

Drawing For Architects How To Explore Concepts Define Elements And Create Effective Built Design Through Illustration Julia Mcmorrough

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101 Things I Learned in Architecture School - Matthew Frederick 2007-08-31

Concise lessons in design, drawing, the creative process, and presentation, from the basics of "How to Draw a Line" to the complexities of color theory. This is a book that students of architecture will want to keep in the studio and in their backpacks. It is also a book they may want to keep out of view of their professors, for it expresses in clear and simple language things that tend to be murky and abstruse in the classroom. These 101 concise lessons in design, drawing, the creative process, and presentation—from the basics of "How to Draw a Line" to the complexities of color theory—provide a much-needed primer in architectural literacy, making concrete what too often is left nebulous or open-ended in the architecture curriculum. Each lesson utilizes a two-page format, with a brief explanation and an illustration that can range from diagrammatic to whimsical. The lesson on "How to

Draw a Line" is illustrated by examples of good and bad lines; a lesson on the dangers of awkward floor level changes shows the television actor Dick Van Dyke in the midst of a pratfall; a discussion of the proportional differences between traditional and modern buildings features a drawing of a building split neatly in half between the two. Written by an architect and instructor who remembers well the fog of his own student days, 101 Things I Learned in Architecture School provides valuable guideposts for navigating the design studio and other classes in the architecture curriculum. Architecture graduates—from young designers to experienced practitioners—will turn to the book as well, for inspiration and a guide back to basics when solving a complex design problem.

Materials - Julia McMorrough 2006

Publisher description

Manual of Section - Paul Lewis 2016-08-23

Along with plan and elevation, section is one of the

essential representational techniques of architectural design; among architects and educators, debates about a project's section are common and often intense. Until now, however, there has been no framework to describe or evaluate it. *Manual of Section* fills this void. Paul Lewis, Marc Tsurumaki, and David J. Lewis have developed seven categories of section, revealed in structures ranging from simple one-story buildings to complex structures featuring stacked forms, fantastical shapes, internal holes, inclines, sheared planes, nested forms, or combinations thereof. To illustrate these categories, the authors construct sixty-three intricately detailed cross-section perspective drawings of built projects—many of the most significant structures in international architecture from the last one hundred years—based on extensive archival research. *Manual of Section* also includes smart and accessible essays on the history and uses of section.

Drawn to Design - Eric Jenkins 2022-04-19

The book is a guide for students and teachers to understand the need for, the role of and the methods and techniques of freehand analytical sketching in architecture. The presentation focuses on drawing as an approach to and phase of architectural design. The conceptual goal of this approach is to use drawing not as illustration or depiction, but as exploration. The first part of the book discusses underlying concepts of freehand sketching in design education and practice as a complement to digital technologies. The main component is a series of chapters that constitute a typology of fundamental issues in architecture and urban design; for instance, issues of "façade" are illustrated with sketch diagrams that show how façades can be explored and sketched through a series of specific questions and step-by-step procedures. In the expanded and updated edition, a new part explores the questions and experiences of large architectural offices in applying freehand drawing in the practice of architectural design. This book is especially timely in an age in which the false conflict between "traditional vs.

digital" gives way to multiple design tools, including sketching. It fosters understanding of the essential human ability to investigate the designed and the natural world through freehand drawing.

200 Years of American Architectural Drawing - David Gebhard 1977

Based on an exhibit opening in 1977 at the Cooper-Hewitt Museum and entitled: 200 years of American architectural drawing.

Building Materials and Technology in Hong Kong [????????] - Wong Wah Sang 2018-01-11

This book is a thorough documentation of tectonics in the Hong Kong construction industry. It looks at how buildings have been designed and built in a high-density city in a subtropical climate. Written in both Chinese and English, it covers almost all aspects of building materials and technology in Hong Kong with a succinct sequence that follows the construction process of a building project. The case studies in Chapter 3 brings together 16 local projects, which embrace a wide range of building types: from single-storey buildings to high-rise towers, from private development to public institutional construction, from office to residence, and provide invaluable information on the application of building materials and technology. While it is intended primarily for students in architecture, surveying, and construction, *Building Materials and Technology in Hong Kong* is an indispensable reference for professionals and practitioners who are dealing with building design and construction. Those with a general interest in building construction will also find this highly illustrated book an interesting and engaging read.

