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| 1 | COMPUTER DESIGN FUNDAMENTALS |
| 2 | COMPULSORY |
| 3 | EQF 6 |
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| 7 | LUCA SUERI |
| 8 | <p>Provide students with the basics of both two-dimensional and three-dimensional drawing by teaching to:</p> <ul style="list-style-type: none"> - see, detect and represent architectural objects in space - correctly representing these objects either through the hand drawing (from the first sketches to the executive design with constructive details) and computer support, through drawing programs as AutoCAD/NANOCAD, Sketchup and Photoshop. |
| 9 | FACE TO FACE |
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| 11 | <p>COURSE PROGRAM:</p> <p>Notes about methods of detect the "container" in which the "content" is inserted: a scenography / artistic installation exhibitor for art works</p> <p>Notes on the concept of minimal spaces and ergonomic</p> <p>Notes on techniques and methods of graphic representation:</p> <ul style="list-style-type: none"> - the relief sketches and the project idea - orthogonal projections useful for the plan representation plan, elevation and section of objects in space - hand drawing axonometric and perspective projections - Graphic scale and methods of dimensioning concepts of the architectural objects both in the drawing by hand and with the graphics programs mentioned above. <p>The computer drawing support: differences between the representation modality of objects in the hand drawing and in that made with graphics programs</p> <p>AutoCAD/NanoCAD:</p> <ul style="list-style-type: none"> - command bars customization and introduction to the drawing processing method (showing the different modes of organization compared to hand drawing) - setting the drawing in the "model space and paper space" - two-dimensional drawing commands <p>setting of the CTB printing and layout methods of the drawings, into the layouts, at the different scales. From two-dimensional to three-dimensional drawing:</p> <p>Sketchup:</p> <ul style="list-style-type: none"> - program graphical interface and customization of the command bars - how to import the DWG file in Sketchup - commands use - print setting <p>Photoshop:</p> <ul style="list-style-type: none"> - program graphical interface - the main commands use |
| 12 | <p>Manuale di rilevamento architettonico e urbano Autore Mario Docci, Diego Maestri Editore Laterza Anno2009</p> <p>Strumenti didattici per il rilievo. Corso di strumenti e metodi per il rilevamento dell'architettura Autore Mario Docci</p> |

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| | <p>EditoreGangemi Anno 2001</p> <p>Disegnare. Idee, immagini. Ediz. italiana e inglese. Vol. 48 Autore Mario Docci Editore Gangemi Anno 2014</p> <p>AUTOCAD: Autodesk AutoCad 2019. Guida completa per architettura, meccanica e design. Con espansione online Autore Werner Stefano Villa 12 lug 2018</p> <p>SKETCHUP: https://www.sketchupitalia.it/formazione/video-tutorials</p> <p>PHOTOSHOP: Photoshop CC. La nuova guida per il fotoritocco digitale. Con DVD-ROM Turtleback –Autore Bettina Di Virgilio 9 giu 2017</p> <p>Further material will be processed by the teacher in the form of handouts delivered during the course.</p> |
| 13 | - |
| 14 | <p>EXAME ACHIEVEMENT</p> <p>The course is divided into "ex cathedra" lectures, during which the student is involved during the course of the same in order to make it participate.</p> <p>Revisions will be organized, both individual and group, to correct the the project theme that will have to develop throughout the semester.</p> <p>This theme is linked to the development of the various graphic scales of a scenography and / or artistic installation and / or an exhibitor art works including the realization of simple plastic models created by the student.</p> <p>The exam, consists of the discussion of the graphically elaborated during the course and a practical test, to verify the effective commands understanding regarding various programs explained by</p> |
| 15 | ITALIAN |