GANPAT UNIVERSITY

FACULTY OF ARCHITECTURE DESIGN & PLANNING

Programme	Bachelor of Design	Branch/Spec.	INSTITUTE OF DESIGN
Semester	II	Version	3.0.0.0
Effective from Academic Year	2021-22	Effective for the batch Admitted in	June 2021
Subject code	3IIA03GT	Subject Name	GRAPHICS AND TECHNIQUES - II

Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		S/W/T	Total		CIE	SE	UE	Total
	L	TU	S/W/T	TW					
Credit	2	-	4	-	6	Theory	40	20	40	100
Hours	2	-	4	-	6	Jury/Viva/ TW	-	-	-	-

Objective:

- The course focuses on "Volumetric Understanding, Rendering and Diagrams" which enables students to represent ideas in third dimension.
- This course introduces students to the fundamental techniques of architectural drawing and develop appropriate manual and computer skills for visualization and technical representation of built forms in different types of drawings. The course also helps in building cognitive and motor coordination skills. The course also enables students to represent designs in 2D and 3D rendered drawings.

Learning Outcome:

After the completion of this course, the student will be able to:

Manual Skills:

- Draw technically correct Plans, Sections, Elevations
- Understand scale, proportions and volume in detail with respect to Build forms & Buildings
- Understand concept of perspective & sciography in design & architecture
- Understand, explore and apply various rendering techniques

Computer Skills:

- Understand and apply Software – Corel Draw, Sketch Up and its application in the field of design
- Render architectural 2D and 3D drawings as per global standards respecting technicality of drawings along with understanding of panel/sheet composition concepts.
- Generate analytical diagrams like zoning, inter-relationship, connectivity, circulation, site response, etc.

CONTENT & TEACHING UNITS

Unit	Content	HRS
I Space Perception	• Understanding Concepts of perspective, built volume perception. • Explore volume/ mass using Sketch Up.	12
II Technical Drawing Set	• Drafting plans, sections, elevations. (Manual)	18
III Corel Draw	Introduction to Corel Draw tools and its application. • Explore rendering, diagram making and sheet/panel composition.	30

IV Rendering	Manual Rendering: • Exploring various medium of rendering (Inking, Colors, etc.) • Rendering techniques like Stippling, Hatching, Scribbling, etc. Digital Rendering: • Application of Illustrator for rendering.	24
V Google Sketch Up	• Introduction to Google Sketch up tools and its application. • Explore 3D modelling. • Understanding Shadow analysis, Sociography considering climatic considerations.	24

Text Books	
1	NA
Reference Books	
1	Arthur L. Guptill, 2011. 'Rendering in Pen and Ink'. Watson-Guptill Publications.
2	Corel Draw X8- The official guide.
3	Francis D. K. Ching, 2014. Form, Space and Order, John Wiley & Sons.
4	Dennis J. Hall, Nina M. Giglio, 2015 Architectural Graphic Standards, John Wiley & Sons.

Note: Continuous Internal Evaluation shall be divided into A. 20% -Attendance B. 80% -Periodic Evaluation

CIE- Continuous Internal Evaluation, SE-Summative Evaluation (Jury/Viva/TW/Theory Exam), UE- University Exams (Jury/Viva/TW/Theory Exam