

(10)

Department of Ornaments

Table No. (75) Department: Ornaments Department No. (10)

First Year First Semester

No	Code No	Course Title	Number of Weekly Hours			Marks Distribution				Exam Hours
			lecture	lesson	Total	Semester Work Marks	Discussion/oral	Written	Total	
1	1101	Ornaments design basics	-	2	2	-	20	-	20	Extended
2	1102	Designing Pendants and Wall Paintings	-	4	4	-	40	-	40	Extended
3	1103	Designing Decorative cladding (Interior)	-	2	2	-	40	-	40	Extended
4	1106	Designing Fictional Depiction	-	2	2	-	20	-	20	Extended
5	1107	Designing Cartoons	-	2	2	-	20	-	20	Extended
6	1110	Pendants and Wall Paintings Tech	3	1	4	20	20	60	100	2
7	1111	Decorative Cladding and Architectural Facades	2	2	4	20	20	6	100	2
8	1201	Architectural Drawing	2	-	2	10	10	30	50	4
9	1204	Color Theories	2	-	2	10	10	30	50	2
10	1502	Nature	1	2	3	15	15	45	75	2
11	1501	Chemistry	1	2	3	15	15	45	75	2
12	1405	Geometric Perspective	1	3	4	20	20	60	100	4
13	1602	Languages	2	-	2	10	10	30	50	2
Total weekly hours			14	22	36	Total Marks				740

Table No. (76) Department: Ornaments Department No. (10)

First Year Second Semester

No	Code No	Course Title	Number of Weekly Hours			Marks Distribution				Exam Hours
			lecture	lesson	Total	Semester Work Marks	Discussion/oral	Written	Total	
1	1101	Ornaments Design Basics	-	2	2	-	30	-	30	Discussion
2	1102	Designing Pendants and Wall Paintings	-	4	4	-	60	-	60	Discussion
3	1103	Designing Decorative cladding (Interior)	-	2	2	-	60	-	60	Discussion
4	1106	Designing Fictional Depiction	-	2	2	-	60	-	60	Discussion
5	1107	Designing Cartoons	-	2	2	-	30	-	30	Discussion
6	1114	Materials and Specifications of Coatings running	3	1	4	20	20	60	100	2
7	1116	History of Ornaments	3	1	4	20	20	60	100	2
8	03-1206	Designing Signs, Counseling and Guidance Systems	1	4	-	100	-	-	100	Discussion
9	1403	Computer	1	3	4	20	20	60	100	2
10	1503	Mathematics	2	-	2	10	10	30	50	2
11	1306	Still Nature	-	4	4	-	100	-	100	Discussion
12	1603	History of Arts	2	-	2	10	10	30	50	2
Total Weekly Hours			14	22	36	Total Marks				810

Table No. (77) Department: Ornaments Department No. (10)

Second Year First Semester

No.	Code No.	Course Title	Number of Weekly Hours			Marks Distribution				Exam Hours
			lecture	lesson	Total	Semester Work Marks	Discussion/oral	Written	Total	
1	2101	Designing Pendants and Wall Paintings	-	4	4	-	40	-	40	Extended
2	2103	Designing Decorative Cladding (External)	-	2	2	-	40	-	40	Extended
3	2104	Designing Color Coordination for Environment	-	2	2	-	20	-	20	Extended
4	2106	Designing Fictional Depiction	-	2	2	-	20	-	20	Extended
5	2107	Designing Cartoons	-	2	2	-	40	-	40	Extended
6	2110	Pendants and Wall Paintings Tech	2	2	4	20	20	60	100	2
7	2112	Views and Backgrounds Tech	1	1	2	10	10	30	50	2
8	2217	History of Wall Paintings	1	1	2	10	10	30	50	2
9	2201	Architectural Drawing	1	1	2	10	10	30	50	4
10	01-4143	Color Theories	1	1	2	10	10	30	50	2
11	2502	Nature	1	2	3	15	15	45	75	2
12	2501	Chemistry	1	2	3	15	15	45	75	2
13	2603	History of Arts	2	-	2	10	10	30	50	2
14	2407	Planning and Production Management	2	-	2	10	10	30	50	2
15	2505	Feasibility Studies	2	-	2	10	10	30	50	2
Total Weekly Hours			14	22	36	Total Marks				740