Transitions: Concepts + Drawings + Buildings - Christine Hawley 2013-12-28

Most architectural books written by practising architects fall into two categories: theoretical texts, or monographs that describe and illustrate the author's projects. This book combines both, as it explores and illustrates the methodological journey required to translate a concept to a drawing and a drawing to a

building. Organised into three essays *Urban Collage*, *Ground Surface*, *Shadows and Lines*, the book examines how conceptual threads begin to compose a specific architectural design 'language' and how they interweave from one direction to another. Importantly, the projects that illustrate the text also demonstrate how imperative or marginal the original ideas become and, to an extent they demonstrate the design process: its successes, illogicality and failures.

Analysing Architecture - Simon Unwin 2013-03

Analysing Architecture offers a unique 'notebook' of architectural strategies to present an engaging introduction to elements and concepts in architectural design. Beautifully illustrated throughout with the author's original drawings.

Drawing for Architects - Natascha Meuser 2015-09

The drawing architect - for centuries, this term was just as tautological as the 'baking baker' or the 'gardening gardener'. Nevertheless, in this compendium one has to begin with reference to the fact that the acquisition of drawing skills is by no means a minor field of study for architects. Design methodology, also referred to as methodology of space and the representation of the human body, plays an important role - once more - in the present-day field of architectural activity. This book explores options for illustration, as well as contemporary practice with architectural presentation. It deals with the following topics: The history and theory of architectural drawing, covering a wide spectrum of issues in terms of art and architectural history, examples are provided by two design collections; ten architects present their architectural concepts based on a selection of drawing and presentation techniques; ten exercises for freehand drawing; demonstrative examples and practical exercises which illustrate technical drawing and the fundamental principles of perspective.

Drawing for Architects - Julia McMorrough 2015-04

Explains both the technical and disciplinary role of drawing and how to enable design creativity and

application through its practiced use, sharing technique-based instructions for core drawing principles. Original.

Drawing Architecture - Helen Thomas 2018-10-24

An elegant presentation of stunning and inspiring architectural drawings from antiquity to the present day. Throughout history, architects have relied on drawings both to develop their ideas and communicate their vision to the world. This gorgeous collection brings together more than 250 of the finest architectural drawings of all time, revealing each architect's process and personality as never before. Creatively paired to stimulate the imagination, the illustrations span the centuries and range from sketches to renderings, simple to intricate, built projects to a utopian ideal, famous to rarely seen - a true celebration of the art of architecture. Visually paired images draw connections and contrasts between architecture from different times, styles, and places. From Michelangelo to Frank Gehry, Louise Bourgeois to Tadao Ando, B.V. Doshi to Zaha Hadid, and Grafton to Luis Barragán, the book shows the incredible variety and beauty of architectural drawings. *Drawing Architecture* is ideal for art and architecture lovers alike, as well as anyone interested in the intersection of creativity and history. From the publisher of *Exhibit A: Exhibitions that Transformed Architecture, 1948-2000*.

Dwell - 2008-06

At *Dwell*, we're staging a minor revolution. We think that it's possible to live in a house or apartment by a bold modern architect, to own furniture and products that are exceptionally well designed, and still be a regular human being. We think that good design is an integral part of real life. And that real life has been conspicuous by its absence in most design and architecture magazines.

Architects Draw - Sue Ferguson Gussow 2013-07-02

Architects Draw offers a practical and invaluable way to help students and would-be sketchers translate what they see onto the page, not as an imitation of reality, but

as a comprehensive union of voids and solids, light and shadows, lines and shapes. For nearly forty years revered Cooper Union professor and artist Sue Gussow has taught aspiring architects of varying abilities how to fully observe and perceive the spaces that make up our physical environment. Gussow skillfully applies architectural language to twenty-one drawing exercises that tackle a variety of forms--from peas in a pod to monkeys, skeletons, dinosaur bones, and the art of Giacometti and Mondrian. She shows, for example, how cut fruit and paper bags reveal that the physical world is made up of planes, dimensions, and enclosed space.

