

1st year ARCHITECTURE

Jack Marshall

Conceptual Sketches

Architecture
Louisiana State Univ.
Baton Rouge, LA 70803

Louisiana State University

BEST BEGINNING DESIGN PROBLEM

Submitted as part of Papers on Beginning Design Education to 1979
National ACSA Conference in Savannah, Georgia.

Conceptual Sketches

For the first twenty minutes of each class each student will do a conceptual sketch. A simple description of an object or an environment and then the student will do a perspective drawing of that object or environment. The sketches will be done on sheets of 8½" x 11" drawing paper in pencil.

Examples

Beginning of Course - Draw a perspective of a 4" cube and a 4" pyramid sitting on your drawing table. Add shade and shadow.

End of Course - Draw a bird's eye perspective of a small church in a suburban environment. Add shade and shadows and scale figures.

Educational Goals

To have each student develop the graphic skills that will enable them to use sketches as a design tool.

Context

This problem is run in the First Year Graphics courses and the Second Year Architectural Design courses. In the Second Year the sketches become more complex and are sometimes related to the major design problems.

Statement about Selection

As a design instructor I am continually trying to get my students to study and develop their designs in three dimensions. Constructed perspectives take too long to be used, study models do not provide the opportunity for detail, but when the students develop the ability to do sketch perspectives they can use it as an effective tool in studying and developing the solutions to their design problem. I feel this problem is one way to help the students develop their sketching skills.

Jack Marshall, AIA
First Year Coordinator