Table No. (78) Department: Ornaments Department No. (10)

Second Year Second Semester

No.	Code No.	Course Title	Number of Weekly Hours			Marks Distribution				Exam Hours
			lecture	lesson	Total	Semester Work Marks	Discussion/oral	Written	Total	
1	2101	Designing Pendants and Wall Paintings	-	4	4	-	60	-	60	Discussion
2	2103	Designing Decorative Cladding (external)	-	2	2	-	30	-	30	Discussion
3	2104	Designing Color Coordination for Environment	-	2	2	-	30	-	30	Discussion
4	2106	Designing Fictional Depiction	-	2	2	-	30	-	30	Discussion
5	2107	Designing Cartoons	-	2	2	-	60	-	60	Discussion
6	2109	Murals Restoration	2	2	4	20	20	60	100	2
7	2111	Decorative Cladding and Architectural Facades Tech	4	-	4	20	20	60	100	2
8	02-2206	Designing Signs, Counseling and Guidance Systems	3	1	4	-	100	-	100	Discussion
9	2403	Computer	1	3	4	20	20	60	100	2
10	2503	Mathematics	2	-	2	10	10	30	50	2
11	10=2306	Still Nature	-	4	4	-	100	-	100	Discussion
12	2607	Languages	2	-	2	10	10	30	50	2
Total Weekly Hours			14	22	36	Total Marks				810

Table No. (79) Department: Ornaments Department No. (10)

Third Year First Semester

No.	Code No.	Course Title	Number of Weekly Hours			Marks Distribution				Exam Hours
			lecture	lesson	Total	Semester Work Marks	Discussion/oral	Written	Total	
1	3101	Designing Pendants and Wall Paintings	-	3	3	-	30	-	30	Extended
2	3104	Designing Color Coordination for Environment	-	3	3	-	30	-	30	Extended
3	3105	Designing Arts of Architectural Facades	-	2	2	-	20	-	20	Extended
4	3107	Designing Cartoons	-	2	2	-	30	-	30	Extended
5	3108	Designing Views and Backgrounds	-	2	2	-	30	-	30	Extended
6	3115	Plastics, Resins and Glues Tech	4	-	4	20	20	60	100	2
7	3118	Decorative Style Studies	1	1	2	10	10	30	50	2
8	3202	Architecture	-	2	2	10	10	30	50	4
9	01-3205	Cartoons Tech	2	2	4	20	20	60	100	2
10	3704	Ecology	2	4	6	30	30	90	150	2
11	3406	Electrical Engineering	2	-	2	10	10	30	50	2
12	3604	Criticism and Art Appreciation	2	-	2	10	10	30	50	2
13	3605	Aesthetics	3	-	2	10	10	30	50	2
Total Weekly Hours			15	21	36	Total Marks				740

Table No. (80) Department: Ornaments Department No. (10)

Third Year Second Semester

No.	Code No.	Course Title	Number of Weekly Hours			Marks Distribution				Exam Hours
			lecture	lesson	Total	Semester Work Marks	Discussion/oral	Written	Total	
1	3102	Designing Pendants and Wall Paintings	-	3	3	-	45	-	45	Discussion
2	3104	Designing Color Coordination for Environment	-	3	3	-	45	-	45	Discussion
3	3105	Designing Arts of Architectural Facades	-	2	2	-	30	-	30	Discussion
4	3107	Designing Cartoons	-	2	2	-	45	-	45	Discussion
5	3108	Designing Views and Backgrounds	-	2	2	-	45	-	45	Discussion
6	3109	Murals Restoration	2	2	4	20	20	60	100	2
7	3112	Views and Backgrounds Tech	1	1	2	10	10	30	50	2
8	3113	Properties and Resistance of Building Materials	4	-	4	20	20	60	100	2
9	3203	Principles of Physical Planning	2	-	2	10	10	30	50	4
10	3403	Computer	1	3	4	20	20	60	100	2
11	3602	Languages	2	-	2	10	10	30	50	2
12	10-3307	Living Nature	-	4	4	-	100	-	100	Discussion
13	11-3603	History of Arts	2	-	2	10	10	30	50	2
Total Weekly Hours			14	22	36	Total Marks				810

