

Architectural Skills 1

portfolio spring 2019



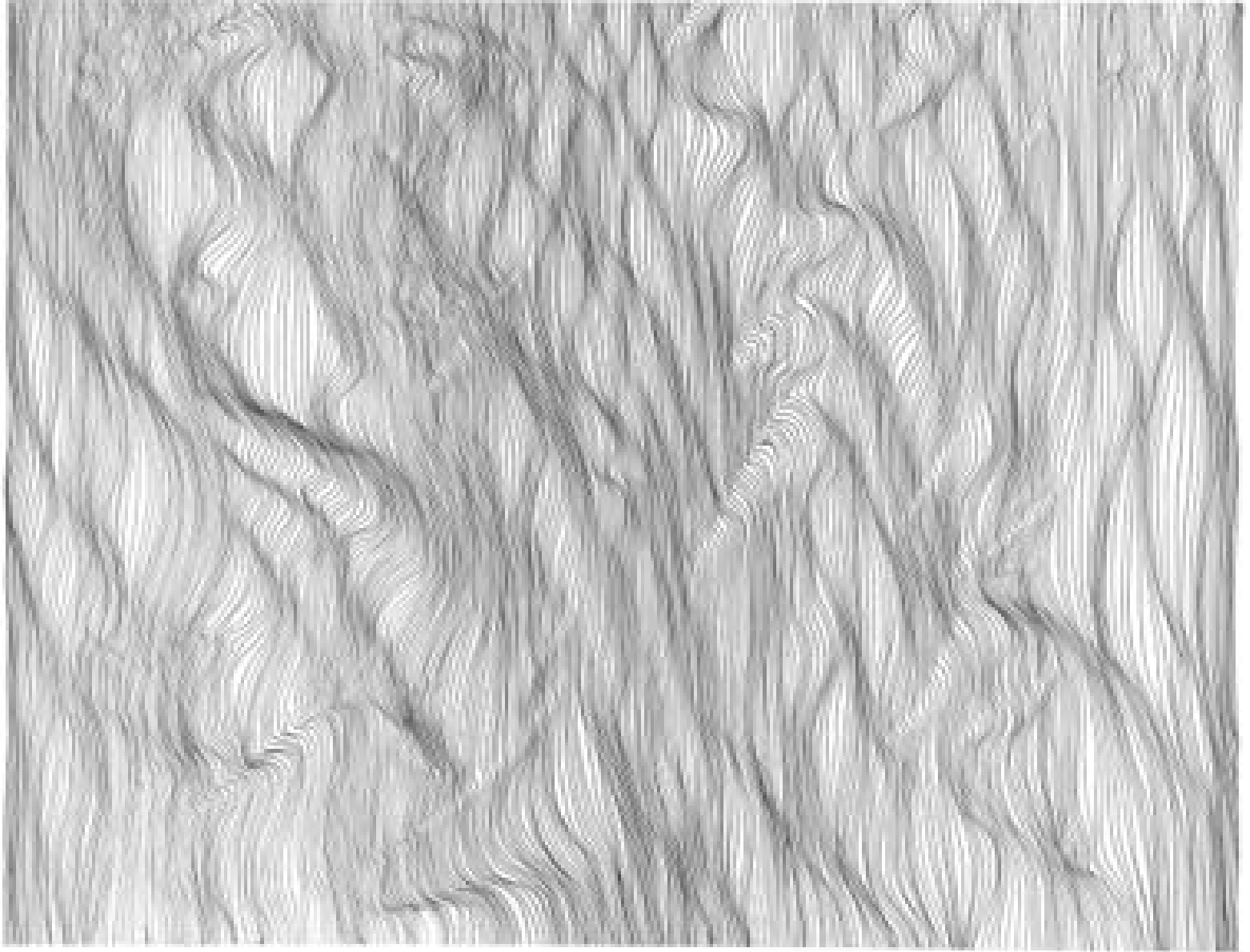
Nicholas J Emig

What drawing skills have improved over the quarter?

