

702-334 Rendering as a Graphic Communication

Credit Points:	12.500
Level:	Undergraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Semester 2, - Taught on campus. On campus
Time Commitment:	Contact Hours: Three hours of studio demonstration and practical workshop sessions per week Total Time Commitment: Not available
Prerequisites:	705-171 Landscape Graphics or 702-123 / 702-121 / 702-120 Design Communications.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>
Coordinator:	Mr Lisle Rudolph
Subject Overview:	<p>Demonstrations and studio practice in advanced techniques of architectural rendering, ranging from conceptual drawing to presentation drawings of buildings in their contexts. Different media will be used, and compared for their potential to communicate ideas at various stages in the design process.</p> <p>On completion of the subject students should be able to:</p> <ul style="list-style-type: none"> # Understand the basic laws of perspective and apply these readily in freehand drawing. # Produce finished architectural renderings in colour suitable for presentations to others. # Understand the geometry of casting shadows and to use this skill to show form in architectural rendering. # Appreciate the importance of light as an active element in architecture through the rendering of forms in light, shade and shadow. # Use different drawing projection systems including isometric and axonometric projections. # Draw simple entourage (mainly people, vegetation and cars) to give a sense of scale and context in rendering. # Use color appropriately in rendering. # Use skills in graphic composition. # Handle techniques for different manual graphic media including graphite and coloured pencil, marker pens and watercolour.

	# Identify the essential visual characteristics of buildings and the spaces around them before attempting to communicate these graphically.
Assessment:	Two major renderings and a review of a folio of all workshop exercises equivalent to not more than 5000 words.
Prescribed Texts:	TBC
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On completion of the subject students should have further developed the following skills and abilities:</p> <ul style="list-style-type: none"> # Ability to concentrate exclusively on the task at hand. # Time management. # Punctuality and diligence in attending lectures regularly.
Notes:	Enrolments in this subject are limited to 48 places. Refer to the section on Quota subjects for details about the selection process into this subject. Admission into this subject is limited to students enrolled in award courses in the Faculty of Architecture Building and Planning.