SCHOOL OF ENGINEERING
DEPARTMENT OF PRODUCT DESIGN ENGINEERING
ACADEMIC PROGRAM

SUBJECT: DRAWING FOR CREATION
CODE: ID0241
INTENSITY: 3 HOURS WEEKLY
MODALITY: CHARACTERISTIC: PROFICIENCY TEST NOT VALID
PRE-REQUISITES: NON
CO-REQUISITES: NON
CREDITS: 3

OBJECTIVE
Understand the theoretical basis and develop the practical skills for the proper representation of objects and the communication of ideas, graphic analysis and designs. Identify the importance of hand drawing as a way of structuring the creative thinking process (idea - desire – concept – transformation). To achieve a concept of learning that goes from the general to the specific, from the conceptual and abstract to the concrete, from the crude to the detail, from the mind creation to the tridimensional expression, giving the engineers of basic tools for a creative and novelty drawing.

CONTENT
1. Tridimensional drawing
2. Tridimensional design
3. Creation of ideas
4. Graphic expression and presentation

EVALUATION
Follow-up 70%
Final 30%

BIBLIOGRAPHY
- (1993) Marker Magic, the rendering problem solver for designers John Wiley & Sons, Inc. USA.