Table No. (81) Department: Ornaments Department No. (10)

Fourth Year First Semester

No.	Code No.	Course Title	Number of Weekly Hours			Marks Distribution				Exam Hours
			lecture	lesson	Total	Semester Work Marks	Discussion/oral	Written	Total	
1	4102	Designing Pendants and Wall Paintings	-	3	3	-	75	-	75	Discussion
2	4104	Designing Color Coordination for Environment	-	3	3	-	75	-	75	Discussion
3	410	Designing Arts of Architectural Facades	-	3	3	-	75	-	75	Discussion
4	4107	Designing Cartoons	-	3	3	-	75	-	75	Discussion
5	4108	Designing Views and Backgrounds	-	2	2	-	50	-	50	Discussion
6	4115	Plastics, Resins and Glues Tech	3	1	4	20	20	60	100	2
7	4119	Ornaments Morphology	1	1	2	10	10	30	50	2
8	4202	Architecture	1	1	2	10	10	30	50	4
9	4203	Principles of Physical Planning	1	1	2	10	10	30	50	4
10	4604	Criticism and Art Appreciation	2	-	2	10	10	30	50	2
11	4605	Aesthetics	2	-	2	10	10	30	50	2
12	4705	Introduction to Psychology	2	-	2	10	10	30	50	2
13	4707	Ecology	2	4	6	30	30	90	150	2
Total Weekly Hours			14	22	36	Total Marks				900

Table No. (82) Department: Ornaments Department No. (10)

Fourth Year Second Semester

No.	Code No.	Course Title	Number of Weekly Hours			Marks Distribution				Exam Hours
			lecture	lesson	Total	Semester Work Marks	Discussion/oral	Written	Total	
1	4121	Graduation Project	-	14	14	-	350	-	350	Discussion
2	4113	Properties and Resistance of Building Materials	3	1	4	20	20	60	100	2
3	4120	Design Economics	2	-	2	10	10	30	50	2
4	4205	Cartoons Tech	4	-	4	20	20	60	100	2
5	4403	Computer	1	3	4	20	20	60	100	2
6	4602	Languages and Discussion in a Foreign Language	2	-	2	10	10	30	50	2
7	10-4307	Living Nature	-	4	4	-	100	-	100	Discussion
8	11-4603	History of Arts	2	-	2	10	10	30	50	2
Total Weekly Hours			14	22	36	Total Marks				900

(10) Department of Ornaments

1101 10 Ornaments design Basics

Theories and Decorative Design Basics of mural terms of walls –floors – Architectural Facades - Designing Pendants and Wall Paintings Basics - Color Decorative Coordination for Physical Environment.

1102 10 Designing Pendants and Wall Paintings (1)

Designing Wall Pendants (moveable) –designing lekar coromandel paintings – designing pictorial composite color works in levels of various surfaces – designing oil paintings and elaioplast – designing guide formal symbols.

2101 10 Designing Pendants and Wall Paintings (2)

Designing tempera paintings with all their kinds – studying acrylic paintings design – designing wall paintings (fixed) “interial or external” for the mosaico –mosiac materials – marble squaring etc.

3102 10 Designing Pendants and Wall Paintings (3)

Designing wall paintings for oriental and western fresco – wall reparations rules– wall – materials – colors – studying design and executive considerations for fresco paintings – association with pictorial heritage in historical and contemporary architecture.

4102 10 Designing Pendants and Wall Paintings (4)

Designing sgraffito paintings – designing paintings of wall decorative formation on concrete surfaces – designing composite pictorial works by created materials in contemporary architecture.

1103 10 Designing Decorative Cladding – Interial (1)

Lekar decorative cladding and cellulosic paints – designing slabs for sound and heat insulation (for walls and ceilings) – designing vinyl flooring slabs and cement slabs – marble’s decorative cladding for walls and floors – decorative design of cover materials for interior walls by traditional and created materials.

2103 10 Designing Decorative Cladding – External (2)

Designing decorative cladding by using modern raw building materials in exterior architecture – designing decorative cladding for cement slabs units for streets, pavements and swimming pools –

designing decorative formation for prefabricated walls - colored cement pastes.