First Concept Then Design - Wila O'Chariss 2019-11-08

Let's your creativity shine everywhere you go. This cool design sketchbook will be your mobile studio where you can initiate your projects, write down any inspiration, do the cityscape sketches, create architectural drawings or take note of your daily tasks, anywhere and anytime. With the 6x9 inches in size, it is portable and easy to put in your bag. It will also be a perfect gift for those architect students, professors, and those men and women who are passionate about architecture. Product Features: Blank dot grid papers 100 pages High-quality and nice design cover High-quality papers

The Art of Architectural Drawing - Thomas Wells Schaller 1997-03-18

Lavishly illustrated, this book thoughtfully presents and discusses architectural images which both derive from and inspire the act of building. Beautiful illustrations fill the pages, paying tribute to the process of image-making as an exercise of the imagination. Also covered are techniques for composing architectural images, including how to employ the best media and graphic devices, and more. 157 b&w illus., 50 color illus.

Materiality and Organizing - Paul M. Leonardi 2012-11-22

Ask a person on the street whether new technologies bring about important social change and you are likely to hear a resounding "yes." But the answer is less definitive amongst academics who study technology and

social practice. Scholarly writing has been heavily influenced by the ideology of technological determinism - the belief that some types or technologically driven social changes are inevitable and cannot be stopped. Rather than argue for or against notions of determinism, the authors in this book ask how the materiality (the arrangement of physical, digital, or rhetorical materials into particular forms that endure across differences in place and time) of technologies, ranging from computer-simulation tools and social media, to ranking devices and rumours, is actually implicated in the process of formal and informal organizing. The book builds a new theoretical framework to consider the important socio-technical changes confronting people's everyday experiences in and outside of work. Leading scholars in the field contribute original chapters examining the complex interactions between technology and the social, between artefact and humans. The discussion spans multiple disciplines, including management, information systems, informatics, communication, sociology, and the history of technology, and opens up a new area of research regarding the relationship between materiality and organizing.

Freehand Drawing and Discovery - James Richards

2013-02-04

Features access to video tutorials! Designed to help architects, planners, and landscape architects use freehand sketching to quickly and creatively generate design concepts, Freehand Drawing and Discovery uses an array of cross-disciplinary examples to help readers develop their drawing skills. Taking a "both/and" approach, this book provides step-by-step guidance on drawing tools and techniques and offers practical suggestions on how to use these skills in conjunction with digital tools on real-world projects. Illustrated with nearly 300 full color drawings, the book includes a series of video demonstrations that reinforces the sketching techniques.

Architectural Drawing - Rendow Yee 2007-07-20

An extensively updated new edition of a classic

architectural text Today's most comprehensive compendium of architectural drawing types and methods, both hand drawn and computer generated, Architectural Drawing: A Visual Compendium of Types and Methods remains a one-of-a-kind visual reference and an outstanding source of guidance and inspiration for students and professionals at every level. The Third Edition has been thoroughly updated to reflect a wider range of techniques and styles than ever before, including: * 1,100 illustrations by today's most noted architects, including Tadao Ando, Rebecca Binder, Mario Botta, Lord Foster, Massimiliano Fuksas, Frank Gehry, Michael Graves, Zaha Hadid, Steven Holl, Ricardo Legorreta, Richard Meier, I. M. Pei, Cesar Pelli, Renzo Piano, Antoine Predock, Tod Williams and Billie Tsien, and Venturi Scott Brown * Over 250 new drawings * 30% new and revised material * A new, more user-friendly structure "This volume reveals how architects approach drawing as a process wherein ideas are given form. As a tool for teaching, these examples become important in students' understanding of the formal and technical aspects of design thought. In an age of digital technologies, this work emphasizes the intimate relationship that exists between the drawing and its maker, the process between paper, hand, and mind." - LaRaine Papa Montgomery, Professor of Architecture/Graphics Coordinator, Savannah College of Art and Design "A wonderful resource on design visualization and graphic communication that covers all aspects of drawing conventions and manual techniques of representation. Richly illustrated and professionally presented in a way that makes it accessible to beginners as well as advanced students, this book stands out as a core reference for courses on design graphics." -Dr. Samer Akkach, Senior Lecturer in Architecture and DesignThe University of Adelaide, South Australia "This book contains an abundance of some of the most inventive graphic presentations by world-class architects. As I browse through this book, the hundreds of pages of thought provoking images both relax and excite me, an

experience that only a good read can bring. It illuminates the process of visual thinking behind some of the most creative minds. As the profession is becoming more and more constrained by economics and time, this book reminds us of how ideas in architecture began." -William W. P. Chan, AIA, Assistant Professor of Architecture, Morgan State University, Institute of Architecture and Planning

