MODULE/COURSE HANDBOOK

<table>
<tr><td colspan="7">Perspective Pojection Drawing</td></tr>
<tr><td colspan="2">Module/Course Title

Perspective Projection Drawing</td><td>Student Workload

3 Credits x 16 meetings x 170 /60 = 136 hours/Semester</td><td>Credits (ECTS)

3 Credits x 1.59 = 4,77 ECTS</td><td>Semester

1</td><td>Frequency

16 meetings (include Mid-term Exam and Final Exam)</td><td>Duration

16 meetings</td></tr>
<tr><td>1</td><td colspan="2">Type of course
● Experience
● Lecture-Lab
● Studio</td><td colspan="3">Practice Lecture

28,55 x (3 Credits x 1.59) = 136,18 hours/Semester</td><td>Class size

30 students</td></tr>
<tr><td>2</td><td colspan="6">Prequisites for participation (if applicable)</td></tr>
<tr><td>3</td><td colspan="6">Learning outcomes (PLO+CLO)

PLO 3 Develop logical, critical, systematic and creative thinking when doing specific tasks in their area of competence and in compliance with the appropriate work competency requirements.
PLO 8 Capable of producing original and innovative works and effectively presenting them in a variety of forums, both independently and in collaboration.

CLO 1 Students can analyze various types, principles, functions, and characteristics of perspective projection drawings.
CLO 2 Students are able to produce original and innovative perspective drawings based on the basic principles of perspective techniques.</td></tr>
<tr><td>4</td><td colspan="6">Subject aims/content
This course focuses on the study and application of projection drawing principles, emphasising their relevance in both design practices and art education. The curriculum integrates theoretical discussions on perspective drawing principles with hands-on training in projection techniques for various design purposes and visual arts instruction in schools. Students will explore the laws of perspective and apply them to sketch-based compositions, enhancing their spatial visualization and technical drawing skills.

By the end of this course, students are expected to:
● Demonstrate an understanding of fundamental perspective projection theories and their applications in visual representation.
● Accurately construct perspective-based drawings, applying correct projection principles to various objects and scenes.
● Develop technical proficiency in sketching and rendering three-dimensional forms using</td></tr>
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	perspective techniques. ● Utilize perspective drawing skills effectively in both artistic compositions and instructional settings for art education.
5	**Teaching methods** Interactive lecture, **project-based learning**, guided instruction.
6	**Assessment methods** Project assessment (design), portfolios of students' work, presentation
7	**This module is used in the following study program/s as well** Undergraduate program
8	**Module Coordinator** Drs. Imam Zaini, M.Pd. Awal Putra Suprianto, S.Pd., M.Pd.
9	**Reference** Major 1. Palippui, H., & Rachman, T. (2023). BUKU MENGGAMBAR REKAYASA. Book-Professorline, 285-Halaman. 2. Alatas, M. (2023). MUDAHNYA MENGGAMBAR TEKNIK (Kode Keyboard AutoCAD). Penerbit Tahta Media. 3. Subekhi, Tb. U. A., et al. (2023). GAMBAR TEKNIK. Edited by Jatira, Jatira, CV WIDINA MEDIA UTAMA,. 4. Andriana, M., et al. (2022), MENGGAMBAR TEKNIK. Polmed Press. 5. Faridz, R., & Firmansyah, A.(2021). MEMAHAMI PRINSIP GAMBAR TEKNIK. UTM Press. 6. Dwyre, C., Perry, C., & Tschumi, B. (2015). Architecture Beyond Architecture. PAJ: A Journal of Performance and Art, 37(1), 8–15. https://www.jstor.org/stable/26386736 7. Hery Sonawan. (2007). Menggambar Teknik. Bandung: Alfabeta. 8. Zaini, Imam. (1990). Menggambar Proyeksi. Surabaya: Unipress IKIP Surabaya. Minor 1. Fisher, A., Moreira, L., Billah, M., Lingras, P., & Mago, V. (2025). Building image reconstruction and dimensioning of the envelope from two-dimensional perspective drawings. Engineering Applications of Artificial Intelligence, 139, 109657. 2. Ching, F. D. (2023). Architectural graphics. John Wiley & Sons. 3. Zaini, I. (2022). Pengembangan Media Pembelajaran Gambar Proyeksi dan Perspektif dengan Blender Game. Jurnal Seni Rupa, 10(2), 75-88. 4. Refranisa, R., Demami, A., & Rochimah, E. (2022). Menggambar Teknik Dalam Arsitektur. 5. Spiller, N., et al. (2016). Drawing Futures: Speculations in Contemporary Drawing for Art and Architecture (pp. 139–204). UCL Press. https://doi.org/10.2307/j.ctt1ht4ws4.7 Link 1. https://www.youtube.com/watch?v=Xn_0wEwZNEU 2. https://www.youtube.com/watch?v=qq8SO9tMI8k