

# NIRMA UNIVERSITY

## Institute of Architecture and Planning

### Bachelor of Architecture

#### Semester-III

<b>L</b>	<b>W</b>	<b>S</b>	<b>C</b>
<b>1</b>	<b>2</b>	<b>-</b>	<b>2</b>

<b>Course Code</b>	<b>2AR364</b>
<b>Course Title</b>	<b>Architectural Graphic Skills &amp; Representation-III</b>

#### Course Learning Outcomes (CLO):

At the end of the course, students will be able to –

- Utilize two-dimensional digital software (Auto CAD, Illustrator, Photoshop or equivalents)
- Maximize possibilities of representation on an analytical level.
- Imagine complex forms using software (Auto CAD, Rhino or equivalents) and will be able to manifest it in a physical model.

**Syllabus: 15 weeks (3 hours/week)**

**Total Teaching hours: 45 Hr**

<b>Unit No.</b>	<b>Syllabus: Topic</b>	<b>Sub Topic</b>	<b>Teaching hours:</b>
1	Representation Techniques using drafting software (Auto CAD or equivalent)	<ul style="list-style-type: none"><li>• Fundamental's of CAD Drafting (Setting up Scale &amp; Units, Working With Layers, Line weights, Composition of different scaled drawings in single sheet, Plotting etc)</li><li>• Advanced Geometry, Pattern making and analysis</li><li>• Uses of computer generated drawings to execute basic design ideas (Physical model &amp; Drawings)</li></ul>	15 hours
2	Understanding a complex forms & Surfaces (AutoCAD 3D, Rhino or equivalent)	<ul style="list-style-type: none"><li>• Loft, sweep, Doubly curved surfaces</li><li>• Interpenetrations of Solids (Interpenetrations of Flat &amp; Curved Surfaces, Interpenetrations of solid forms)</li><li>• Multiple Section Method (Digital model, Physical model &amp; Drawings)</li></ul>	20 hours

3	Representation Techniques using other software (Photoshop, Illustrator, In-design or equivalent)	<ul style="list-style-type: none"> <li>• Understanding difference between Raster &amp; vector base software</li> <li>• Exploring the ideas of rendering, composing and compiling architectural work.</li> </ul>	10 hours
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L= Lecture, W= Workshop, S= Studio, C= Credit

### Suggested Readings:

1. Botello, C. (2011). *Adobe Illustrator CS5 illustrated*. Boston: Cengage Learning.
2. Farrelly, L. (2008). *Representational techniques*. Lausanne: AVA Book.
3. Helsel, J. D. (2007). *Engineering drawing and design*. Place of publication not identified: Glencoe McGraw-Hill Post.
4. John, E. (2013). *CAD fundamentals for architecture*. London: Laurence King Publishing.
5. Onstott, S. (2011). *Enhancing architectural drawings and models with photoshop*. San Francisco: Wiley Pub.
6. Onstott, S. (2012). *AUTOCAD 2013 AND AUTOCAD LT 2013: ESSENTIALS*. Hoboken, NJ: John Wiley & Sons.
7. Pottmann, H., Asperl, A., Hofer, M., & Bentley, D. (2009). *Architectural geometry*. Exton: Bentley Institute Press.