Drawing Architecture - 2013-10-18

We are in the second decade of the 21st century and, as with most things, the distinction between digital and analogue has become tired and inappropriate. This is also true in the world of architectural drawing, which paradoxically is enjoying a renaissance supported by the graphic dexterity of the computer. This new fecundity has produced a contemporary glut of stunning architectural drawings and representations that could rival the most recent outpouring of architectural vision in the 1960s, 1970s and 1980s. Indeed, there is much to learn by comparing the then and the now. The contemporary drawing is often about its ability to describe the change, fluctuations and mutability of architecture in relation to the virtual/real 21st-century continuum of architectural space. Times have changed, and the status of the architectural drawing must change with them. This reassessment is well overdue, and this edition of AD will be the catalyst for such re-examination. Features the work of: Pascal Bronner, Bryan Cantley, Peter Cook, Perry Kulper, CJ Lim, Tom Noonan, Dan Slavinsky, Neil Spiller, Peter Wilson, Nancy Wolf, Lebbeus Woods and Mas Yendo. Contributors include: Nic Clear, Mark Garcia, Simon Herron and Mark Morris.

Architects Sketches - Kendra Schank Smith 2012-05-23
Concepts from architects' minds evolve through sketches and as a mode of transference are conveyed to the finished building. This book compares qualities of sketches to reveal unique approaches to the instruments of thinking in which all architects engage. It provides new insight into the relationship between architectural

sketches and the process of creative manipulation. Sketches comprise a thinking mechanism, and through the qualities of ambiguity, quickness and change, they initiate a dialogue for architects. As a medium to facilitate communication, recording, discovery and evaluation, their pertinence lies in their ability to exhibit both the precise and the imprecise. Exploring four related theoretical approaches, play, memory-imagination-fantasy, caricature and the grotesque, the book shows how imprecision stimulates imagination to conceive new forms in the dialogue of architectural sketches.

Chapters in Architectural Drawing - Steven H. McNeill
2009-03-01

Chapters in Architectural Drawing provides an introduction to the fundamental principles needed to create compelling freehand and hard line drawings. Using the graphics, instructions, sketching exercises, and the included videos the reader will learn the techniques used by architectural professionals to visually communicate ideas and create dramatic client presentations. The content of this book is important to today's high-tech design industry. You will learn what role architectural hand drawing has today compared to cutting edge computer design and rendering software, and how the two can be leveraged to create crisp, clean sketches with an economy of time! Although you will not be expected to use any software to complete this book, you will be introduced to several methods in which these tools are used. In these exercises all the computer work has been prepared so you can focus solely on the sketching portion.

The Architecture Reference & Specification Book Updated & Revised - Julia McMorrough 2018-01-09

Most architectural standards references contain thousands of pages of details, overwhelmingly more than architects need to know on any given day. The updated and revised edition of *Architecture Reference & Specification* contains vital information that's essential to planning and executing architectural

projects of all shapes and sizes, all in a format that is small enough to carry anywhere. It distills the data provided in standard architectural volumes and is an easy-to-use reference for the most indispensable--and most requested--types of architectural information.

Sketching for Architecture + Interior Design - Stephanie Travis 2015-07-20

The debate surrounding hand drawing versus computer-generated imagery has become a hot topic. Having grown up with computers, today's interior design and architecture students are extremely adept at creating computer imagery, but often lack confidence in their freehand sketching skills, or do not know how to sketch at all. Sketching, and the careful observation that it entails, is essential for the successful development of the next generation of designers. Forty-five step-by-step exercises take the student from the simple three-dimensional forms of furniture, to interiors, to complex building exteriors, and cityscapes. Technical topics covered include tools, line weights, perspective, proportion, composition, shading, serial views, and context. Exercises are illustrated with beautiful sketches specially created by the author. *Sketching for Architecture + Interior Design* is an indispensable and practical guide for students wishing to master the art of looking and sketching.

