

## Module specification

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*Refer to guidance notes for completion of each section of the specification.*

Module Code	ARA707
Module Title	Graphics for Garden Design
Level	7
Credit value	20
Faculty	FACE
HECoS Code	100590
Cost Code	GAAA

## Programmes in which module to be offered

Programme title	Is the module core or option for this programme
MA Garden Design	Core

## Pre-requisites

N/A

## Breakdown of module hours

Learning and teaching hours	40 hrs
Placement tutor support	20 hrs
Supervised learning e.g. practical classes, workshops	40 hrs
Project supervision (level 6 projects and dissertation modules only)	40 hrs
<b>Total active learning and teaching hours</b>	<b>140 hrs</b>
Placement / work based learning	20 hrs
Guided independent study	40 hrs
<b>Module duration (total hours)</b>	<b>200 hrs</b>

<b>For office use only</b>	
Initial approval date	03/09/2019
With effect from date	03/09/2019
Date and details of revision	05/07/2024 – updated module breakdown hours, indicative assessment tasks and derogations.



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Version number	4

## Module aims

The aim of this module is to establish levels of confidence and skills to enable them to communicate their designs effectively in studio and in preparation for the workplace. Students will develop the practical understanding of graphic presentation, enabling the communication of advanced concepts clearly and concisely to specialist and non-specialist audiences. Through a systematic exploration of hand and computer-generated possibilities they will develop an approach to visual concepts and research that will facilitate individual and versatile means of effective communication. This module will also advance student understanding and development of the critical skills to analyse the two and three dimensional qualities of the designs they produce, encouraging reflective practice as part of the design process. Verbal presentation, specifically geared to the client, will allow students to critically examine their knowledge and creativity thus enabling students to discuss and describe their work effectively and efficiently and to defend their design philosophy.

## Module Learning Outcomes - at the end of this module, students will be able to:

1	Demonstrate a clear understanding of drawing and visual communication methods by researching a range of different approaches to graphic communication and reflecting on the appropriateness of outcome.
2	Advance the understanding of three dimensional space through the production of three dimensional projections, (perspectives & axonometrics) from two dimensional plans and produce freehand sketches of conceptual design ideas and completed design proposals with the aim of synthesising concept and reality.
3	Expertly use colour rendering of design proposals to communicate atmosphere and sense of place to enhance three dimensional depth- exploring the use of shadows and highlights with use of computer software associated with the Garden Design, where appropriate.
4	Demonstrate the ability to show understanding and critical judgement with regard to graphic design and visual presentation methods, justify and explain decisions verbally and to apply analysis and self assessment to the student's own work.

## Assessment

### Indicative Assessment Tasks:

Students are expected to develop hand-drawn sketches including initial concept sketches, concept sketches, and detailed hand-rendered drawings. Use a variety of drawing techniques to show different aspects of a design. Hand-drawn perspectives are explored to create drawings that show the depth and spatial relationships of the designs. Include isometric, one-point, and two-point perspectives.

Students should investigate computer-generated graphics to provide 2D graphics created using software such as Adobe Illustrator, Photoshop, or any other graphic design tools. These could include vector illustrations, digital paintings, and layout designs. Computer-generated 3D models are explored using 3D modelling software like SketchUp, Blender, or AutoCAD to create detailed 3D models. Students should render these models to show realistic textures, lighting, and shadows. Include wireframe views and different angles of the models.



Students must evaluate mixed media approaches, experimenting with combining hand-drawn and computer-generated elements. For example, starting with a hand-drawn sketch and enhancing it digitally.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3, 4	Coursework	100

## Derogations

Full time Masters programmes shall be completed normally in no more than 18 months by taking 3 trimesters (Part 1 trimester 1: September to January; trimester 2: February to June, then Part 2 trimester 3 September to January). A student who fails to complete the programme at the first attempt shall be required to complete all requirements within the normal registration period, that is, 24 months'.

## Learning and Teaching Strategies

A programme of demonstrations and workshops introduces the various techniques used in graphic communication, linked into studio sessions where tutorial support develops and refines skills in an active learning environment. Understanding and skill will develop through experimentation requiring the student to find their own means of communicating. Tutor liaison will focus on professional and practice as students work on creative and technical assignments. Sketchbooks exercises generate expressive marks and drawing experience and the tutors will discuss the relationships between expressionistic interpretation and technical drawings.

## Indicative Syllabus Outline

Hand Drawing

Graphic communication skills / software

Comparison of manually produced work with computer generated communication.

Sketch Up, Vectorworks, Adobe Photoshop.

Orthographic projection and more traditional techniques such as Axonometric and perspective drawing, collage, montage, model making and various modes of colour rendering.

Emphasis on a visual interpretation of the conceptual development is part of this process.

## Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update. Please *ensure correct referencing format is being followed as per University [referencing guide](#)*.

## Essential Reads

Cantrell, B., Michaels, W. (2010) Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design. 1st Edn. John Wiley & Sons. London.



Hamm, J. (2001) Drawing Scenery: Landscapes and Seascapes. G.P. Putnam's Sons.

Heatherwick, T; Rowe, M. (2013). Thomas Heatherwick: Making. Thames and Hudson, London.

Hutchison, E., (2011) Drawing for Landscape Architecture: Sketch to Screen to Site. Thames and Hudson, London.

Sullivan, C. (3rd Edition 2004) Drawing the Landscape. John Wiley & Sons, London.

**Other indicative reading**

Amoroso, N., (2012) Representing Landscapes: A Visual Collection of Landscape Architectural Drawings. Routledge, Abingdon, Oxfordshire.

Amoroso, N., Hargreaves G., (2012) Digital Landscape Architecture Now. Thames & Hudson, London.

Campanario, G., (2012) The Art of Urban Sketching: Drawing on Location Around the World. Quarry.

Edwards, B. (2001) The New Drawing on the Right Side of the Brain. HarperCollins.

Jacques, M. (1996) Yves Brunier: Landscape Architect. Birkhauser , Basel.

Read, Grant (2002) Landscape Graphics. Watson Guptill. New York

Spiller, N., (2013) Drawing Architecture AD (Architectural Design). John Wiley & Sons.

Wilk, S., (2014) Drawing for Landscape Architects: Construction and Design Manual. DOM Publishers.

