NIRMA University
Institute of Architecture and Planning
Bachelor of Architecture
Semester-II

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Course Code	**2AR266**
Course Title	**Basic Design - II**

Course Learning Outcomes (CLO):
At the end of the course, students will be able to –

- Demonstrate basic design to architectural design and design field in general
- Illustrate complex observations, design and expressional skills
- Make use of advanced representation and analytical skills
- Build an idea and design expression

Syllabus: **15 weeks (4 hours/week)**   **Total Teaching hours**: **60 Hr**

Unit No.	Syllabus: Topic	Sub Topic	Teaching hours:
1	Lateral Thinking	• Brainstorming • Mental Associations - Role of experience and memory in design • Matric of ideas	8 hours
3	Skill development	• 3D Exploration • Complex geometrical form • Expression of Graphics, geometry, solids, assembly & intersections • Exploration of material and advanced presentation techniques • Descriptive and analytical skills	8 hours
2	Abstraction and transformation	• Complex observations, perception, design and expression • Progressive evolution	20 hours
4	Volumetric & Spatial exploration	• Understanding of scale and proportion • Spatial perception • Volumetric exploration • Ordering principles • Spatial vocabulary • Relation of basic design to architectural design	24 hours

Suggested Readings:
1. Ching, Francis D. K., and James Eckler. Introduction to Architecture. Print.
2. Ching, Francis D. K. Architectural Graphics. New York: Van Nostrand Reinhold, 1975. Print.
3. Ching, Francis D. K., and Steven P. Juroszek. Design Drawing. New York: Van Nostrand Reinhold, 1998. Print.
4. Ching, Francis D. K., Architecture: Form, Space, and Order. Hoboken, N.J: John Wiley & Sons, 2007. Print.
5. Aldo Tanchis and Huw Evans. Bruno Munari, Design as Art. Cambridge: MIT Press, 1987

6. Gombrich, E H. The Story of Art. New York: Phaidon Publishers; distributed by Oxford University Press, 1966
7. Berger, John. Ways of Seeing. New York, Viking Press, 1972
8. Lidwell, William; Kritina Holden; Jill Butler (2010). Universal Principles of Design (2nd ed.). Beverly, Massachusetts: Rockport Publishers. ISBN 978-1-59253-587-3.
9. White, Alex (2011). The Elements of Graphic Design. New York, NY: Allworth Press. pp. 81–105. ISBN 978-1- 58115-762-8.
10. Arthur L Guptill; Rendering with Pen and Ink; Watson-Guptill Publications, 1997. ISBN 0823045293, 9780823045297
11. William Wilson Atkin; Architectural Presentation Techniques; Van Nostrand Reinhold Co., 1976. ISBN 0442203616, 9780442203610
12. Anja Hartmann; Unusual Architectural Presentation Drawings; Page One Publishers, 2007. ISBN 9812452141, 9789812452146
13. Frank Lohan; Pen and Ink Techniques; Contemporary books, 1978. ISBN 0486157686, 9780486137681
14. International library of Technology; Elements of Pen and Ink Rendering, Rendering with Pen and Brush,
15. BiblioBazaar, 2010. ISBN 1171598823, 9781171598824
16. Mike W Lin, Architectural Rendering Techniques: A Color Reference; John Wiley and Sons, 1985. ISBN 0471289396, 9780471289395
17. Tibor K Karsai, The Airbrush in Architectural Illustration; Van Nostrand Reinhold, 1989. ISBN 0442246900, 9780442246907
18. Arthur L Guptill, Drawing with Pen and Ink: And a word about the brush; Literary Licensing, LLLC, 2013.
19. Arthur L Guptill, Drawing and Sketching in Pencil; Courier Corporation 2012. ISBN 0486136485, 9780486136486