Basics Architecture 01: Representational Techniques - Lorraine Farrelly 2008-01-08

Basics Architecture 01- Representational Techniques by Lorraine Farrelly explores the concepts and techniques used to represent architecture. It describes a broad array of methodologies for developing architectural ideas, ranging from two- and three-dimensional conceptual sketches, through to the working drawings required for the construction of buildings, and offers a range of practical drawing methods, showing how to present and plan layouts, make conceptual sketches, work with scale, use collage and photomontage to create contemporary images, along with techniques to prepare and plan design portfolios. The book also deals with a

variety of media, from those used in freehand sketching, through to cutting-edge computer modeling and drawing techniques. Using examples from leading international architects and designers along with more experimental student work, a broad range of interpretations, possibilities and applications are demonstrated. Students and practitioners will find this a useful and clear companion to a vital aspect of architectural design.

Persistent Modelling - Phil Ayres 2012-06-25

With contributions from some of the world's most advanced thinkers on this subject, this book is essential reading for anyone looking at new ways of thinking about the digital within architecture. It speculates upon implications of Persistent Modelling for architectural practice, reconsidering the relationship between architectural representation and architectural artefact particularly in the fields of responsive and adaptive architectures.

Graphical Heritage - Luis Agustín-Hernández 2020-05-11

This book presents the proceedings of the 18th International Conference on Graphic Design in Architecture, EGA 2020, focusing on heritage - including architectural and graphic heritage as well as the graphics of heritage. Consisting of two parts: "Representation and Analysis" and "Concept and Creation", this second volume gathers selected contributions on topics ranging from graphic representation to the graphic presentation of ideas, i.e. artistic creation, to bridge the gap between graphic heritage and the graphics of heritage. Given its scope, this volume will appeal to architectural and graphic designers, artists and engineers, providing them with extensive information on new methods and a source of inspiration for future research and interdisciplinary collaborations.

Architectural Drawing Course - Mo Zell 2008

"Tools and techniques for 2D and 3D representation"--
Cover.

Architect's Drawings - Kendra Schank Smith 2006-08-11

The sketch is a window into the architects mind. As creative designers, architects are interested in how other architects, particularly successful ones, think through the use of drawings to approach their work. Historically designers have sought inspiration for their own work through an insight into the minds and workings of people they often regard as geniuses. This collection of sketches aims to provide this insight. Here for the first time, a wide range of world famous architects' sketches from the Renaissance to the present day can be seen in a single volume. The sketches have been selected to represent the concepts or philosophies of the key movements in architecture in order to develop an overall picture of the role of the sketch in the development of architecture. The book illustrates the work of designers as diverse as Andrea Palladio, Erich Mendelsohn, Sir Edwin Lutyens, Gianlorenzo Bernini, Le Corbusier, Michelangelo, Alvar Aalto, Sir John Soane, Francesco Borromini, Walter Gropius, and contemporary architects Tadao Ando, Zaha Hadid and Frank Gehry to name but a few. Each chronologically placed sketch is accompanied by text providing details about the architect's life, a look at the sketch in context, and the connection to specific buildings where appropriate. Style, media and meaning are also discussed, developing an explanation of the architect's thinking and intentions. As creative designers themselves, architects are interested in how other architects, particularly successful ones, think and draw and approach their work. Historically designers have sought inspiration for their own work through an insight into the minds and workings of people they often regard as geniuses. This collection of sketches aims to provide this insight. Listed chronologically each sketch will be accompanied by a text which provides: A short synopsis/history of the architect's life; a look at the sketch in this context; the connection to a specific building (where appropriate); techniques of the sketch: style and media; meaning - what the sketch shows about the architect's thinking and intentions followed by a select bibliography for each section.

