UCLouvain

licar1504

2019

Drawing 4: Presentation and presentation techniques [45h]

In view of the health context linked to the spread of the coronavirus, the methods of organisation and evaluation of the learning units could be adapted in different situations; these possible new methods have been - or will be - communicated by the teachers to the students.

3 credits	45.0 h	Q2

	1
Teacher(s)	Andrieux Frédéric ;
Language :	French
Place of the course	Louvain-la-Neuve
Prerequisites	The prerequisite(s) for this Teaching Unit (Unité d'enseignement – UE) for the programmes/courses that offer this Teaching Unit are specified at the end of this sheet.
Main themes	Drawing as a tool for analysis and investigation, expression and communication: Parallel work in manual and computer-aided techniques. Intensive study of architectural drawing as a means of exploration and development of design, through repetitive practice of sketching and sketch design. Intensive study of software and presentation through progressive scaling of a particular design project (different viewpoints, 3D modelling, etc.). Understanding the difference between "finished" and "complete" drawings in the context of design practice, from design to construction. Exercises in project publication, photomontage, inclusion of text.
Aims	By the end of this course, students will be able to: Use drawing as a support for expression, analysis and communication. Develop a sense of representation in manual and computer-aided design as regards shadows, light and colors, materials. The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".
Content	/
Other infos	Drawing 3
Faculty or entity in charge	LOCI

Programmes containing this learning unit (UE)						
Program title	Acronym	Credits	Prerequisite	Aims		
Bachelor in Engineering : Architecture	ARCH1BA	3	LICAR1501 AND LICAR1502 AND LICAR1503	Q		