Though digital media plays an increasingly important role, hand drawing remains an essential skill for both testing and representing architectural ideas. It is also an enormously powerful tool for understanding the existing built environment. This course is designed to help you improve your basic drawing skills via observation of the existing built and natural environments. It is structured around a series of exercises that pair the introduction of basic drawing techniques (gesture, texture, line, tone, composition, perspective, etc.) with explorations of some of the basic design principles that are embedded in the existing built environment. These exercises will help you build basic skills by experimenting with which techniques work best for the exploration or representation of different types of information. We will work with a variety of different types of drawing techniques, media, and mediums in order to understand which of these best represent information at different scales of exploration, what mood/effect/feeling they promote, and so on. In short, then, this course treats drawing as both an analytical and an expressive tool. It's intention is to introduce you to some of the basic drawing tools that can help you to both really SEE the world, to then to translated this knowledge into your own designs, and to represent your creative intentions in ways that help you communicate those intentions to others.