



**AYDIN ADNAN MENDERES UNIVERSITY**  
**GRADUATE SCHOOL OF NATURAL AND APPLIED SCIENCES**  
**LANDSCAPE ARCHITECTURE**  
**LANDSCAPE ARCHITECTURE**  
**LANDSCAPE ARCHITECTURE MASTER**  
**COURSE INFORMATION FORM**

Course Title	Perspective and Perspective Shading								
Course Code	ZPM517	Course Level		Second Cycle (Master's Degree)					
ECTS Credit	8	Workload	200 (Hours)	Theory	2	Practice	2	Laboratory	0
Objectives of the Course	The aim of this course is to enable the student to learn perspective drawing techniques and perspective shading methods that are used in landscape architectural projects and presentations.								
Course Content	Definition and concept of perspective and perspective shading, perspective drawing techniques and general principles, techniques, theoretical knowledge and applications about isometric perspective, conic perspective drawing and perspective shading.								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Demonstration, Discussion, Case Study, Individual Study								
Name of Lecturer(s)									

#### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	30
Final Examination	1	40
Term Assignment	1	30

#### Recommended or Required Reading

1	Onat, E., 1975. Perspektiv ve Perspektivde Gölge Çizimi. Güven Kitabevi, Ankara, 98 pp.
2	Özkan, M.B., Küçükerbaş, E.V., 1995. Teknik Perspektif. Ege Peyzaj Mimarlığı Derneği Yayını, Yayın No:1995/1, Bilim Ofset, 123 pp.

Week	Weekly Detailed Course Contents	
1	Theoretical	Importance of perspective drawing techniques, course content
2	Theoretical	Definition of perspective drawing and shading techniques and general principles.
3	Theoretical	Methods and techniques perspective
4	Theoretical	Isometric perspective drawing method and applications
	Practice	Isometric perspective drawing method and applications
5	Theoretical	Isometric perspective drawing method and applications
	Practice	Isometric perspective drawing method and applications
6	Theoretical	Conic perspective drawing method and applications
	Practice	Conic perspective drawing method and applications
7	Theoretical	Conic perspective drawing method and applications
	Practice	Conic perspective drawing method and applications
8	Intermediate Exam	Mid term exam
9	Theoretical	Isometric perspective shading method and applications
	Practice	Isometric perspective shading method and applications
10	Theoretical	Isometric perspective shading method and applications
	Practice	Isometric perspective shading method and applications
11	Theoretical	Isometric perspective shading method and applications
	Practice	Isometric perspective shading method and applications
12	Theoretical	Conic perspective shading method and applications
	Practice	Conic perspective shading method and applications
13	Theoretical	Conic perspective shading method and applications
	Practice	Conic perspective shading method and applications
14	Theoretical	Conic perspective shading method and applications
	Practice	Conic perspective shading method and applications
15	Theoretical	Conic perspective shading method and applications



15	Practice	Conic perspective shading method and applications
16	Final Exam	Final exam

**Workload Calculation**

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	4	2	84
Lecture - Practice	14	4	2	84
Term Project	1	5	1	6
Midterm Examination	1	12	1	13
Final Examination	1	12	1	13
Total Workload (Hours)				200
[Total Workload (Hours) / 25*] = ECTS				8

\*25 hour workload is accepted as 1 ECTS

**Learning Outcomes**

1	To be able to learn the concept of perspective drawing techniques.
2	To be able to learn perspective drawing techniques and to use in landscape architectural projects and presentations.
3	To be able to learn perspective shading techniques and to use in landscape architectural projects and presentations.
4	To be able to use the principles and terms of perspective drawing methods
5	To be able to think and express three-dimensional in the design process

**Programme Outcomes (Landscape Architecture Master)**

1	e
2	e
3	e
4	e
5	e

**Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High**

	L1	L2	L3	L4	L5
P1	4	4	4		
P2	3	3	3	5	5
P3				4	4
P5	2	2	2		

