CADT 102A - TECHNICAL SKETCHING – ARCHITECTURAL APPLICATIONS

METHOD OF COURSE DELIVERY

Lecture/Lab

DESCRIPTION

This course is an introduction to the design principles and applications including terminology and fundamentals, including size and shape descriptions, projection methods, geometric construction, sections, auxiliary views, and reproduction processes.

COURSE OUTCOMES

Following instruction and the successful completion of assignments the student will learn:

- fundamental concepts of freehand sketching architectural drawings
- sketching techniques that are applicable to today’s workflow
- 3D modeling with the use of a computer software program

COURSE COMPETENCIES

Upon successful completion of this course, the student will demonstrate an understanding and use of technical sketching in Architectural Applications by:

- using basic sketching equipment such as; pencils, erasers, straight edges
- identifying various drawing views: front view, side view, top view and how these equate to the front elevation, side elevation and roof plan of an architectural model
- explaining what a floor plan is and how it is developed from a 3-D model
- identifying the difference is between “True North” and “Project North”
- applying the use of an Architectural scale
- sketching Architectural symbols (doors, windows, fixtures, stairs, cabinets)
- sketching horizontal parallel lines
- sketching vertical parallel lines
- sketching angled parallel lines
- sketching hatch patterns
- sketching gesture figures (people, objects, buildings)
- demonstrating hand lettering
- developing a storyboard
- creating a decision tree
- defining a concept diagram
• defining a thumbnail diagram.
• creating a bubble diagram.
• creating a block diagram.
• dividing spaces into equal smaller spaces.
• sketching circles and arcs.
• sketching still life drawings.
• sketching paraline drawings.
• applying shadows to sketches.
• sketching one-point perspective drawings.
• sketching two-point perspective drawings.
• defining three-point perspective drawings.
• adding people, reflections, shades and shadows to drawings.
• applying digital sketching techniques.
• applying a computer model underlay.
• applying sketching techniques using a computer sketching program (i.e. Google SketchUp).