ABPL10003 Visualising Environments

Credit Points:	12.5
Level:	1 (Undergraduate)
Dates & Locations:	2016, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus. Semester 2, Parkville - Taught on campus.
Time Commitment:	Contact Hours: 50 hours: 32 hours contact time in lecture and studio +18 hours for modules Total Time Commitment: 170 hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None

Non Allowed Subjects:

Subject	Study Period Commencement:	Credit Points:
ABPL20048 Visual Communications	Semester 1	12.5

Core Participation Requirements:	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. 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
Coordinator:	Ms Lindy Joubert
Contact:	Email: **lindyaj@unimelb.edu.au (mailto:lindyaj@unimelb.edu.au)** The Eastern Precinct (building 138) (between Doug McDonell building and Eastern Resource Centre) Enquiries: Current Student : **http://ask.unimelb.edu.au/ (http://ask.unimelb.edu.au/)** Web: **http://edsc.unimelb.edu.au/ (%20http:/edsc.unimelb.edu.au/)**
Subject Overview:	This subject in the Environments degree will help students understand, digest and communicate visual information. Students will be trained using clear and concise methods to become visually literate using creative information skills and techniques which will be taught to create and shape meaning of ever-expanding databases and information. This will be taught using both digital and traditional graphic and communication skills. Students will learn how to create and read flow charts, architectural, urban planning, urban design and landscape diagrams, schematics and technical illustrations and make information easier to understand. This will apply across all Environments streams. The subject will demonstrate digital and traditional functions and depict sequences of hierarchies, associations, relationships, interconnections and links with many diverse approaches suitable for application in diverse disciplines. Visualising Environments will provide the necessary skills to visually communicate critical and analytical thinking for the identification and resolution of problems. The subject will teach diagrammatic and visual means to clarify complex issues. The subject will teach the following modules:

Computer-aided drafting (auto CAD)
Computer 3D modelling (Rhino)
Digital photography and image manipulation (Photoshop)
Digital presentation layouts (InDesign)

In addition to the 6 weeks of modules, students will attend 7 weeks of 1-hr lectures and 6 weeks of 3-hour studios. These will provide the necessary skills to visually communicate critical and analytical thinking for the identification and resolution of problems. The subject will teach diagrammatic and visual means to clarify complex issues.
Students will learn how to create flow charts, diagrams, schematics and technical illustrations, as well as digital and freehand drawing. The offerings include:

Freehand drawing of the environment
Representing 3D form using orthogonal drawing
Analytical diagrams
Model Making
Pictorial drawings using perspective
3D representations using perspective

Learning Outcomes:	At the completion of this subject students will be: # practiced in visualising skills for conveying information relevant to their study area; # able to apply creative concepts and practical, analytical visual skills for problem solving; # able to demonstrate innovation and creative communication using drawing and technological skills; # able to develop self-confidence and visual communication skills necessary for vocational achievement; # proficient in technologies for the acquisition, processing and interpretation of data; and # able to understand the contextual social, historical and technical language in their study area.
Assessment:	Freehand, constructed and digital drawing exercises held both outdoors and in the studio (100% or equivalent to 4000 words). Time commitment for each of 12 Weekly Assignments is approximately 8-10 hours per week. 12 weekly analogue or digital drawing or modelling assignments, each worth 5% (hurdle requirement); Folio submission, week 12, 40%(hurdle requirement);
Prescribed Texts:	None
Breadth Options:	This subject potentially can be taken as a breadth subject component for the following courses: # **Bachelor of Arts (https://handbook.unimelb.edu.au/view/2016/B-ARTS)** # **Bachelor of Biomedicine (https://handbook.unimelb.edu.au/view/2016/B-BMED)** # **Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2016/B-COM)** # **Bachelor of Music (https://handbook.unimelb.edu.au/view/2016/B-MUS)** # **Bachelor of Science (https://handbook.unimelb.edu.au/view/2016/B-SCI)** You should visit **learn more about breadth subjects (http://breadth.unimelb.edu.au/ breadth/info/index.html)** and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Related Course(s):	Bachelor of Environments
Related Majors/Minors/ Specialisations:	Civil (Engineering) Systems major Environmental Engineering Systems major Environmental Geographies, Politics and Cultures major Environments Discipline subjects Geomatics (Geomatic Engineering) major Landscape Architecture major