

SYLLABUS :-

Prerequisite Architectural Design IIISynthesis of building sciences and architectural space program into a design matrix. Introduction of preliminary site planning techniques drawing knowledge from climatology, solar architecture, landscaping, environmental behavior. Introduction of basic social engineering themes on community planning, historical attributes and lessons, preliminary concepts of urban economics with real life examples with innovative coordination of building services and building technology. Ultimately, the students will apply both manual and electronic rendering skills and 3-dimensional presentation techniques to clarify the final design in totality. Suggested building types- star Hotels, Museums, Apartment buildings, Housing complex, Intelligent Office buildings, Sports stadium etc.