ARCH 611 — Graduate Design Media: Seeing, Thinking, Drawing

Seeing
Drawing what you look at, study and want to remember is an important part of architecture. The recording of a place, whether city, building, room, garden or landscape allows you to keep a permanent record. It also enables you to understand the structure of the place. These drawings may be simple quick notes, or long carefully executed studies of light, shadow, texture or color.

Thinking
The use of drawing to think is perhaps the least obvious mode of drawing that designers use. Yet, it is the most important. It is critical to be able to express ideas at all stages of the design process. The clearer the graphic thinking the clearer the design will be. Graphic musings are also powerful means of communicating the decision-making sequence on any project. Though this is a personal drawing mode, it none-the-less uses the syntax of graphic language.

Drawing
There is a graphic language used in architecture. The lines, line weights, symbols and textures have specific meanings. There are graphic symbols that require no verbal notes, as they are immediately understood. Understanding the language and developing fluency in it are essential to design thinking and communicating. Knowing the underlying assumptions about orthographic projections is essential to designing.

Going Beyond…
Beyond the meat and potatoes of the fundamental line drawings are methods of embellishment. Using ink, graphite pencil, colored pencil and watercolor, fundamental fluency in developing drawings for all three of the above themes. Each medium has attributes that make it appropriate for a given situation, and each designer has media that she/he is more skilled at using. The ability to use all well is an asset.

Attendance, participation and completion of all assignments are mandatory and will be taken into consideration when assigning a grade.