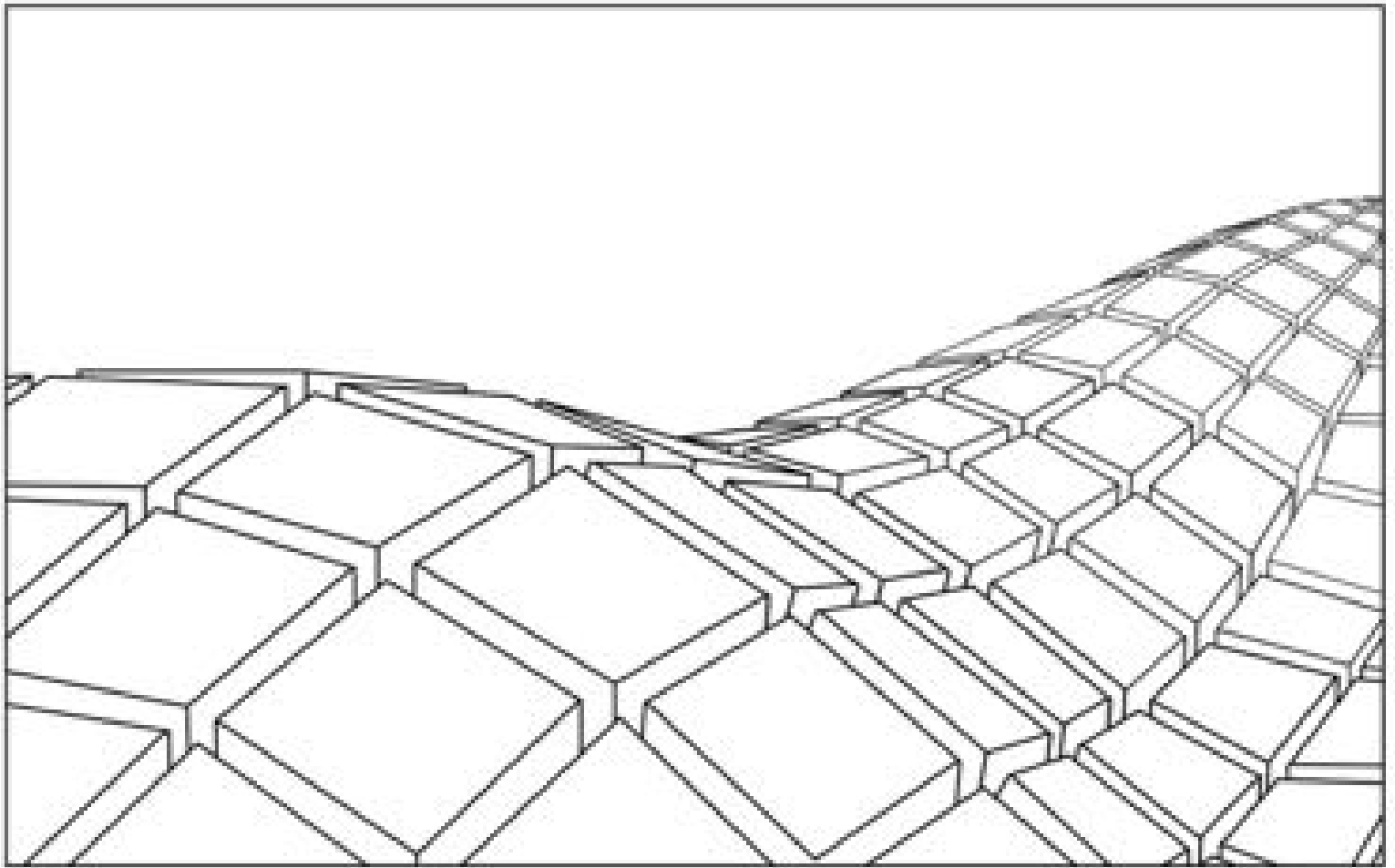
As someone who started this class with prior art experience, but all of it being self-taught, it was an opportunity to gain insight into how drawing techniques are taught in a structured environment. It also forced me to dedicate time towards drawing by raising it to the same priority level as my other classes. While I knew the mechanics behind perspective drawing before, over the semester I've further trained my eye to be able to accurately reproduce those techniques on the page.

Why is (or isn't) drawing important to the design process?

Design must start somewhere, and in my experience the beginning must be as freeform as possible. While digital solutions offer advantages in efficiency and are more forgiving of mistakes, they are not nearly as easy or as fast as a quick thumbnail sketch. The friction involved in getting an idea out on paper is much smaller than getting it out in 3D modeling software. The software is there for when the design is ready to be refined.



