



Beginning Design Technology

By Mike Christenson

Taylor Francis Ltd, United Kingdom, 2016. Paperback. Book Condition: New. 246 x 174 mm. Language: English . Brand New Book. Beginning Design Technology introduces how design technologies work together, including tools, materials, and software, such as Adobe Photoshop, Adobe Illustrator, Autodesk AutoCAD, and others. It teaches you how to think about each design tool, whether a software program or physical modelmaking, so that you will select one for its strengths for a specific task and know when and how to combine it with other tools. Topics include working with building information, texturing digital and physical artifacts, translating information from one form or file format to another, constructing at full-scale, and making digital and physical models. Chapter Summaries, exercises, discussion questions, a glossary, an appendix of common software commands, and an annotated bibliography will help you find what you need quickly and put the information into practice.



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