Understanding Architecture Through Drawing - Brian Edwards 2008-08-20

This second edition is fully revised and updated and includes new chapters on sustainability, history and archaeology, designing through drawing and drawing in architectural practice. The book introduces design and graphic techniques aimed to help designers increase their understanding of buildings and places through drawing. For many, the camera has replaced the sketchbook, but here the author argues that freehand drawing as a means of analyzing and understanding buildings develops visual sensitivity and awareness of design. By combining design theory with practical lessons in drawing, *Understanding Architecture Through Drawing* encourages the use of the sketchbook as a creative and critical tool. The book is highly illustrated and is an essential manual on freehand drawing techniques for students of architecture, landscape architecture, town and country planning and urban design.

Drawing Parallels - Ray Lucas 2019-04-29

Drawing Parallels expands your understanding of the workings of architects by looking at their work from an alternative perspective. The book focuses on parallel projections such as axonometric, isometric, and oblique drawings. Ray Lucas argues that by retracing the marks made by architects, we can begin to engage more directly with their practice as it is only by redrawing the work that hidden aspects are revealed. The practice of drawing offers significantly different insights, not easily accessible through discourse analysis, critical theory, or observation. Using James Stirling, JJP Oud, Peter Eisenman, John Hejduk, and Cedric Price as case studies, Lucas highlights each architect's creative practices which he analyzes with reference to Bergson's concepts of temporality and creativity, discussing the manner in which creative problems are explored and solved. The book also draws on a range of anthropological ideas including skilled practice and enchantment in order to explore why axonometrics are

important to architecture and questions the degree to which the drawing convention influences the forms produced by architects. With 60 black-and-white images to illustrate design development, this book would be an essential read for academics and students of architecture with a particular interest in further understanding the inner workings of the architectural creative process.

Drawing - Sir Peter Cook 2014-01-13

Focusing on the creative and inventive significance of drawing for architecture, this book by one of its greatest proponents, Peter Cook, is an established classic. It exudes Cook's delight and catholic appetite for the architectural. Readers are provided with perceptive insights at every turn. The book features some of the greatest and most intriguing drawings by architects, ranging from Frank Lloyd Wright, Heath-Robinson, Le Corbusier, and Otto Wagner to Frank Gehry, Zaha Hadid, Coop Himmelb(l)au, Arata Isozaki, Eric Owen Moss, Bernard Tschumi, and Lebbeus Woods; as well as key works by Cook and other members of the original Archigram group. For this new edition, Cook provides a substantial new chapter that charts the speed at which the trajectory of drawing is moving. It reflects the increasing sophistication of available software and also the ways in which 'hand drawing' and the 'digital' are being eclipsed by new hybrids—injecting a new momentum to drawing. These 'crossovers' provide a whole new territory as attempts are made to release drawing from the boundaries of a solitary moment, a single-viewing position, or a single referential language. Featuring the likes of Toyo Ito, Perry Culper, Izaskun Chinchilla, Kenny Tsui, Ali Rahim, John Berglund, and Lorene Faure, it leads to fascinating insights into the effect that medium has upon intention and definition of an idea or a place. Is a pencil drawing more attuned to a certain architecture than an ink drawing, or is a particular colour evocative of a certain atmosphere? In a world where a Mayer drawing is creatively contributing something different from a Rhino drawing, there is much

to demand of future techniques.

The Professional Practice of Architectural Working Drawings - Osamu (Art) A Wakita 2011-10-13

The practical, comprehensive handbook for creating effective architectural drawings In one beautifully illustrated volume, *The Professional Practice of Architectural Working Drawings*, Fourth Edition presents the complete range of skills, concepts, principles, and applications that are needed to create a full set of architectural working drawings. Chapters proceed logically through each stage of development, beginning with site and floor plans and progressing to building sections, elevations, and additional drawings. Inside, you'll find: Coverage of the latest BIM technologies Environmental and human design considerations Supplemental step-by-step instructions for complex chapters Five case studies, including two that are new to this edition Hundreds of computer-generated drawings and photographs, including BIM models, three-dimensional models, and full-size buildings shown in virtual space Checklists similar to those used in architectural offices Tips and strategies for complete development of construction documents, from schematic design to construction administration With an emphasis on sustainability throughout, this new edition of *The Professional Practice of Architectural Working Drawings* is an invaluable book for students in architecture, construction, engineering, interior design, and environmental design programs, as well as professionals in these fields.