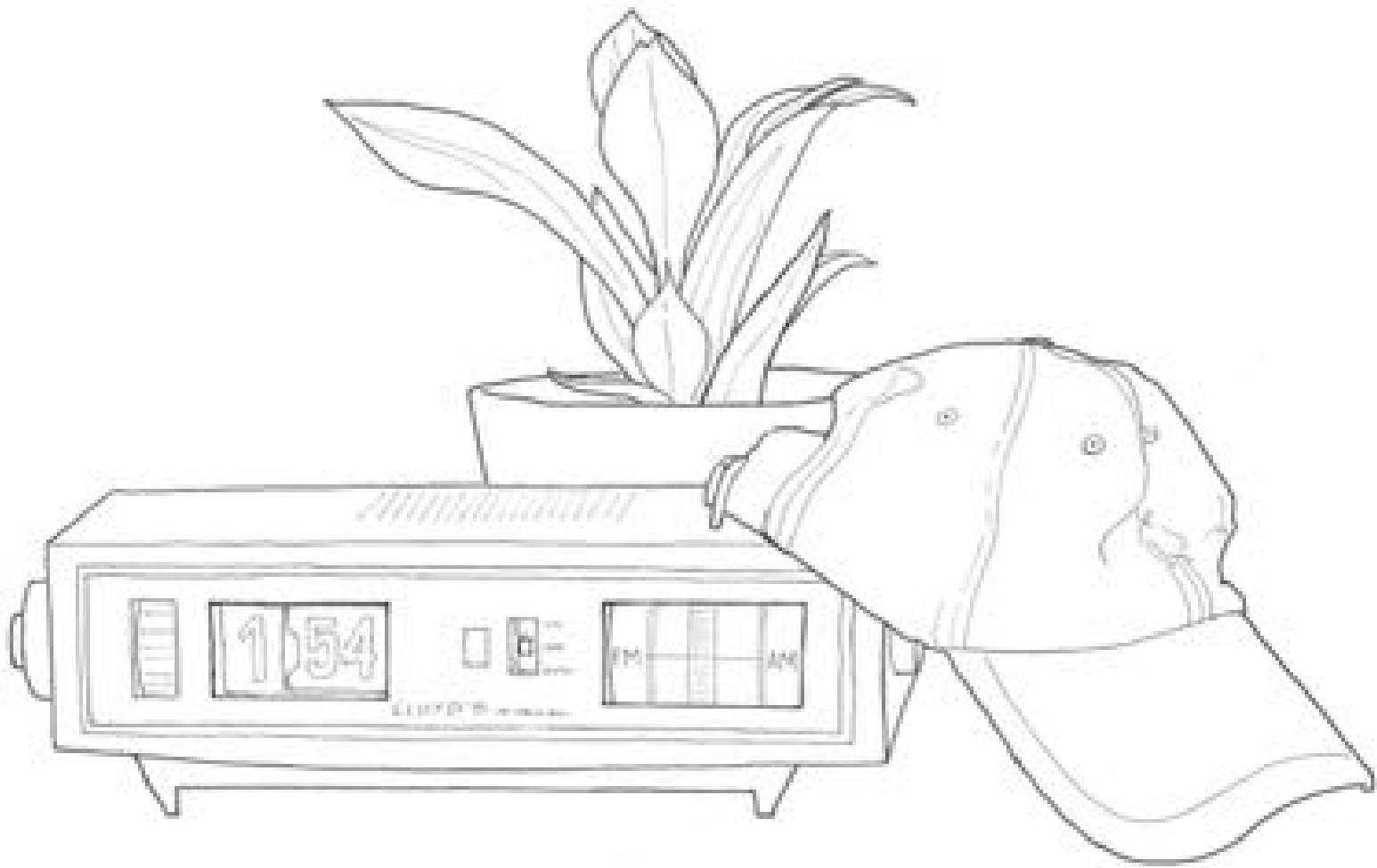
01.1 Breathing Lines



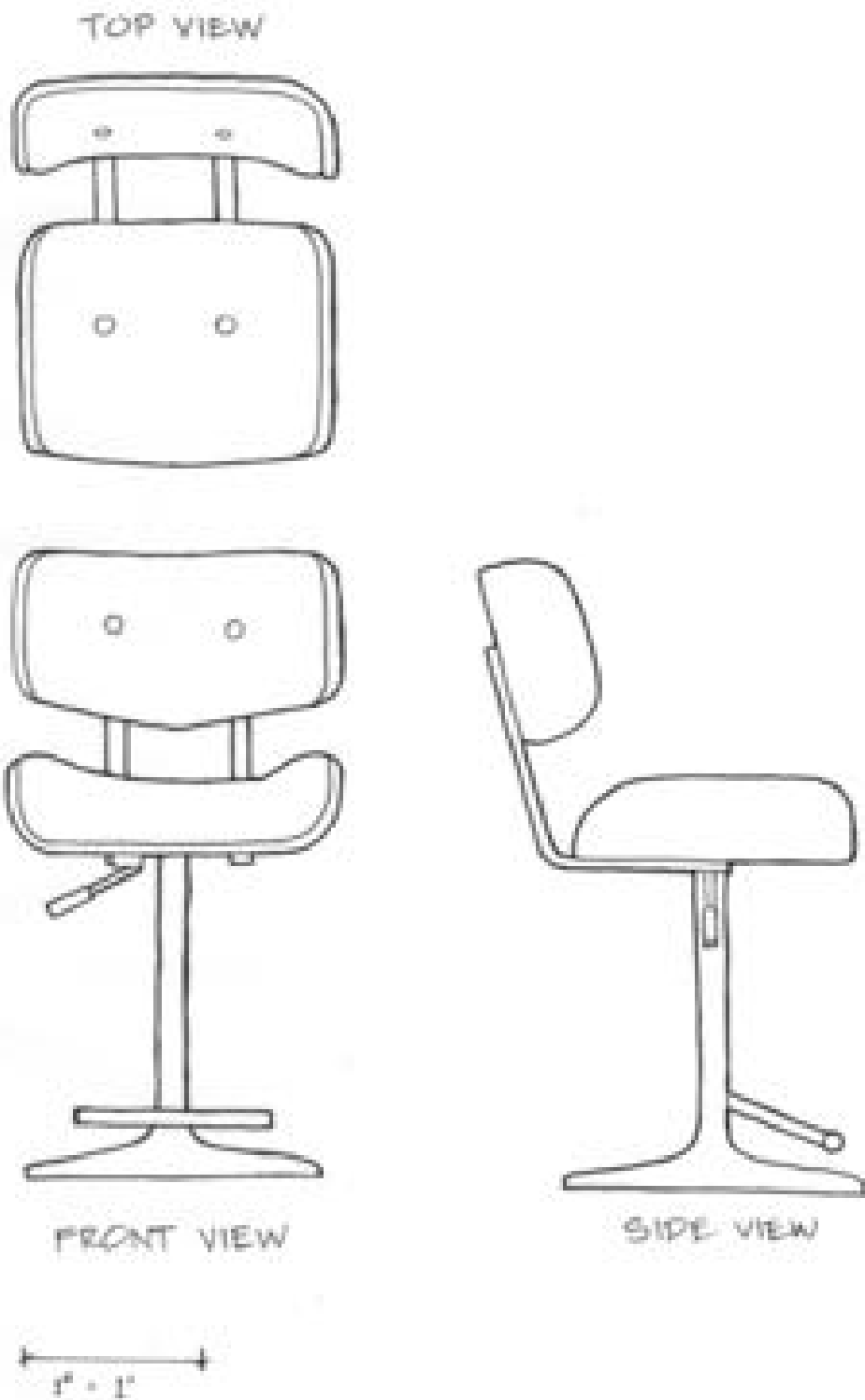
01.2 100 Lines



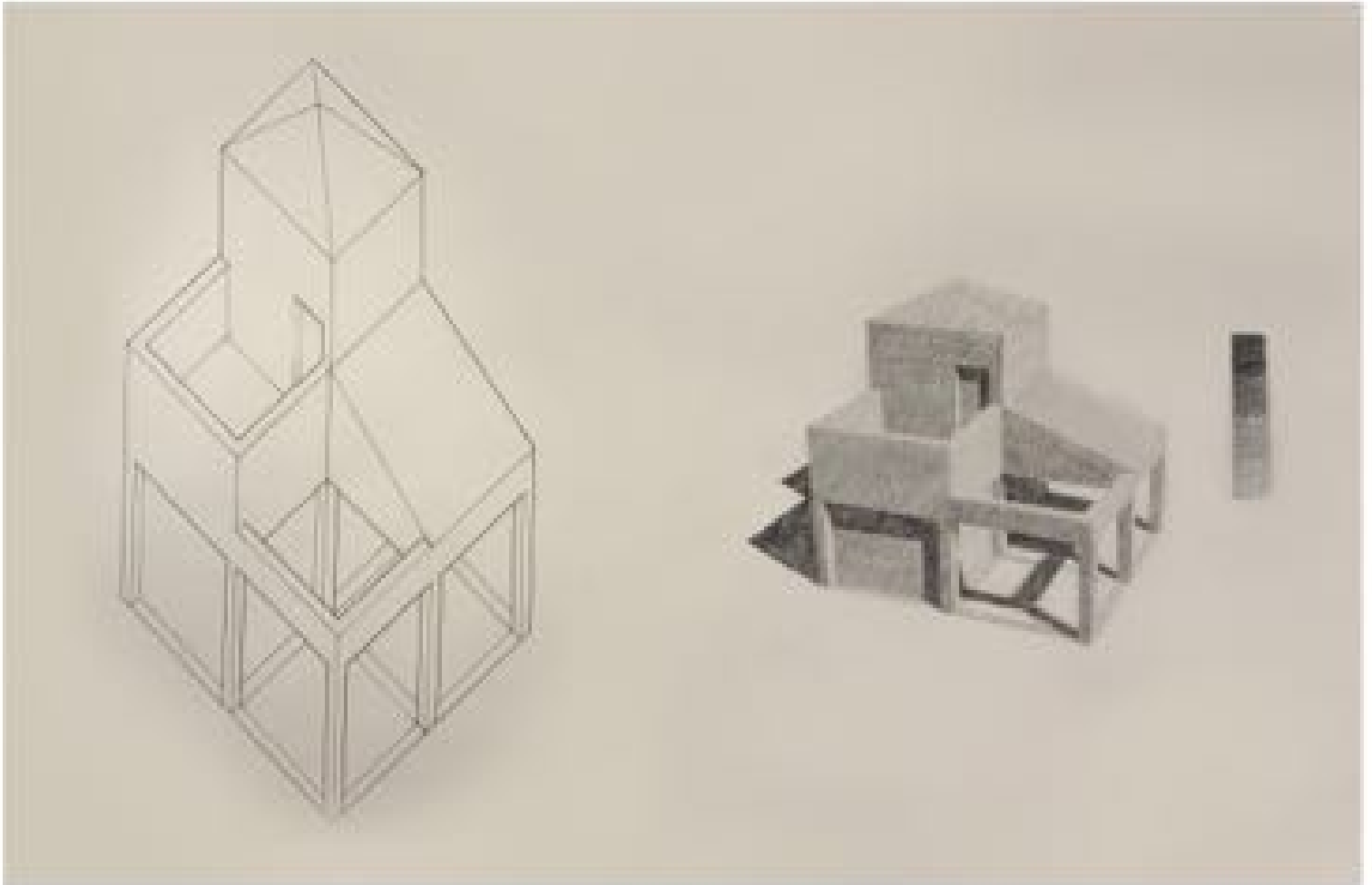
