

ABPL30031 Rendering as a Graphic Communication

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	This subject is not offered in 2011. A quota applies to this subject and students will need to apply via the Student Centre. For details please see: http://www.abp.unimelb.edu.au/current-students/msd-graduates/quota.html
Time Commitment:	Contact Hours: Semester 1, 3x3 hour semester per week. Semester 2, 1x3 hour workshop Total Time Commitment: Not available
Prerequisites:	<u>705-171 Landscape Graphics (../view/2008/705-171)</u> OR <u>702-120 Design Communications (../view/2008/702-120)</u> OR approval from the subject coordinator.
Corequisites:	None specified
Recommended Background Knowledge:	None specified
Non Allowed Subjects:	The following is a non allowed subject: <u>702-884 Rendering as a Graphic Communication (PG) (../view/2008/702-884)</u>
Core Participation Requirements:	For the purposes of considering requests for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this course are articulated in the Course Description, Course Objectives and Generic Skills of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/
Contact:	Environments and Design Student Centre Ground Floor, Baldwin Spencer (building 113) Enquiries Phone: 13 MELB (13 6352) Website: http://www.msd.unimelb.edu.au (http://www.msd.unimelb.edu.au/)
Subject Overview:	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.
Objectives:	On completion of the subject students should be able to: <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

	<ul style="list-style-type: none"> # 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:	None specified
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. 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.