2104 10 Designing Color Coordination for Environment (1)

Design functions of color in visual formation for the ecological field and physical determinants – the role of color in spatial guidance for man in the ecological field and its aesthetic elements – associating the color with views and vision directions – design function of color in forming visual vocabularies presenting aesthetic alternatives for the environment.

3104 10 Designing Color Coordination for environment (2)

Color designing in organizing and coordinating the visual impression of the field and ecological determinants – the role of designing colors in physical spatial associations, organizing vision directions, and emphasizing the visual apertures and the main important issues in the ecological field – designing color for ecological visual sequences and its association with tracks, heights and architectural facades impression.

3104 10 Designing Color Coordination for Environment (3)

Color designing in visual formation of the ecological field in archeological and tourist areas as well as cities' entrances and exits and new urban communities – function of color designing in coordinating the variety and contrast in the ecological aesthetic vocabulary and its association with functions and vision directions – as well as methods of designing color systems for physical ecological information.

3105 10 Designing Arts of Architectural Facades (1)

Color designing in physical constructions' facades and entrances (religious, residential, educational, entertainment and commercial centers) – methods of designing architectural facades by using created and traditional building materials techniques – methods of presenting design alternatives of architectural facades associations by visual determinants in the surrounded physical ecological field.

4105 10 Designing Arts of Architectural Facades (2)

Color designing of architectural facades of hotels and tourist villages – designing facades of commercial shops and public exhibitions whether stable or moveable – methods of executive design of contemporary systems in beautifying architectural facades.

1106 10 Designing Fictional Depiction (1)

Historical methods in designing fictional depiction on tombs' walls, temples, churches and palaces – methods of designing fictional depiction for children – basics of historical and literary fictional depiction – methods of design concerned with texts embodying in expressive paintings about events and their consequence which centers in fictional context.

2106 10 Designing Fictional Depiction – Cartoon Movies (2)

Methods of designing fictional depiction concerned with cartoons (characters – backgrounds – motion sequence) techniques of design relevant to art direction of the story elements – methods of customization and embodying fictional depiction vocabulary.

1107 10 Designing Cartoons (1)

Phenomena of eye keeping things it sees which determines design rules of visual motions of creatures forms (human-being – animal – plant – abstract things and solid) whether flat or sizes – designing motion keys inside a single level or relocating within various levels in the field of optical visions – studying transferring rules data between forms by created and traditional means.

2107 10 Designing Cartoons (2)

Design rules of aesthetic and art values of cartoon characters in which their characteristics have been determined by the first artists of cartoons and are represented in the golden rule to design cartoon characters “exaggeration and simplifying – character design (function – internal rhythm – rhythm of an integrated work of art – dramatic event) –detailed study on fine expression vocabulary in human-face (eye, nose and ear) and forms of hands and legs and upon which the special characteristics of cartoon movie are agreed.

3107 10 Designing Cartoons (3)

Usages of Cartoons in introducing television programs, movies, serials and linking parts between programs and television materials – and methods of designing the used forms in accordance with the programs nature and identity of the work of art and its character – identified time periods – created and traditional methods.

4107 10 Designing Cartoons (4)

Design methods of cartoons in movie field (novelist, childhood, educational, cultural ... etc.) transferring written idea into the so called storyboard – identifying main lines and elements of main and minor characters with the environment’s elements of these characters – main keys of movement made with elements of color, texture and aesthetic values of the general context of cartoon movie –carton movie properties.

3108 10 Designing Views and Backgrounds (1)

Designing methods of views and backgrounds of moveable dummies and dolls – design translation of scenario and scenes – scenic consequences – kinds of backgrounds and their association with represented characters – styles of fashion and accessories in scenes – studying the considerations of lighting, tricks and the special effects as well as their relation with the requirements of depiction and scenes realization.

4108 10 **Designing Views and Backgrounds (2)**

Design methods of views and backgrounds of television programs, festivals shows as well as moveable and stable miscellany – and requirements of designing painted backgrounds in addition to their levels for the programs' presenters inside the studio – design considerations of painted backgrounds as well as stable and moveable views of performance works and groups movement – elements of variable lighting and angles of filming and graphic – computer for filmed scenes.

