

## Liverpool John Moores University

Title: ARCHITECTURAL GRAPHICS 2  
Status: Definitive  
Code: **4214BEUG** (122807)  
Version Start Date: 01-08-2021

Owning School/Faculty: Civil Engineering and Built Environment  
Teaching School/Faculty: Civil Engineering and Built Environment

Team	Leader
Mohammed Qabshoqa	Y

**Academic Level:** FHEQ4  
**Credit Value:** 20  
**Total Delivered Hours:** 66  
**Total Learning Hours:** 200  
**Private Study:** 134

### Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	10
Off Site	6
Workshop	50

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Portfolio of architectural drawings plus scaled model	70	
Report	AS2	Graphical report	30	

### Aims

*To develop knowledge and understanding of using CAD applications to produce 2D and 3D architectural drawings*

*To develop model making skills using traditional methods and materials*

## Learning Outcomes

After completing the module the student should be able to:

- 1 Understand the range of software applications available in contemporary architectural technology practice
- 2 Apply CAD techniques to a design brief to produce 2D and 3D architectural drawings and perspectives
- 3 Prepare a simple physical model using traditional model making skills and techniques.
- 4 Describe and analyse design and technology used in practice in relation to selected buildings

## Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

ARCH DRAWINGS + MODEL	1	2	3
GRAPHICAL REPORT	4		

## Outline Syllabus

*CAD applications:*

- CAD drawing practices using Auto-CAD & Revit
- Printing and plotting of scaled drawings
- Production of presentation drawings with enhanced images.
- Drawing management using CAD applications.
- An introduction to the production of 3D models and perspectives to display a realistic product in order that the viewer can grasp the visual attributes of a design.
- Use of graphical editing programmes (such as Adobe Photoshop) in relation to enhance and modify presentation images.

*Design and model-making*

- Building analysis
- 3D exploration of buildings
- Traditional model-making

## Learning Activities

There will be a small number of introductory lectures

The main learning activity for this module is via workshop sessions and these will take place in either the Design Studio or an IT suite. Workshop sessions may also be scheduled in the model making laboratory.

A site visit will also be included subject to approval.

## Notes

This module develops further understanding of drawing techniques developed in semester one, with an additional emphasis on 3D images and perspectives using CAD. Students will also undertake a traditional model making project.