02.1 Hand Contours



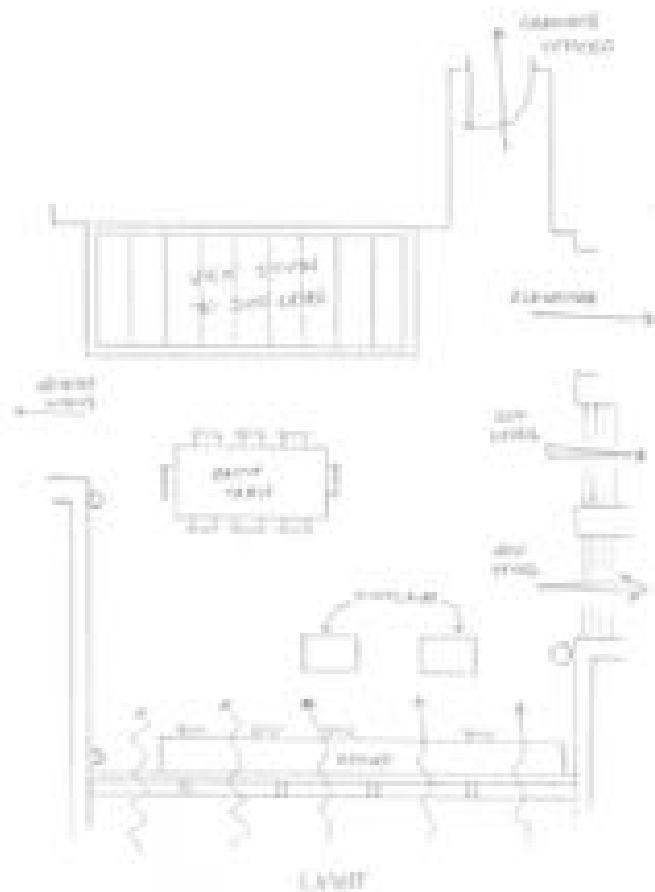
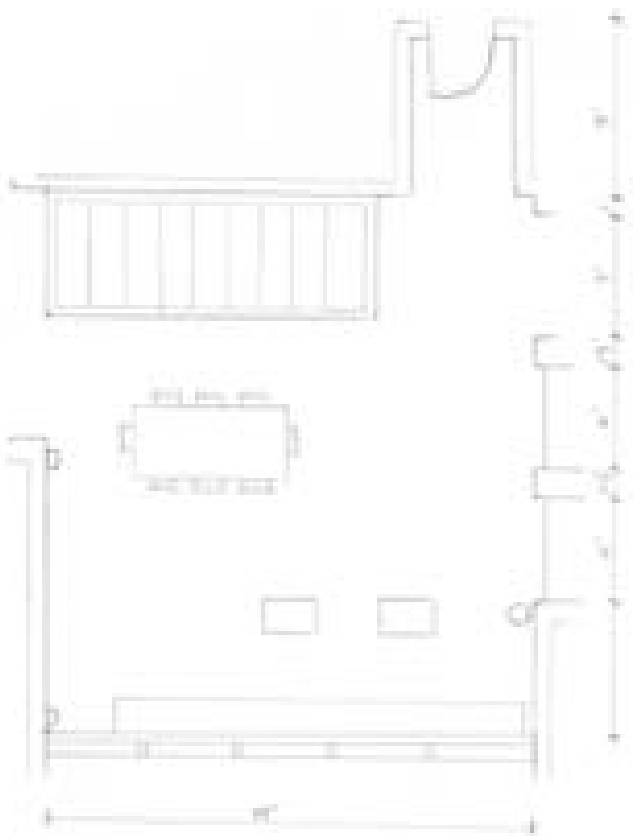
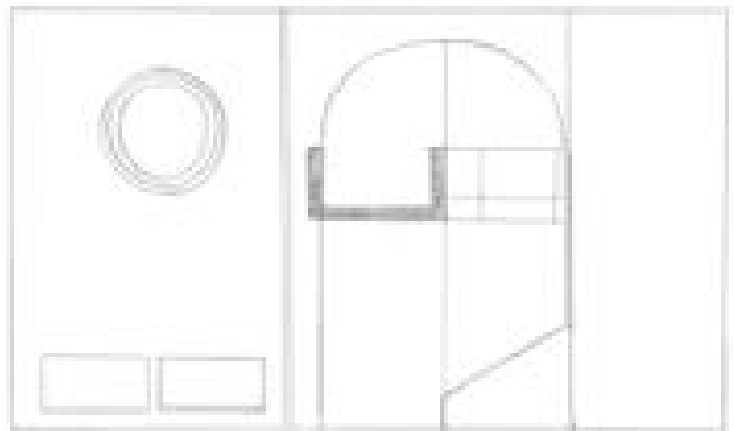
