

# Innovative Teaching Manual

## PROJECT TITLE

Creating Decorative Motifs with CAD

## AUTHOR

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## PROJECT LEVEL

First or Second Year

## ABSTRACT

At the conclusion of a beginning computer aided drafting class, in which previous assignments focused on concepts of ergonomics, space planning and functional dimensions, the student explores the decorative capabilities of a computer program. Previously learned drawing and editing commands are applied to make motif based patterns.

## OBJECTIVES

- To utilize a wide range of previously learned computer commands
- To manipulate line, shape and pattern
- To create a motif-based 2D design
- To explore the versatility of CAD

## CRITERIA

Computer Aided Drafting is a beneficial way to learn how to create technical measured drawings. Classroom activities lay the groundwork for a solid understanding of ergonomic space planning within interior environments. However, computer software also presents the student with the tools to create decorative patterns and designs. This assignment enables the student to make a transition from preparing methodical space plans to exploring computer generated motif designs, while completing an original design for an area rug.

## PROCESS

- 1) The student will be instructed on concepts of pattern and motif as a system for creating designs.
- 2) The student will design a pattern on a grid made of 1" x 1" squares that is 6" x 8" overall. This is accomplished while working on layers and using commands which allow a pattern, shape or grouped motif to be re-used, rotated, inverted, disassembled, adapted or re-sized.
- 3) The student will perform the assignment working with black line on a white ground. This helps the student to rely on the strength of the pattern alone to achieve a successful result. The use of colored line and fill is possible with this assignment if additional time is made available.
- 4) The student will explore several design ideas before concentrating on one for final grade submission.
- 5) The student will connect the motif repetitively to devise a systematized motif to be interpreted as the design for an area rug.
- 6) The student will add connective lines or shapes, if needed, to enhance the pattern.

- 7) The student will work quickly and let the computer's capabilities assist in time management.

#### PRESENTATION

Student submits one laser printed design on 8 1/2" x 11" white paper.

#### EVALUATION

Each submission is graded according to the design qualities below:

- 20 pts. Originality
- 20 pts. Complexity
- 20 pts. Alignment/Fit
- 20 pts. Motif-based design
- 10 pts. Used required format
- 10 pts. Complete/on-time

#### PROJECT LENGTH

This assignment is counted as a final exam. The student is given one week to develop the project.

#### RESOURCES

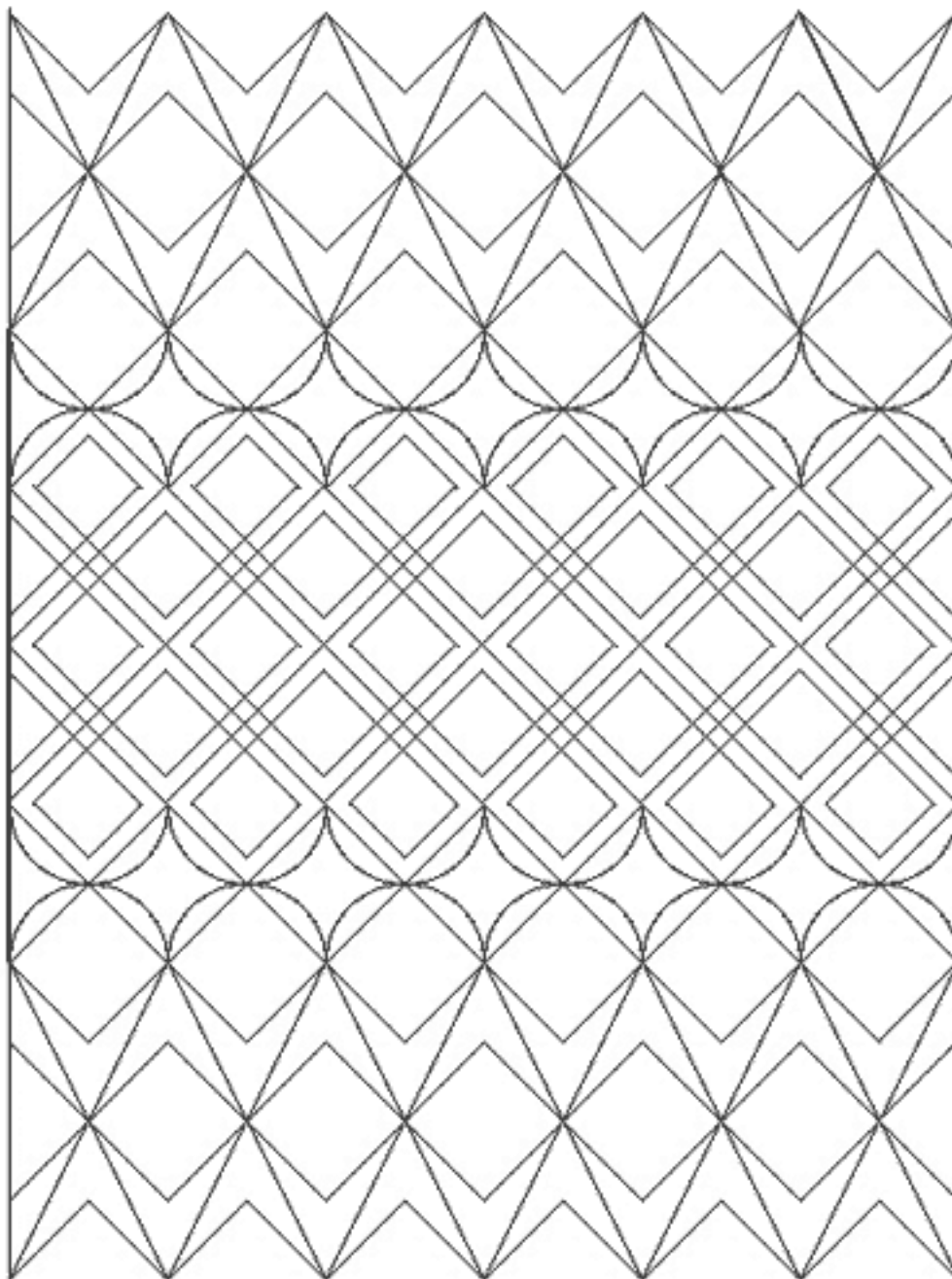
Examples of pattern and motif in design are reviewed in class. The student is encouraged to use any form of research, observation or personal creativity through exploration of the drawing capabilities of the computer.

