



UNIVERSITY

Course Description

1. Sketch

Hours per week: 2 Credits: 3 Course type: Required Course

- **Objectives:**

- Cultivate students' basic aesthetics, enable them to grasp the perspective more accurately and lay the foundation for future architectural design

- **Contents:**

- Half a year of still-life sketch training and half a year of landscape sketching training by the use of pencils, charcoal pencil, rubber and other painting tools

2. Model Making

Hours per week: 2 Credits: 1 Course type: Controlled Elective Course

- **Objectives:**

- Teach students how to make architectural models and their accompanying landscape environments efficiently, accurately and creatively

- **Contents:**

- The course introduces many methods and materials for model making and requires students to make a model of a classic building with the scale of 1:2000

3. Architectural Graphics

Hours per week: 4 Credits: 5 Course type: Free Elective Course

- **Contents:**

- The course teaches hand-painted architectural drawings, including the perspective view of the flat section, and how to use the geometric principle to estimate the flat section of the shaped block and draw the shadow surface of the shaped block

- **Textbook:**

- Tan Weijian, *Architectural Drawing, Shadow and Perspective*, China Architecture and Building Press

4. Introduction to Living Environment

Hours per week: 2 Credits: 2 Course type: Free Elective Course

- **Objectives:**

- Enables students to have a correct understanding of the building

- **Contents:**

- The course teaches building-related knowledge from architectural style to current architectural employment trends, and so on



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