Sketching the Concept - Harold Linton 1993

Explains the use of the sketch study, thematic drawings, compositional schemes, and refined illustrations as an integral role in the architectural design process

Transitions: Concepts + Drawings + Buildings - Christine Hawley 2017-03-02

Most architectural books written by practising architects fall into two categories: theoretical texts, or monographs that describe and illustrate the author's projects. This book combines both, as it explores and

illustrates the methodological journey required to translate a concept to a drawing and a drawing to a building. While the term 'methodological' might imply an Aristotelian logic, there is no attempt here to rationalise the process of conception, but instead an acknowledgement of an experimental approach that presupposes a subtle knowledge of the projects. It shows the architect's fascination with the 'opaque' and the 'not said' and illustrates how architecture works through agreement and contradiction (e.g. the built and the un-built, material and immaterial). Organised into three essays *Urban Collage*, *Ground Surface*, *Shadows and Lines*, the book examines how conceptual threads begin to compose a specific architectural design 'language' and how they interweave from one direction to another. Importantly, the projects that illustrate the text also demonstrate how imperative or marginal the original ideas become and, to an extent they demonstrate the design process: its successes, illogicality and failures. The essays also discuss the importance of iteration through time where ideas may occasionally be developed as a linear process, but more often emerge through a series of creative digressions. Although the essays and the projects have dominant themes, these should not be regarded as autonomous, as throughout the development of both drawings and buildings, ideas inevitably segue from one domain to another. Ideas have both fluidity and the ability to transform.

Design Drawing - Francis D. K. Ching 2019-01-07

THE CLASSIC GUIDE TO DRAWING FOR DESIGNERS, REVISED AND UPDATED TO INCLUDE CURRENT DIGITAL-DRAWING TECHNIQUES Hand drawing is an integral part of the design process and central to the architecture profession. An architect's precise interpretation and freedom of expression are captured through hand drawing, and it is perhaps the most fundamental skill that the designer must develop in order to communicate thoughts and ideas effectively. In his distinctive style, world-renowned author Francis D. K. Ching presents *Design Drawing*, Third Edition, the classic guide to hand drawing that

clearly demonstrates how to use drawing as a practical tool for formulating and working through design problems. While digital tools continue to evolve, this Third Edition includes new illustrations and information on the latest digital-drawing techniques. Design Drawing, Third Edition covers the basics of drawing, including line, shape, tone, and space. Guiding the reader step-by-step through the entire drawing process, this Third Edition also examines different types of drawing techniques such as multiview, paraline, and perspective drawings—and reveals how the application of these techniques creates remarkable results. In addition, Design Drawing, Third Edition:

- Features over 1,500 hand drawings—stunning illustrations in the author's signature style that reinforce the concepts and lessons of each chapter
- Offers new exercises and illustrative examples that range in complexity
- Presents all-new digital drawing topics, such as hybrid floor plans, digital models and fabrication, and hand-to-digital fluency
- Includes access to a new website featuring videos of the author demonstrating freehand techniques in a step-by-step manner in the studio and on location

Written and illustrated for professional architects, designers, fine artists, illustrators, instructors and students, Design Drawing, Third Edition is an all-in-one package and effective tool that clearly demonstrates drawing concepts and techniques in a visually stimulating format that outshines other works in the field.

Digital Drawing for Landscape Architecture - Bradley Cantrell 2014-11-19

Combine traditional techniques with modern media for more communicative renderings Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design, Second Edition bridges the gap between traditional analog and new digital tools by applying timeless concepts of representation to enhance design work in digital media. The book explores specific techniques for creating landscape designs, including digitally rendered plans,

