

## 702-334 Rendering as a Graphic Communication

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| <b>Credit Points:</b>                    | 12.50   |
| <b>Level:</b>                            | 3 (Undergraduate)   |
| <b>Dates &amp; Locations:</b>            | 2009,<br>This subject commences in the following study period/s:<br>January, - Taught on campus.<br>On campus   |
| <b>Time Commitment:</b>                  | Contact Hours: - Total Time Commitment: -   |
| <b>Prerequisites:</b>                    | 705-171 Landscape Graphics or 702-123 / 702-121 / 702-120 Design Communications.  |
| <b>Corequisites:</b>                     | -   |
| <b>Recommended Background Knowledge:</b> | -   |
| <b>Non Allowed Subjects:</b>             | 702-884 (ABPL00242) Rendering as a Graphic Communication (PG)   |
| <b>Core Participation Requirements:</b>  | -   |
| <b>Coordinator:</b>                      | Mr Lisle Samuel Rudolph   |
| <b>Contact:</b>                          | -   |
| <b>Subject Overview:</b>                 | <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"> <li># Understand the basic laws of perspective and apply these readily in freehand drawing</li> <li># Produce finished architectural renderings in colour suitable for presentations to others</li> <li># Understand the geometry of casting shadows and to use this skill to show form in architectural rendering</li> <li># Appreciate the importance of light as an active element in architecture through the rendering of forms in light, shade and shadow</li> <li># Use different drawing projection systems including isometric and axonometric projections</li> <li># Draw simple entourage (mainly people, vegetation and cars) to give a sense of scale and context in rendering</li> <li># Use color appropriately in rendering</li> <li># Use skills in graphic composition</li> <li># Handle techniques for different manual graphic media including graphite and coloured pencil, marker pens and watercolour</li> <li># Identify the essential visual characteristics of buildings and the spaces around them before attempting to communicate these graphically</li> </ul> |
| <b>Objectives:</b>                       | -   |
| <b>Assessment:</b>                       | Two major renderings and a review of a folio of all workshop exercises equivalent to not more than 5000 words.  |

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| <b>Prescribed Texts:</b>             | -   |
| <b>Breadth Options:</b>              | This subject is not available as a breadth subject.   |
| <b>Fees Information:</b>             | Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>   |
| <b>Generic Skills:</b>               | <p>On completion of the subject students should have further developed the following skills and abilities:</p> <ul style="list-style-type: none"><li># Ability to concentrate exclusively on the task at hand</li><li># Time management</li><li># Punctuality and diligence in attending lectures regularly</li></ul> |
| <b>Links to further information:</b> | <a href="http://www.abp.unimelb.edu.au/environments-and-design-students/abp-ugrad-students.html">http://www.abp.unimelb.edu.au/environments-and-design-students/abp-ugrad-students.html</a>   |
| <b>Notes:</b>                        | Enrolments in this subject are limited to 24 places. Admission into this subject is limited to students enrolled in award courses in the Faculty of Architecture Building and Planning. Refer to the section on Quota subjects for details about the selection process into this subject.                             |