2109 10 **Mural Restoration (1)**

Historical technical methods of wall decorations and wall paintings – preparation methods for surfaces and media – color materials – materials and methods used in treating and restoring the monument – methods of cleaning and its materials - maintenance methods of monuments after the impact of moisture – heat and light –treatment methods of aspects of wall monument damage – treatment methods of color paleness – the concept of re-coloring – applying methods of restoration used in wall decorations and wall paintings.

3109 10 **Mural Restoration (2)**

Historical technical methods of oil painting surfaces and icons – treatment methods of aspects of damage, defects and cracks in color layers – methods of reinstallation –treatment methods of color paleness in oil painting and icons – solvents and means of cleaning – precautions that should be available in monument restoration – methods of work documenting before and during restoration – applying methods of restoration used in oil painting and icons.

1110 10 **Pendants and Wall Paintings Technology(1)**

Techniques of wall paintings (moveable) – oil painting techniques – lekar paintings – paintings of tempera kinds – vinyl paintings –crust paintings – techniques of composite graphic works and used materials.

2110 10 **Pendants and Wall Paintings Technology (2) Interior and External**

Wall paintings techniques (stable) – wall paintings techniques of oriental and western fresco – Mosaic paintings techniques – collected Mosaic and Marble squaring – techniques of color cement pastes – and ornaments of concrete paintings – wall paintings techniques with created and traditional raw building materials.

1111 10 **Decorative Cladding and Architectural Facades (1)**

Techniques of traditional decorative cladding materials – cement slabs (inside and outside the building) – mosaic – marble – colorful bricks – natural stones – techniques of modern raw building materials used in decorative cladding such as Ajeraniuliet – Kempleko – Kemstone – Polyester –Artificial marble and stones ... etc.

2111 10 Decorative Cladding and Architectural Facades Technology (2)

Color system techniques and treatments by the different materials of architectural facades (walls, entrance, architectural openings and architectural fences) – techniques of extended netting in adjusting the architectural levels of facades and preparing them to fix the wall decorative cladding in contemporary architecture.

2112 10 Views and Backgrounds Technology (2)

Techniques of Views and Backgrounds Production – techniques of stable and moveable scenes as well as festivals shows (entertainment and the special effects) – techniques of materials used in preparing the views and backgrounds in various purposes and their relation with scene furnishing system – requirements of suitable techniques for the scenes, lighting and filming.

3112 10 Views and Backgrounds Technology (3)

Techniques of views and background production and their association with kinds of shows and drama (theatre, cinema and television) – techniques of stable and moveable backgrounds – panoramic backgrounds (horizontal, vertical, single level and multi-levels, circular backgrounds, perspective and with the changeable direction) – techniques of color effects in the background – techniques of lighting of stable and moveable scenes.

3113 10 Properties and Resistance of Building Materials (3)
Properties and Resistance of Building Materials (4)

Natural properties and methods of using created and traditional raw building materials – techniques of heat and acoustic treatment materials – techniques of wall installation materials of decorative cladding slabs of walls and floors – techniques of artificial alternatives of building materials – techniques of whiteness kinds and wall cladding – techniques of producing cement slabs and vinyl floors.

1114 10 Materials and Specifications of Coatings and Varnishes Running

Paints – organic solvents – materials of emulsified paints – properties of paint surfaces – storage defects – paint defects – coatings removers – varnishes and their kinds – lekar coatings – epoxy composites – cellulosic paints – synthetic bonding materials which are used in different coatings – specifications of works operation concerned with internal and external paints.

3115 10 Plastics, Resins and Glues Technology (3)
Plastics, Resins and Glues Technology (4)

Properties and specifications of the chemical composition of polymers – plastics – resins – glues – specification of operation – created glues kinds technology and methods of their production and usage in interior and architecture – and epoxy composites and concrete carnivores.

1116 10 **History of Decoration**

Methods of historical analysis of unity and motif development – decorative design in some models of various architectural styles throughout history – showing the association range with architectural composition vocabulary as well as the function of place and techniques used in execution.

2117 10 **History of wall paintings**

Analytical and critical methods of the history of design construction of wall buildings in some models of architectural styles – showing the style of connection between wall pictorial design work and components of architectural composition whether internal or external - association of wall paintings formatively and functionally with the place and following the history of techniques used in execution.