perspectives, and diagrams, and the updated second edition offers expanded coverage of newer concepts and techniques. Readers will gain insight into the roles of different drawings, with a clear emphasis on presenting a solid understanding of how diagram, plan, section, elevation, and perspective work together to present a comprehensive design approach. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques, but the design principles and elements involved are still grounded in hand-rendering techniques. Digital Drawing for Landscape Architecture exploits both modalities to help designers create more beautiful, accurate, and communicative drawings in a professional studio environment. This second edition contains revised information on plan rendering techniques, camera matching workflow, and color selection, along with brand new features, like: Time-based imagery and tools Workflow integration techniques Photoshop and Illustrator task automation Over 400 updated images, plus over 50 new examples of award-winning work The book takes a tutorial-based approach to digital rendering, allowing readers to start practicing immediately and get up to speed quickly. Communication is a vital, but often overlooked component of the design process, and designers rely upon their drawings to translate concepts from idea to plan. Digital Drawing for Landscape Architecture provides the guidance landscape designers need to create their most communicative renderings yet.

The Architectural Drawing Course - Mo Zell 2008

This practical foundation course in architectural design offers key advice on the principles, practice and techniques of the subject. Dealing with much more than just the technical aspects of drawing, it introduces the reader to the visual language of architecture, encouraging them to think spatially and question the built environment. All architecture students, and anyone interested in the creative side of architecture, will find this book an invaluable tool and reference.

Drawing as a Means to Architecture - William Kirby

Lockard 1977

This book views drawing as an inseparable part of the design process - not as an end in itself, but as an important means to architecture. This insistence on the relationship between architectural drawing and architecture transcends the usual emphasis on tools and mechanics, concentrating instead on the advantages and limitations drawing offers an architectural designer. A comprehensive workbook for practicing architects and architectural students, the book clearly describes and demonstrates the various ways architectural projects can be conceived, refined and communicated graphically. Full size drawings and tissue overlays are used to illustrate the use of drawing in the design process, and to explore the relationship of drawing to architectural design. The author makes a strong case for drawing as an intellectually developed ability rather than a natural gift, and his own well-defined views on the process, use, and technique of drawing lend the book a special authority as a workbook/guide to the development and intelligent use of architectural drawing.

Designing Architecture - Andrew Pressman 2012-05-04
Designing Architecture is an indispensable tool to assist both students and young architects in formulating an idea, transforming it into a building, and making effective design decisions. This book promotes integrative and critical thinking in the preliminary design of buildings to inspire creativity, innovation, and design excellence. This compendium of individual wisdom and collective experience offers explicit guidance to students and young professionals on how to approach, analyze, and execute specific tasks; develop and refine a process to facilitate the best possible design projects; and create meaningful architectural form. Here the design process - from orchestrating client participation to finalizing schematic design - is explored and illuminated. The following material is presented to make the book a useful didactic tool for professional development: explicit strategies for doing design rather than simply reviewing principles and

precedents creative ideas in approaching and framing problems in design terms specific methods to translate ideas to culturally significant, socially responsive, and environmentally sensitive buildings techniques to integrate all levels of cognition from analysis to epiphany counsel on developing a personalized process for engaging design projects case studies augment the text and chronicle fascinating applications of the design process. The essence of this book lies in an integrated and holistic approach to each unique project as well as fostering curiosity and exploration - a departure from algorithms, easy generalities, or a formula for design. Designing Architecture will inspire readers to elevate the quality of preliminary designs and unravel some of the mystery of creating the most beautiful, responsive, and responsible architectural design possible.

The Art of City Sketching - Michael C. Abrams 2021-05-20
The Art of City Sketching: A Field Manual guides readers through the process of freehand architectural sketching and explains orthographic, diagrammatic, three-dimensional, and perceptual-type drawings. The book presents hundreds of drawings of historic buildings and urban spaces, examples, and exercises, which help readers develop their drawing skills and employ sketching as an analytical tool. The book is divided into three parts, based on the reader's skill level: beginner, intermediate, and advanced. As an architect and field sketching instructor, the author shows that through drawing the reader can discover, analyze, and comprehend the built environment. The new edition of The Art of City Sketching expands on the drawing techniques of the previous version by adding new drawing examples, exercises, and two new chapters—Chiaroscuro and Storyboard. New drawing tips, demonstrations, and composition "do's and don'ts" will support readers when they illustrate their viewpoint of the city by using simple drawing tools. The lessons in this book will allow readers to mix method with imagination and sensibility.

