

# ARCHITECTURAL DRAWING BY DAVID DERNIE

## TEST BANK / 1

### Media

- 1 Explain the difference between 'hot-pressed' (HP) and 'not' papers (CP). What type of surface does each paper have?
- 2 As a general rule which type of paper (HP and CP) is good for line drawings?
- 3 True or false? Coating either HP or CP paper with acrylic gesso can make the paper more suitable for different media.
- 4 Why are lines a vital component of any drawing?
- 5 What is observational sketching?
- 6 An \_\_\_\_\_ line implies spatial depth, physical weight and observation.
- 7 A very hard pencil is:
  - a. 2B
  - b. F
  - c. 9H
  - d. 9B
  - e. none of the above
- 8 What type of pencil might you use for detailed work?
- 9 Explain what is meant by a 'feathered' line.
- 10 Smudging soft charcoal produces what type of effect?
  - a. a thick black line
  - b. a grey tone
  - c. a crumbly texture
  - d. a mottled tone
  - e. none of the above
- 11 Photoshop filters can approximate to charcoal or pastel-like line qualities. Where can these effects be found in Photoshop?
- 12 What is a monoprint? Briefly explain how a monoprint is made and what effects it produces.
- 13 Which tool on the 'image' menu of Photoshop is useful in adjusting scale and alignment of overlaid objects and layers?
- 14 Explain the importance of 'rendered' drawings in the design process.
- 15 What is a 'final render'? Who used to produce these images?
- 16 What are the advantages and disadvantages of using CGI to produce rendered images?
- 17 Rendering is underpinned by an understanding of how light and dark structure a drawing. What is this known as?
- 18 Name two software modelling packages that can be used for rendering.
- 19 List three red and three green watercolour colours which are useful for architectural drawings.
- 20 What is a mixed media drawing? Which is the simplest and most immediate form of mixed media drawing?
- 21 List three different methods for producing prints.

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## TEST BANK / 2

### Types

- 1 List three types of orthogonal drawings.
- 2 What role do orthogonal projections play in the design process?
- 3 Sketches fall broadly into two categories. Explain the difference between these two categories.
- 4 What should you consider when making observational sketches?
- 5 True or false? The 'concept sketch' is a type of diagram.
- 6 What is a plan and what is its main purpose?
- 7 True or false? For plans of buildings, the plane of the floor plan is taken a little below, and parallel to the level of, the floor it describes.
- 8 What is the conventional scale for plans of individual rooms?
  - a. 1:50
  - b. 1:5
  - c. 1:10
  - d. 1:500
  - e. none of the above
- 9 What is a section?
- 10 Why does a section offer itself to more elaborate rendering than a plan?
- 11 \_\_\_\_\_ projection is one of the most frequently used drawing types for creating three-dimensional images in architecture.
- 12 Explain the difference between isometric, dimetric and trimetric projections.
- 13 For whom was dimetric projection a common drawing type?
- 14 What is meant by a perspective drawing?
- 15 The two fundamental observations embodied in perspective are what?
- 16 What is a vanishing point?
- 17 Describe the three types of perspective and how they are used.
- 18 What is an algorithm and what does algorithmic design allow you to do?

## TEST BANK / 3

### Places

- 1 What is the aim of drawings of architectural interiors?
- 2 What can be used to situate building proposals in the landscape?
- 3 \_\_\_\_\_ are particularly effective in three-dimensional drawings of landscapes, particularly of trees and other vegetation.
- 4 Which of the following is the most dominant kind of urban drawing today?
  - a. concept sketch
  - b. topographical plan
  - c. perspective drawing
  - d. diametric projection
  - e. none of the above
- 5 What is the two-fold role of urban drawing?
- 6 What is the name of the mathematical game devised in 1970 by John Conway? What is it the most well known example of?