#### CREDITS

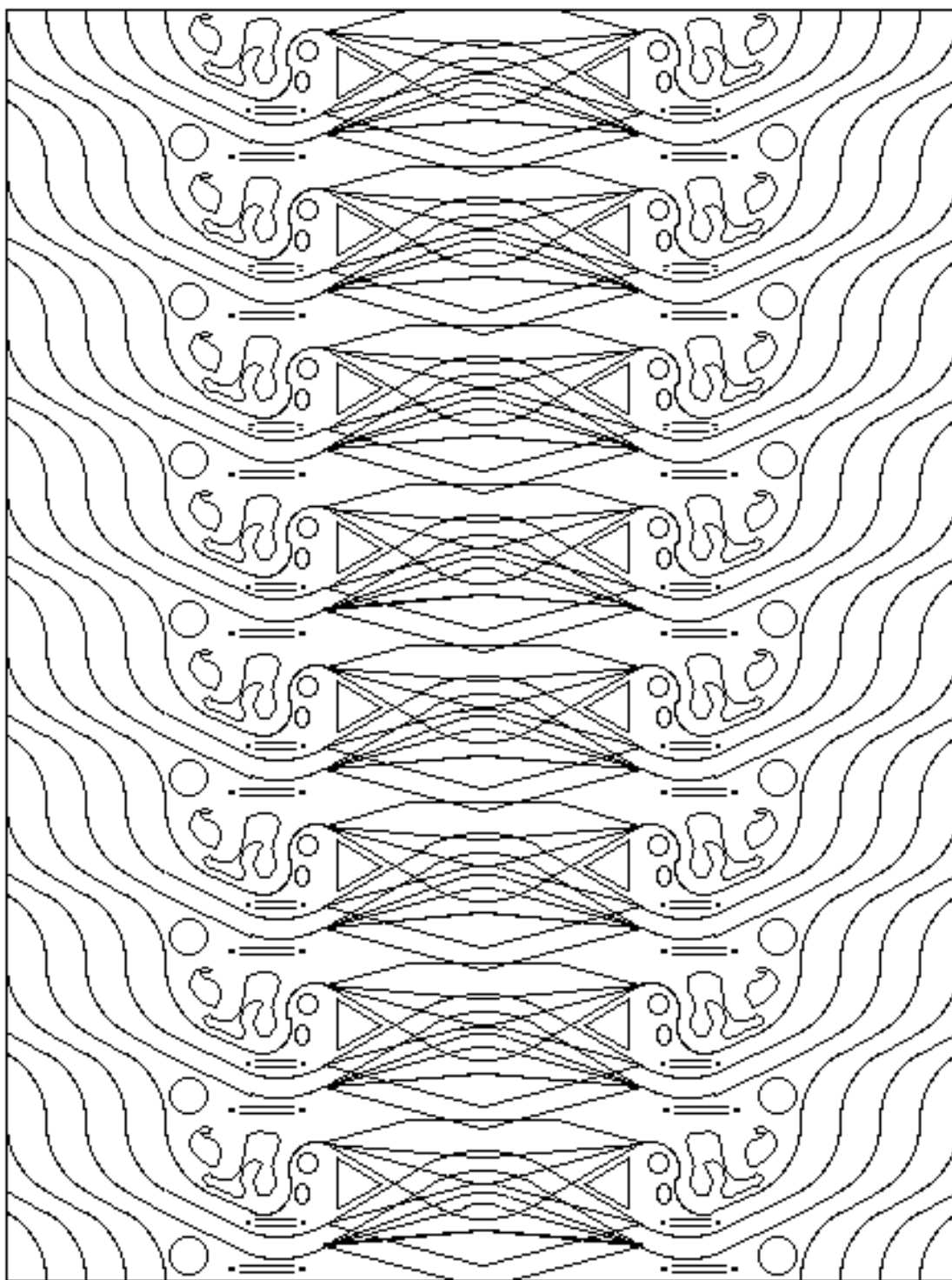
Participation in the Edward Field's Wool Rug Design Competition several years ago led the professor to develop an opportunity for the beginning interior design student to explore the decorative design capabilities of computer software.

DOCUMENTATION  
Student Motif Designs for Area Rugs (1997)

Karrisa Mischke



Jason George



Ginger Looney

