

Items	Resources
Facilities (Classrooms, Laboratories, Exhibition Rooms, Simulation Rooms, etc.)	Studio Hall.
Technology Equipment (Projector, Smart Board, Software)	Projector, Smart Board, Software.
Other Equipment (Depending on the nature of the specialty)	None.

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Peer Reviewer	Direct (peer classroom observation according to the approved Rubric)
Effectiveness of students' assessment	Faculty/Instructor	Direct (analysis of CLOs assessment results and grade distributions)
Quality of learning resources	Students	Indirect (course evaluation survey)
The extent to which CLOs have been achieved	Faculty/Instructor	Direct (CLOs assessment and analysis of results according to CLOs targets)
	Students	Indirect (Students through course evaluation survey)
Commitment to learning and teaching strategies and assessment methods included in the program and course specifications	Peer Reviewer	Direct (Peer- classroom observation according to the approved Rubric in OC-QMS)
	Department Chair through Students Focus Groups	Indirect (Chair – survey questions to a focus group of students according to OC QMS)
Action Plan Continuity (Closing the Loop)	QAC (Quality Assurance Committee)	Direct (periodic review of course reports and submitting comments to course instructor/coordinator)
Instructor's Support to Students	Students	Indirect (course evaluation survey)

Assessor (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)
Assessment Methods (Direct, Indirect)

G. Specification Approval Data

COUNCIL /COMMITTEE	Department of Architecture Council
REFERENCE NO.	11
DATE	2023-05-09

Learning outcomes of this course, as well as CLOs/Teaching Strategies/Assessment Methods matrix have been evaluated and reviewed by multiple OC parties according to OC-QMS. You can access results of these final reviews by scanning the QR code on the right, which contains a link to the reviews on OC-E-QMS.

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