

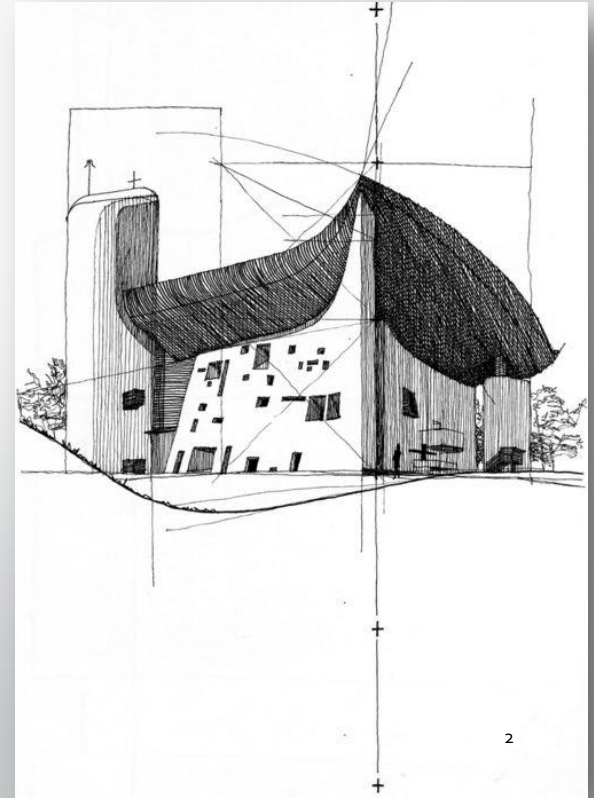
An abstract geometric design in the top-left corner of the slide. It consists of several thick, parallel lines in red and grey, forming a series of nested, angular shapes that suggest a corner or a stylized letter 'L'.

# Teaching Architectural Drawing in the digital age

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## Definition of drawing:

- Architectural drawings are representations of **ideas** that aid in the **understanding of buildings, conditions, processes and events**. Hence the language of communication in architectural education is drawing, making the importance of drawing skills substantial for architectural students. **Drawing is the most important design instrument in architecture, and of major significance in; thinking, experiencing, recording etc.**



# History of drawing:

- The architectural representation, stems from **Greco-Roman schematic representation**. In the centuries **after the fall of the Roman Empire architectural drawing fell into decline** as **architects** worked more **as craftsmen**, developing designs as they worked and passing architectural knowledge on through apprenticeships rather than physical records.
- In the **Renaissance**, however, the techniques of the ancient civilizations were rediscovered and refined. Just as **mathematical perspective and other theories of representation made Renaissance art increasingly realistic**, architectural drawing also became increasingly sophisticated.
- It was **during the Renaissance when architectural education was practiced off-site for the first time**. Thus, the early architectural drawings developed from and represented the procedures of on-site building construction.

# Different types of drawings

- There are several different **drawing types** that are mainly classified according to their **purpose in the design process**;

- Communication between designer and client
- Intention is convincing
- At the end of design process

## 1-Presentation drawing



- Communication between designer and constructors
- Intention is clarify instructions for building process
- At the building stage

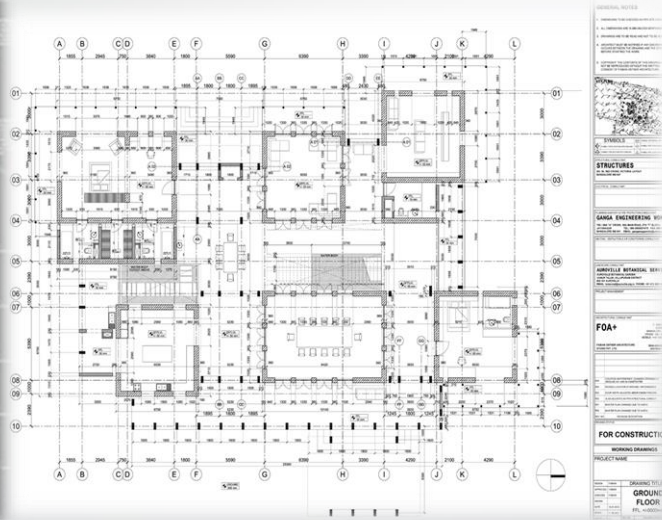
## 2- Instruction drawing



- Communication between designer and client
- Intention is to discuss and bring out ideas
- During the later stages of design process