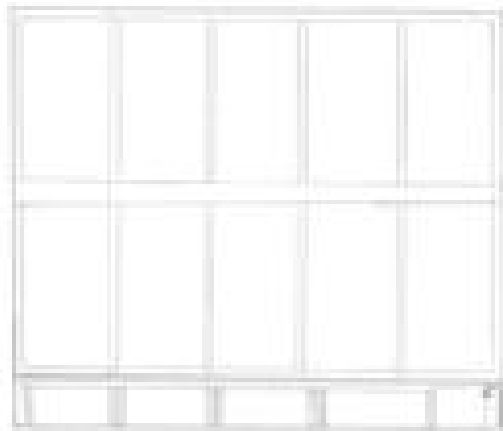
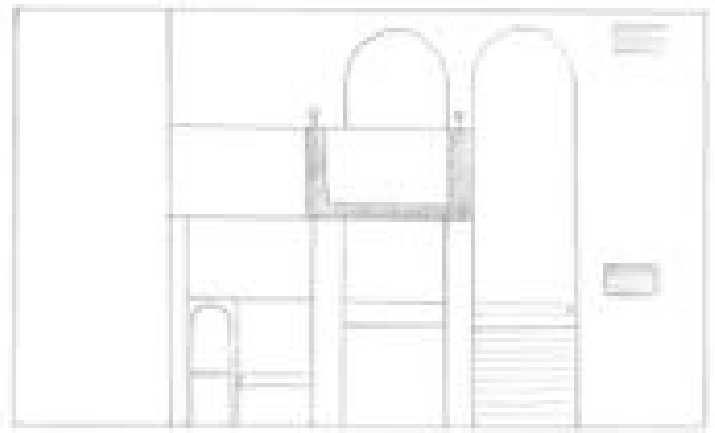
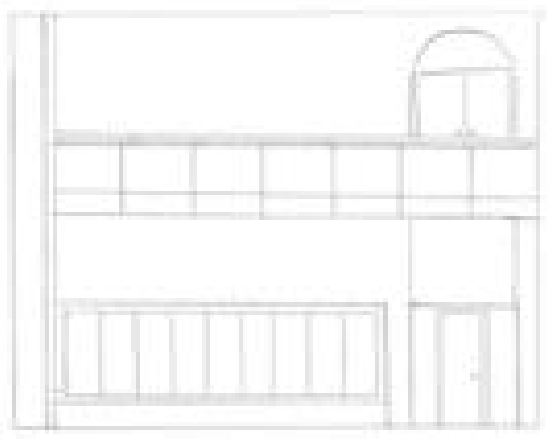
02.2 Contour



