Agenda (sample)

Urban Design: Visual Communication

Fall 2015, SFU Harbour Centre

Course Purpose:

• Improve visual awareness and understanding the city through drawing tools and techniques;
• Develop skills in basic drawing techniques;
• Understand different fast techniques to use for different audiences;
• Develop advanced drawing and presentation techniques using colour, photography and 3D Modeling;
• Discuss the use of the computer in Urban Design, in process & in product development.

DAY 1

9:00 am      Introductions/Interests/Expectations/ Overview
(Michael von Hausen)

9:15 am      Introduction on the importance of graphics in urban design:
selecting tools and techniques for your audience and process
(resources, and approach)

10:15 am     BREAK

10:30 am     Basics of drawing: line, form and value in plan drawing

11:30 am     Discussion: Summary of Personal Experiences and Barriers

Noon        LUNCH

1:00 pm      Critique of Favourite Drawing: Group Discussion

2:00 pm      Introduction to Section and Axonometric drawing

2:45 pm      BREAK

3:00 pm      Practice session

4:00 pm      Evaluation of different case studies

4:45 pm      Review, discussion and assignment (refinement: Plan illustration, Section
and Axonometric drawings)

5:30 pm      Adjournment
DAY 2

9:00 am Advanced Graphic Techniques: Introduction

9:15 am Public Sector Graphics Case Study (Frank Ducote)
"Translating planning policies into graphics and then into reality --- Development and public realm along the Millennium line in Vancouver"

10:15 am BREAK

10:30 am Hands on exercise – the concept plan

11:00 am Hands on exercise – building a simple perspective

Noon WORKING LUNCH Observation, perspective

1:00 pm Perspective --- practice continued, advance photo techniques

2:00 pm BREAK

2:15 pm Presentation Techniques: Colour rendering and other techniques (Michael von Hausen)

5:00 pm Concluding Discussion, Course Evaluation and Name Tag Return

5:30 pm Adjournment