## 3-Consultation drawing

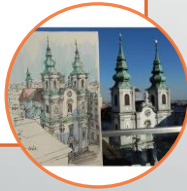




# Types of drawing (con.1):

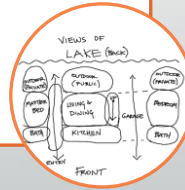
- Communication between designer and environment
- Intention is to observe
- Not necessarily within design process

## 4- Experiential drawing



- Communication between designer and himself (or design team member)
- Intention is to solve design problems
- During early stages of design process

## 5- Diagrams



- Communication between designer and himself (or design team member)
- Intention is to freeze an idea in order to explore implication
- At the center of the design process

## 6- Proposition drawing







## Types of drawing (con.2):

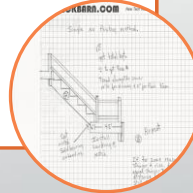
- Communication between designer and himself
- Intention is to assist the development of creative thought
- At early stages or center of design process

### 7 Fabulous (Visionary) drawings



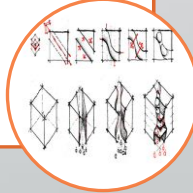
- Communication between designer and himself (or design team member)
- Intention is to make a calculation
- At any point of design process or building stage

### 8- Calculation drawings

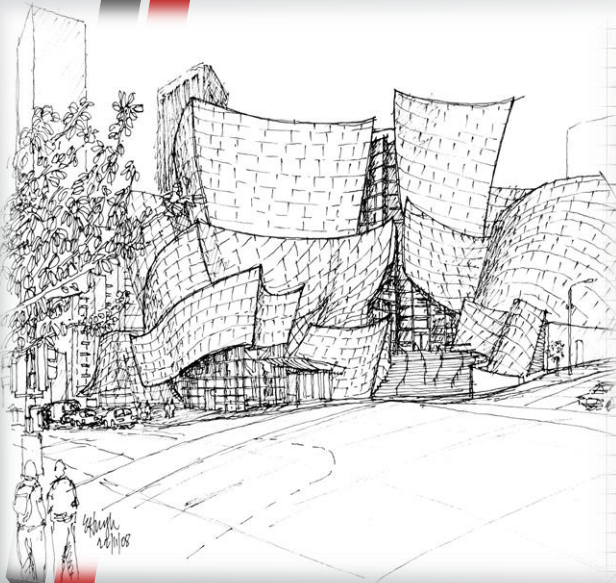


- Communication between designer and himself
- Intention is to explore different possibilities quickly
- At the early stages of the design process
- *Keeping a diary of these drawings is important*

### 9- Exploratory (Conceptual) drawings







Simple No thinking method.

1st

get total hgt.

$\div$  to get Rise #

Tread always the same

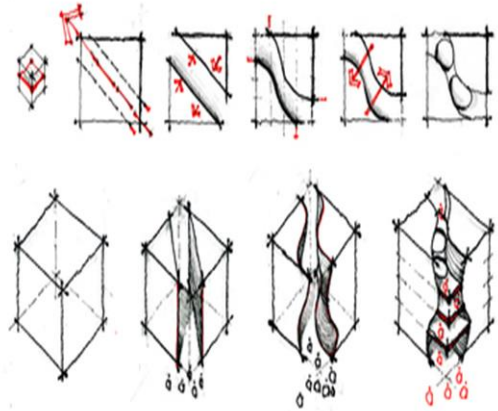
10'4" for nosing, 11" for Flush Riser

Cut  
Notch  
Solid bearing  
on landing.

Install  
Landing @  
Notch

Repeat

If for some reason  
stringer A rise don't  
equal stringer B 4"  
distance between will  
still pass inspection



# Hand drawings in the digital age

- **Simplify tools:** Save the decision time of what tool to use as well as the development of mastery as they become intuitive extensions of the brain and hand.
- **Simplify message:** Create several small drawings each communicating a key idea rather than an epic drawing.
- **Work small:** Enforces to make simple sketches that produce a greater volume of visual ideas . (Resized, Copied and Scanned and Uploaded)
- **Simplify technique:** Techniques used are of second nature for the designer. Meaning that these techniques are to be mastered.
- **Attack the drawing:** Just getting started is the key to any successful sketch.
- **Drawing people first:** For sense of proportions, one can start to draw some figures first.
- **Composition with dark tones:** Working different tones in order to create strong pattern.
- **Looseness in drawing:** A quick sketch as expression of creative moment.
- **Annotation:** Handwritten notes as a source of deeper insights on sketches.

## To conclude

- There are different types of drawings that should be used according to their purpose and intention.
- Since drawing is substantial means (for communicating, understanding, thinking, recording etc.) for designers, **design students should draw very frequently.**
- **Students should keep a diary/sketchbook throughout the design process.**

# References

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