03.1 Chair Orthographic



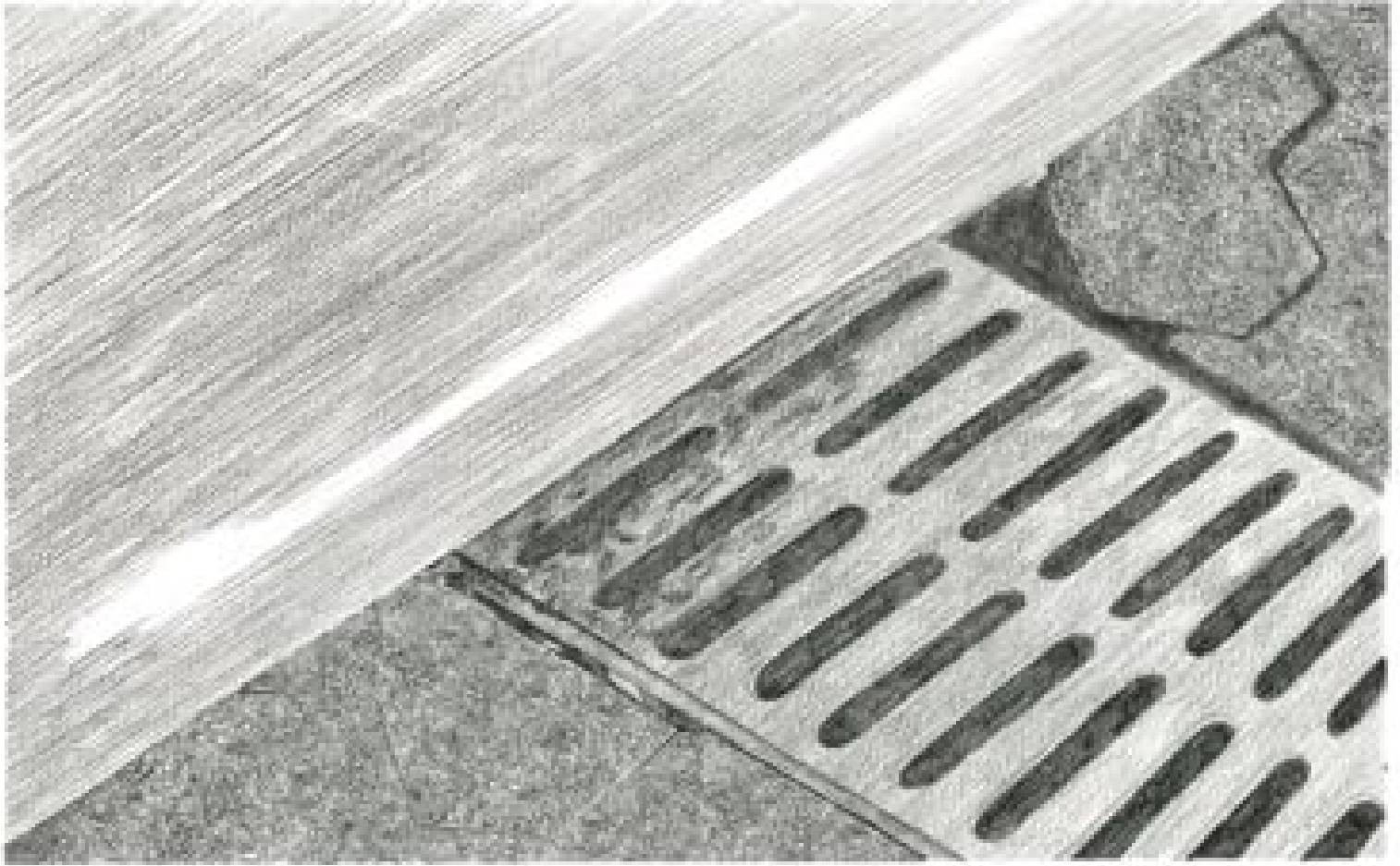
04.1 Axonometric Model Value



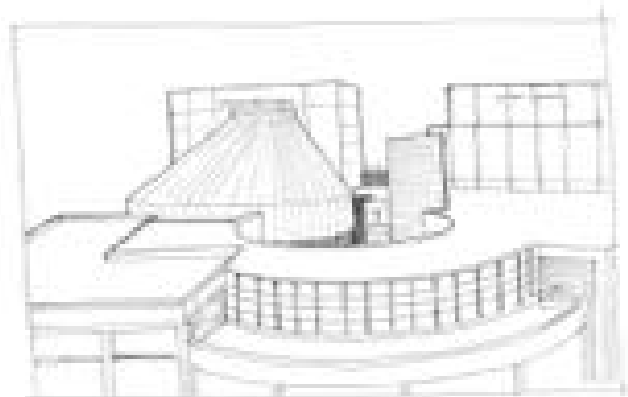
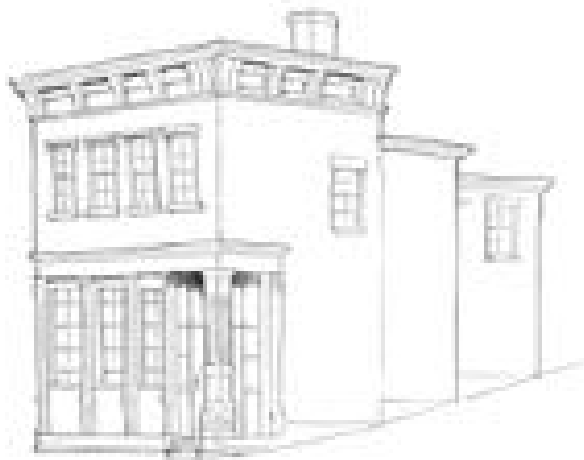
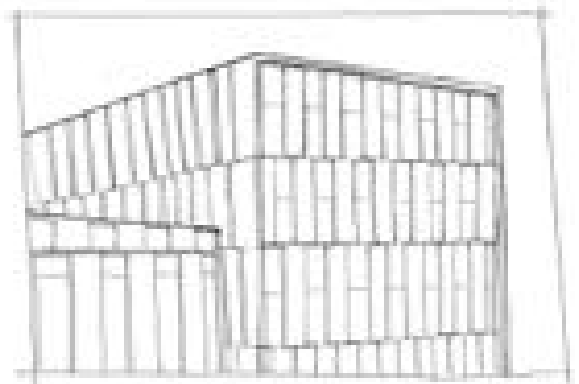
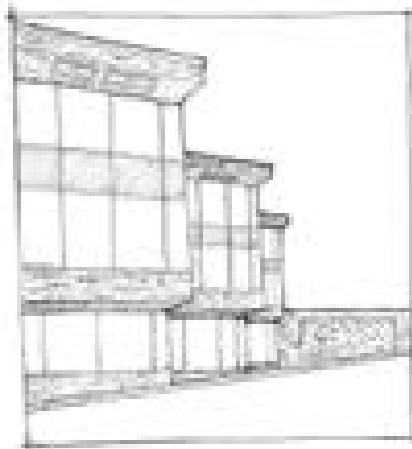
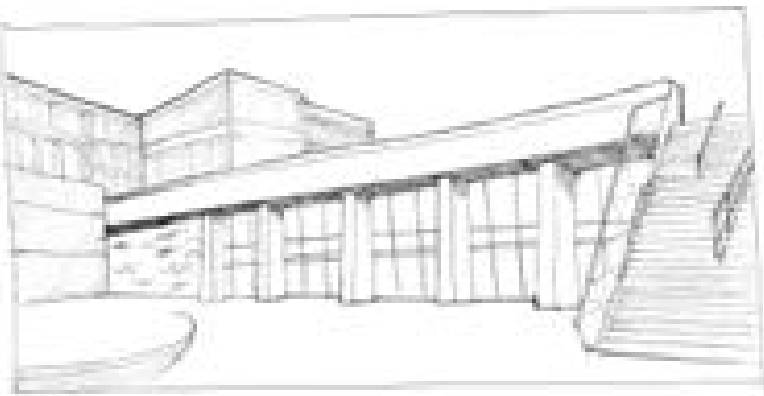
05.2 Interior Docs