3118 10 **Style Studies**

Descriptive and analytical methods of wall decorative designs' association with architecture in some various style models throughout history – following the relation of decorative design with the style in each stage – method of decorative style constituting in historical and contemporary architecture.

4119 10 **Ornaments Morphology**

Introduction to Stylistic Morphology of decorative designs and their association with architecture in some models such as (style of internal and external architectural areas, walls around architectural openings, friezes, floors, surfaces and domes) – studying comparative analyses of constructive methods of wall decorative designs and wall paintings – following methods of mutual associations with historical and contemporary architecture – following forms of stylistic evolution – used techniques.

4120 10 **Design Economies**

Studying Operations' Functions and Management – strategies and decisions on the operations' field – designing productions and services strategies – evolution strategy in designs – decisions of operations' management, researches and evolution – demand forecast by the environment – descriptive forecasting methods – projects' planning – meaning of marketing and its importance – project production strategies – new product evolution strategy.

2121 10 **Color Theories**

Light properties – color resources – color description – fine values of color – color psychology – vision mechanics – color production tools – artistic and functional dimensions of color – color and design – types of colorants color in architecture and physical environment.

2204 10 **Color Theories**

color and resources of light – methods of color measurement – color theories (geometric theory – OSTOLD – MNCL – CIE ... etc.) cadastral and density calculations of colors – physical phenomena of color – color translation of cartoon movies (properties, effects, color content movies of used lights).

1201 **Architectural Drawing**

Historical architectural styles – studying the sectors and vertical, horizontal and lateral projections in different kinds of architecture with different functions – architectural symbols and terms – main elements of building in architecture (walls, floors, ceilings, composting, pillars, stairs, openings, ... etc.) – usage of styles in forms

2201 **Architectural Drawing**

How to analyze and draw a simple architecture unity and methods of showing its architectural details, projections, sectors and how to draw the internal and external perspective of a painting as well as making a mini-maquette of the idea, training students on architectural applied work in drawing some architectural compositions and internal or architectural sectors by which the design gets advantages in the major.

2302 **Architecture (Internal) (1)**

Internal measurements and how to be dropped in the plane (horizontal project) – showing all interior architectural sectors – studying various treatments of interior architectural vacuum (forresidence, shops, hotels, ...etc.) – studies of artificial ceilings, floor cladding and interior lighting distribution – design forms in an internal perspective form with colors – making an interior maquette showing the architectural treatment.

2403 **Architecture (External) (2)**

Forms of public buildings' facades, exhibitions, shops and commercial centers –planning exterior surfaces around the building (gardens, fountains, swimming pools, ... etc.) – architectural ideas for architectural facades' ceilings – external perspective of various treatments of ceilings – executive drawings to show some architectural sectors and compositions in the facades – making an embossed mini-maquette to show the architectural idea by embossment to improve the architectural imagination.

3203 **10 Principles of Physical Planning (1)**

Art of Constructing Physical Environment – requirements of designing the suitable form to any physical space - studying general planning components – temporal spatial relations – visual impression and physical vacuum relations – directions of vision and visual abutments - elements of movement and connection – ecological elements and the physical level – shadow patterns around buildings.

2403 **10 Principles of Physical Planning (2)**

Locations design and planning basics – the required contrast in design vocabulary of the location – methods of analyzing the internal and external composition of the location and its visual aesthetic elements – aesthetic elements and architectural construction – basics of designing the architectural vacuums, their elements and components – alternatives of location planning and methods of alternatives' evaluation – methods and means of making a maquette for general planning.

1206 03 Designing Signs, Counseling and Guidance Systems (1)

Methods of design and execution of counseling visual forms, symbols and signs with mass connection (stable and moveable) – systems of warning and regulatory signs in the internal and external architecture – means of tourist transportations – electronic paintings with moveable plates.

2206 03 Designing Signs, Counseling and Guidance Systems (2)

Methods of design and execution of signs and sign boards inside and outside the cities (pedestrian ways, squares and highways) – systems of warning, regulatory and guide signs of train stations, metro, airports, ports. tourist villages, commercial centers ...etc.