



Date:	REGISTRATION OF COURSES	RESPONSIBLE OF REGISTRATION:
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AREA OF KNOWLEDGE	SUB-AREA	UNDERGRADUATE	POSTGRADUATE
BASIC SCIENCES			
ECONOMICS AND SOCIAL SCIENCES			
HEALTH SCIENCES			
ENGINEERING, ARCHITECTURE AND TECHNOLOGY		X	
EDUCATION SCIENCES			
HUMANITIES AND ARTS			
AGRICULTURAL AND SEA SCIENCES			
MILITARY ARTS AND SCIENCES			
SAFETY AND CIVIL PROTECTION			
INTERDISCIPLINARY			
OTHERS			

ADSCRIPTION OR BRANCH (ES):

FACULTY	Faculty of Architecture and Urbanism
SCHOOL	Architecture
INSTITUTE	
DEPARTMENT	Design Sector, Architectural Expression Area
OTHERS	

COURSE:

NAME	WORKSHOP OF ARCHITECTONIC EXPRESSION I
CODE	1035
EXECUTIVE UNIT	
CLASSIFICATION	COMPULSORY / THEORETICAL - PRACTICAL
APPROVAL DATE	
UPDATE DATE	
APPROVAL AUTHORITY	
CREDIT UNITS	FOUR (4)
HOURS/WEEK	SIX (6)
REGIMEN	Semi-annual
ACADEMIC PERIODS	Regular
REQUIREMENTS	None
PROFESSOR	



PURPOSES

To stimulate the development of intellectual and motor skills which allows to establish and interpret conscious graphic models, intentionally, to communicate the formal and spatial properties of the architectural object.

LEARNING OBJECTIVES

- To identify the basic concepts that intervene the visual communication process and on the knowledge of the architectural graphic expression.
- To identify the structuring and organizing principles of the spatial and visual form through analytical freehand drawing.
- Analyse, solve and represent simple problems of spatial relations and form generation applying the orthogonal and oblique projection principles.
- To graphically represent the architectural project of a building.
- To apply properly drawing instruments in each specific case.



CONTENTS

1. Visual communication. (Introduction).

- Description and exemplification of the basic concepts which intervene in the visual communication process (sender, receiver, channel, message, code, etc.)
- Graphic narrative of architecture. Quality and belonging of the architectural graphic code. Functions of the architectural graphic message.
- The drawing of architecture as an idea and as a process in the communication of the architectural object built and projected. Grades of abstraction. Uses: drafts, sketches, diagrams, orthogonal representation (floor plans, views, sections) and perspectives.

2. Visual perception of the form and space.

- Structuring elements of the visual form on the representation of the form and space. Analytical freehand drawing.
- Apparent Contour
- Geometric properties of the form
- Sensible qualities of the form: Perception of the shape, the texture, the light and shade and colour.
- Proportion and scale.
- Study of regular polyhedrons: cube, tetrahedron and octahedron. Geometric structure, its representation.

3. Projection systems

- Projection concept and its elements.
- Projection systems:
- Cylindrical or parallel projection: Orthogonal and oblique.
- Conical projection
- Introduction to shading theory. Shade and shadow.
- Dimensioned projection: topography. Application on terrains modification.

4. Architectural Representation

- Floor plans, elevations (facades), sections, details.



INSTRUCTIONAL STRATEGIES

- Structured classes.
- Workshops.
- Practical exercises.

INSTRUCTIONAL MEDIA

- Blackboard.
- Overhead projector.



EVALUATION

Portfolio development.....	10%
Submission 1 (compilation of class sheets).....	15%
Work 1 special. Struct. Elem. of the form and space.....	10%
Submission 2 (compilation of class sheets).....	15%
Work 2 special. Dimensional projection.....	10%
Submission 3 (compilation of class sheets).....	15%
Assignments.....	10%
Final submission. Architectural Representation.....	15%
Total.....	100%

TEXTBOOKS (If possible, according to contents)

For all the topics of the content:

- Ching, Francis. *Architecture: Form, Space and Order*.
- Ching, Francis. *Architectural Graphics*.
- GEGO. *Espacio, volumen, organización*. Instituto de Diseño Neumann-Ince. Caracas 1976.
- Maier, Manfred. *Procesos elementales de proyectación y figuración*. Gustavo Gili Editorial.
- Foresth, Kevin. *Graphics for Architecture*.
- Stevenson, Oles. *Architectural Illustration*.
- Wong, Wucius. *Principles of Two and Three-dimensional design*.