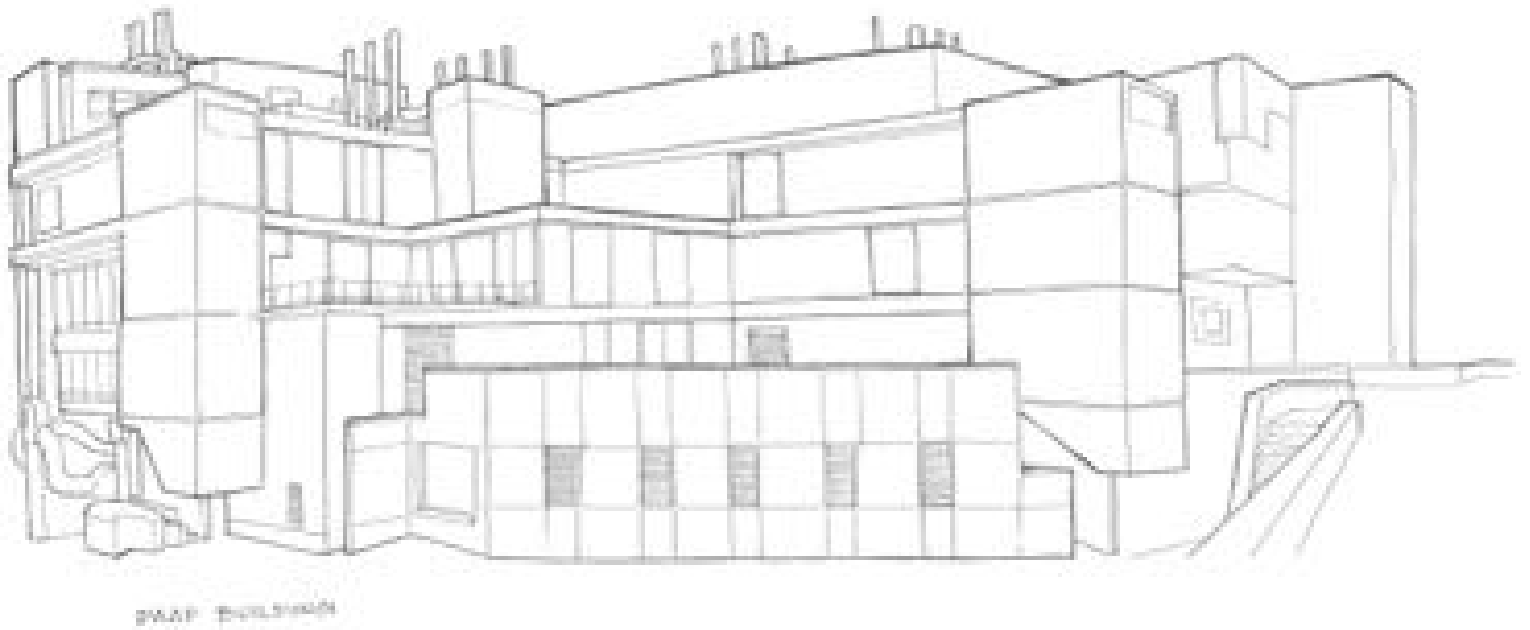
06.1 Section Rendering



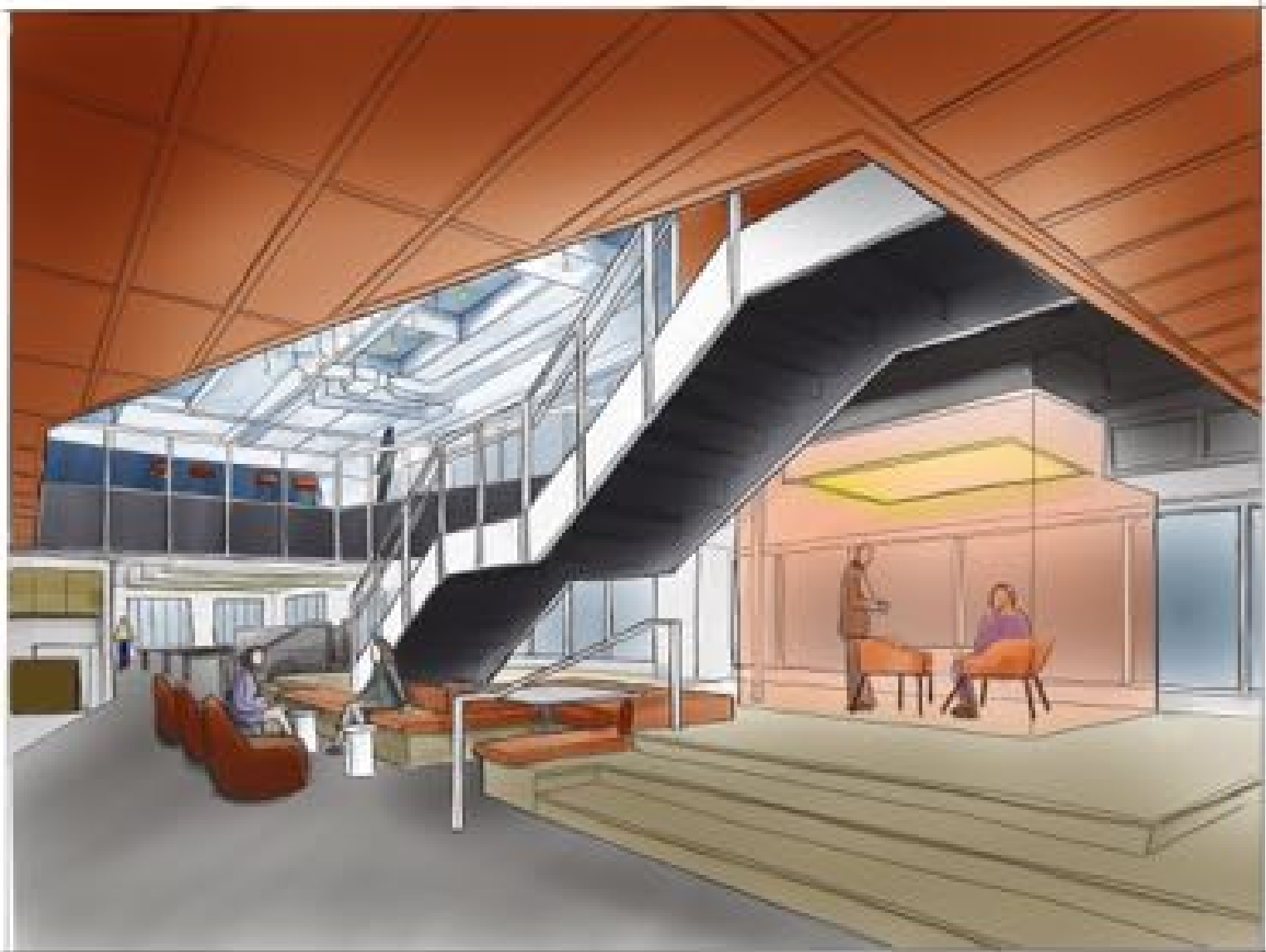
07.1 Detail Rendering



