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Graphic Thinking for Architects and Designers | Paul ...

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GPU (Graphics Processing Unit): You may be using hardcore graphic software like Rhino, 3ds Max, ArchiCAD, Revit or Vectorworks, all of which require a formidable graphics card. Thus, the ideal laptop for architect will have at least a 4GB vRAM GPU for smooth processing.

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In Graphic Thinking for Architects and Design Pub Date: 2000 07 Pages: 256 in Publisher: John Wiley The essential design companion-now in an up-to-date new editionFor architects drawing Explosional drawing is more than a convenient way to communicate ideas; it is an integral part of the creative process that has a profound impact on thinking and problem-solving.

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The essential design companion—now in an up-to-date new edition For architects, drawing is more than a convenient way to communicate ideas; it is an integral part of the creative process that has a profound impact on thinking and problem-solving. In Graphic Thinking for Architects and Designers, Third Edition, Paul Laseau demonstrates that more versatile and facile sketching leads to more flexible, creative approaches to design challenges. To encourage this flexibility and stimulate graphic thinking, he introduces numerous graphic techniques that can be applied in a variety of situations. He also helps readers acquire a solid grasp of basic freehand drawing, representational drawing construction, graphic note-taking, and diagramming. Important features of this new edition include: * Easy-to-understand discussions supported by freehand illustrations * A new format with superior representation of techniques and concepts * Dozens of new and updated illustrations * Extensive coverage of new technologies related to the graphic thinking process For architects and students who want to maximize their creativity, Graphic Thinking for Architects and Designers is a valuable tool in the pursuit of architectural solutions to contemporary design problems.

For architects and students who want to maximize their creativity, Graphic Thinking for Architects and Designers is a valuable tool in the pursuit of architectural solutions to contemporary design problems.

Graphic Design for Architects is a handbook of techniques, explanations and examples of graphic design most relevant to architects. The book covers a variety of scales of graphic design, everything from portfolio design and competition boards, to signage and building super-graphics — to address every phase of architectural production. This book combines and expands on information typically found in graphic design, information design, and architectural graphics books. As architectural communication increases to include more territory and components of a project, it is important for designers to be knowledgeable about the various ways in which to communicate visually. For instance, signage should be designed as part of the process — not something added at the end of a project; and the portfolio is a manifestation of how the designer works, not just an application to sell a design sensibility. In thinking about architecture as a systematic and visual project, the graphic design techniques outlined in this book will help architects process, organize and structure their work through the lens of visual communication. Each chapter is titled and organized by common architectural modes of communication and production. The chapters speak to architects by directly addressing projects and topics relevant to their work, while the information inside each chapter presents graphic design methods to achieve the architects' work. In this way, readers don't have to search through graphic design books to figure out what's relevant to them — this book provides a complete reference of graphic techniques and methods most useful to architects in getting their work done.

The completely updated step-by-step guide to capturing experiences in sketch format—regardless of artistic ability Recording your ideas and observations primarily in pictures instead of words can help you become more creative and constructive on the job, no matter what your level of artistic ability. Featuring completely new coverage of visual note-taking in a digital world, Visual Notes for Architects and Designers, Second Edition demonstrates how to make rapid, notational sketches that serve as visual records for future reference, as well as improve understanding and facilitate the development of ideas. It shows you how to expand your knowledge of a subject beyond what is gained through observation or verbal representation alone. You gain access to simple techniques for collecting, analyzing, and applying information. Crowe and Laseau examine the relationship between note-taking, visualization, and creativity. They give practical guidance on how to develop: Visual acuity—the ability to see more in what you experience Visual literacy—expressing yourself clearly and accurately with sketches Graphic analysis—using sketches to analyze observations Numerous examples demonstrate some of the many uses of visual notes. They help you develop a keener awareness of environments, solve design problems, and even get more out of lectures and presentations. The authors also discuss types of notebooks suitable for taking visual notes. If you want to develop your perceptual and creative skills to their utmost, you will want to follow the strategies outlined in Visual Notes for Architects and Designers, Second Edition. It is a valuable guide for architects, landscape architects, designers, and anyone interested in recording experience in sketch form.

What if you are one sketch away from success? What if you are one connection away from a breakthrough? The Creativity Code provides the mold to pour your creativity into.

A step-by-step guide to creative expression through water colors including advice for sketching on-site, sketching in the studio, and choosing colors.

Study drawings play a key role in the exploration and development of architecture in the early stages of design. Yet, these principal tools for graphic thinking have been largely taken for granted in the design professions. This guide brings study drawings into the foreground by analyzing actual drawings used by architects past and present. *Architectural Study Drawings* is the first source to provide a basis for understanding the primary means of graphic thinking used in the creation of these drawings. It also explains versatile applications of these drawings in architectural practice, teaching, and research. Evaluations of more than 80 drawings and diagrams demonstrate how study drawings are active participants in--rather than passive records of--the designer's graphic thinking. The author probes characteristics and properties of study drawings, in addition to how graphic and cognitive processes combine to guide design decision-making. Drawings of great past architects ranging from Leonardo da Vinci and Le Corbusier to Carlo Scarpa are analyzed. Excerpts are included from recent interviews with five contemporary architects--Joseph Esherick, Helmut Jahn, Robert Stern, Stanley Tigerman, and Peter Eisenman. Readers will learn from these masters how to enhance the value of study drawings in various design situations. Throughout, the author clarifies how theoretical aspects of study drawings relate to actual design practice. Detailed chapters discuss key topics such as: * The theoretical structure of study drawings * Applications for handmade drawings * How to make better use of current computer-aided design (CAD) systems * Examples of drafting room dialogue in practice that help improve design working processes *Architectural Study Drawings* offers valuable insights that can be applied on the drawing board in the school and office, in teaching of both media and design, and in research and development for CAD systems.

"In this groundbreaking book, architect, designer, and prominent educator Paul Laseau covers the entire scope of architectural representation - traditional, new media, hybrid, and emerging - and their roles in design. The *Architectural Representation Handbook* brings showcase examples of representation into specific design contexts, giving architects, designers, and others a real sense of their variety, subtlety, and usefulness as tools for navigating the full spectrum of architecture." "In one complete volume, you'll find a representation of the dimensions of architecture through a rich array of conventions and techniques from the conceptual to the perceptual, the concrete to the abstract, the personal to the public, the subjective to the objective. You'll also discover an extensive set of illustrations, organized in relation to the design activities of seeing, thinking, and communication - a "vocabulary" of architectural drawing."--BOOK JACKET. Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

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