## **LESSON PLAN**

NAME OF THEFACULTY : Kuldeep

DISCIPLINE : ARCHITECTURALASSISTANTSHIP

SEMESTER : 3<sup>rd</sup>

SUBJECT : ARCHITECTURE DRAWING - III

LESSONPLANDURATION : 15WEEKS

WORK LOADPERWEEK : 06

LECTURE		TOPIC			
WEEK	DAY				
<sub>1</sub> ST	1.	Introduction to basic terminology (picture plane. Vanishing point. Station			
		point, conc. & vision etc)			
	2.	Introduction to types- 1 point. 2 point(vanishing point method)			
	3.	Geometric shapes incorporating all views: cubes, cylinders etc.			
2ND	4.	Bird's eye view			
3RD	5.	Normal eye view			
	6.	Worms eye view			
	7.	2 point perspective view of an above, below and between pictures.			
4TH	8.	2 point perspective of a stepped view.			
5TH	9.	2 point perspective of a stair view.			
	10.	SESSIONAL TEST- 1st			
<sub>6</sub> TH	11.	2 point perspective of simple house, dividing point method, perspective grid.			
	12.	Introduction to types- 1 point.			
7TH	13.	1 point perspective of a given plan of simple room.			
	14.	1 point perspective of a given plan of drawing room.			
8TH	15.	1 point perspective of a given plan of kitchen.			
	16.	Introduction to Sciography-in Plans and Elevation.			
9TH	17.	Basic Geometrical shapes (cube, cone, cylinder).			
	18.	Basic Geometrical shapes (cone, pyramid etc).			
<sub>10</sub> TH	19.	Difference between shade and shadow on basic geometric shapes.			
	20.	SESSIONAL TEST- 2nd			
	21.	Shade and shadow of a basic building. (single unit).			
11TH	22.	Shade and shadow of a basic building. (shadowsof rounded bodies).			
12TH	23.	Shade and shadow of a basic building. (shadows of circular opening			
		projection & cantilevers).			
	24.	Introduction to Rendering.			
	25.	Rendering Techniques. * Intensities. Textures etc. in pen and ink			

13TH	26.	Rendering Techniques. Differentcolourmediums.		
	27.	Stenciling in ink.		
14TH	28.	Demo from teacher in different mediums - colour pencils, crayon.		
	29.	Demo from teacher in different mediums - Colourwash. Markers etc.		
15TH	30.	SESSIONAL TEST- 3rd		