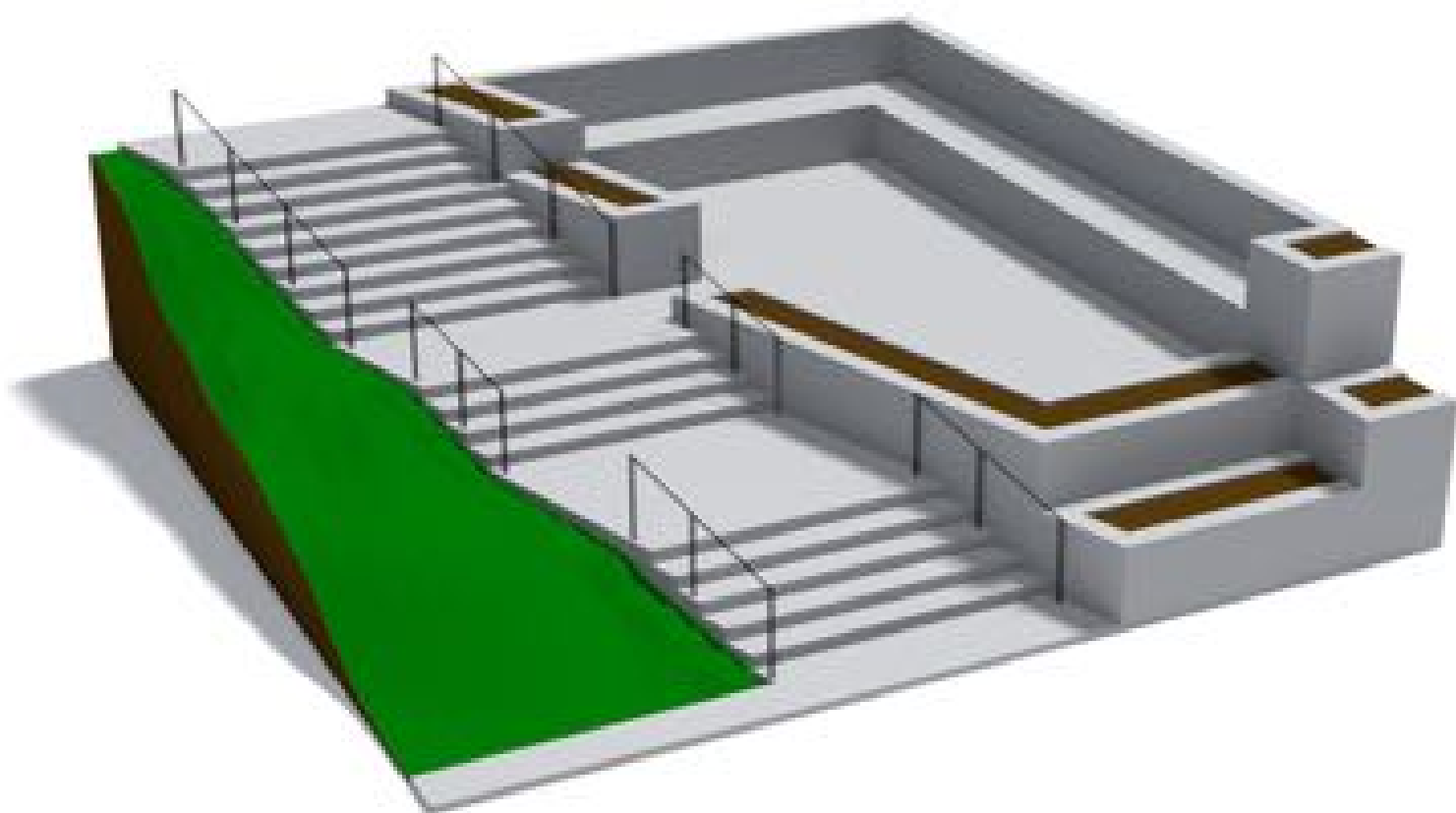
08.1 Perspective Sketches



08.2 Freehand Perspective



09.1 Rendered Perspective



12.1 Stair Rendering