Name of the Department	Architecture & Planning
Module Name	Architectural Graphics and Model making
Module Objective	Graphic design is a tool that plays an essential role in architecture.It is a craft where professionals create visual content to communicate messages. By applying visual hierarchy and page layout techniques, designers use typography and pictures to meet users' specific needs and focus on the logic of displaying elements in interactive designs, to optimize the user experience.
Module Content	Introduction to Model Making through various modes,Introduction to Indesign software and rendering through photoshop.
Module Methodology	The course is divided into three parts: ● Preparation of Drawings(2D/3D) ● ModelMaking ● Preparation of drawings through photoshop and Indesign
Module Coordinator	Ar. Pranshi Jain Ar. Ankit Kumar Ar. Satyam Sukla

Day	Module No.	Module Content	Assignment/ Task / Quiz/ Project
Day 1	1	Introduction to the Architectural graphics & rendering.	Assignment 1: Preparation of architectural drawing.
Day 2		Preparation of Drawings (2D/3D)	
Day 3		Preparation of Drawings (2D/3D)	
Day 4		Preparation of Drawings (2D/3D)	
Day 5,6		Presentation and Review of drawings	
Day 7,8	2	Introduction of Photoshop for rendering	Assignment 2: Rendering of drawings prepared in assignment 1

Day 9,10,11		Rendering of Drawings	
Day 12,13		Presentation and Review of rendered drawings	
Day 14,15	3	Introduction to model making	Assignment 3: Model of drawings prepared in assignment 1
Day 16		Selection of Material, scale, Tools for model	
Day 17		Line, Shape, Colour, Symmetry, scale, Proportion, Composition, word/image relationship.	
Day 18,19,20,21,22		Model making	
Day 23,24	4	Model making using 3d Printing	
Day 25,26,27,28	5	Model making using cnc machine	
Day 29		Review of models	
Day 30		Exhibition of work done during SEP2	