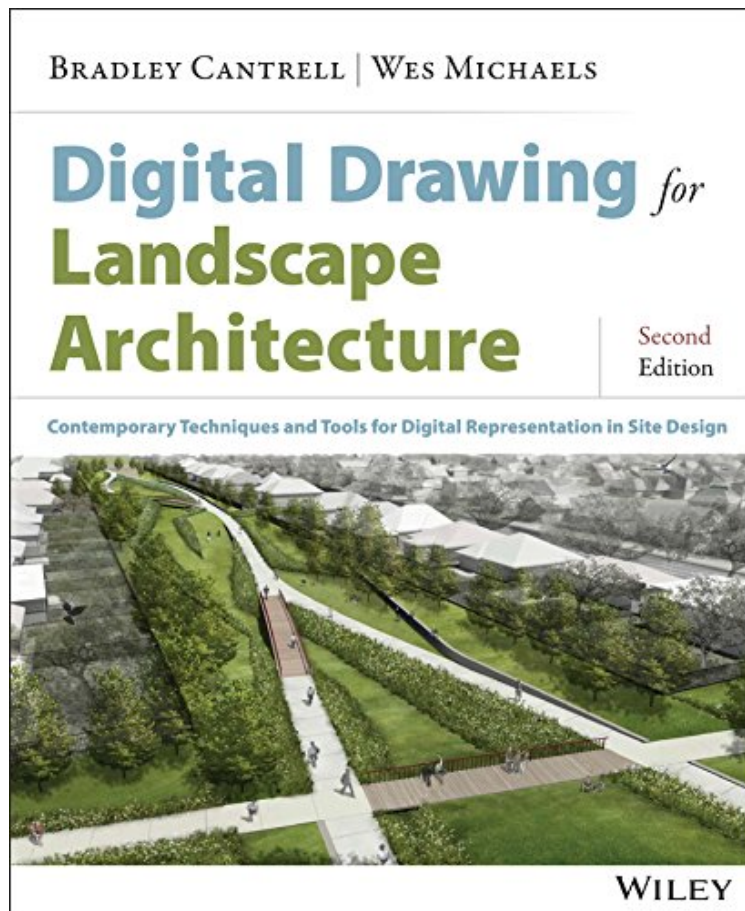


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Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design

Bradley Cantrell, Wes Michaels
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Bradley Cantrell, Wes Michaels : Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design before purchasing it in order to gauge whether or not it would be worth my time, and all praised Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design:

7 of 7 people found the following review helpful. Relevant Visuals, Meticulously Edited ...By Dr. EWiley publishing has some of least helpful (usually as a result of muddly, grey-scale photos and illustrations), most overpriced textbooks on architecture ... and a few of the very best. It's always a risk to purchase a Wiley text. Will you received that gem? Or will you receive a dud with indecipherable, very much needed charts and photos?I can assure you that this is one of the rare gems. This is the exact reason why I have not (yet) given up on this publisher!Let's start with the first fear: the visual examples. While they could be larger (a small quibble), they are full-color and borderline outstanding. The glossy, thick paper allows for a lovely translation to the illustrations and examples provided by these talented authors.

Likewise, each visual is needed and extraordinarily helpful. The text is intensely edited and is abundantly easy to follow. While this can supplement an entry-level class in architecture, a truly motivated student should be able to tackle this over winter or summer break and give him/herself a slight edge for that upcoming semester. Moreover, this can also be a non-threatening manner in which to introduce this "new technology" to an older person in the field (keeping that person relevant and potentially protecting his/her position). This is truly an outstanding contribution to the field. Do not hesitate to purchase it. 7 of 7 people found the following review helpful. Digitizing the world around you By Trouble (Before I liked this book for the technical reasons, I liked this book because it did not talk down to home landscapers.) Then, I liked it right away because of how open it was to doing things different ways and how it always connected back to how we used to do everything—by hand—oh my gosh! This book is not limited to one computer program or one way of digitizing. Adobe Illustrator is crucial at some points, though. But that is basic to everything, anyway. One of the things I found interesting about this book was the way that it helps envision what space is and how it is used. I have been working on home landscaping for decades. My yard is fairly complicated and I have always been at a loss when I tried to see the entire thing or tried to explain what I was doing to others. If you say, "This one is going to come this way and that will hold that there and this one is going to go up whoosh," people look at you like yours—re nuts. Trust me. I loved how this book helps demonstrate what is and what could be. 6 of 6 people found the following review helpful. Great intermediate text for designers and draftsmen. By E. Talerico Written in a direct and engaging style, this is useful text for anyone wanting to expand their digital skills to include Architectural drawing. Its fascinating to see the Photoshop, Illustrator and CAD toolkits I already use for graphic design, recast for an Architecture-specific curriculum. Although some basics are covered, this is not for absolute beginners. The authors assume that you have some basic knowledge of the Applications discussed, as well as a bit of experience with technical drawing. I found the chapters on Workflow to be particularly enlightening - there are some great suggestions for streamlining and maximizing office efficiency, as well as an excellent discussion of the relationship between analog and digital tools, something that many other texts forget to cover at all! Whether you are an architecture student, a draftsman working to get up to speed on the job, or just a digital artist looking for ways to expand your toolkit and vocabulary, this book is a rich resource!

Combine traditional techniques with modern media for more communicative renderings Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design, Second Edition bridges the gap between traditional analog and new digital tools by applying timeless concepts of representation to enhance design work in digital media. The book explores specific techniques for creating landscape designs, including digitally rendered plans, perspectives, and diagrams, and the updated second edition offers expanded coverage of newer concepts and techniques. Readers will gain insight into the roles of different drawings, with a clear emphasis on presenting a solid understanding of how diagram, plan, section, elevation, and perspective work together to present a comprehensive design approach. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques, but the design principles and elements involved are still grounded in hand-rendering techniques. Digital Drawing for Landscape Architecture exploits both modalities to help designers create more beautiful, accurate, and communicative drawings in a professional studio environment. This second edition contains revised information on plan rendering techniques, camera matching workflow, and color selection, along with brand new features, like: Time-based imagery and tools Workflow integration techniques Photoshop and Illustrator task automation Over 400 updated images, plus over 50 new examples of award-winning work The book takes a tutorial-based approach to digital rendering, allowing readers to start practicing immediately and get up to speed quickly. Communication is a vital, but often overlooked component of the design process, and designers rely upon their drawings to translate concepts from idea to plan. Digital Drawing for Landscape Architecture provides the guidance landscape designers need to create their most communicative renderings yet.

From the Back Cover The ASLA award-winning guide to digital rendering, updated with the latest software capabilities Digital Drawing for Landscape Architecture, Second Edition bridges the gap between analog and digital tools, employing timeless concepts of representation to enhance digital design. This second edition includes new information on time-based imagery and tools, integration techniques, and automation, with over fifty new examples. All screen images have been updated to align with the latest software releases, providing an up-to-the-minute tutorial for creating digitally rendered plans, elevations, perspectives, and diagrams. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques. This award-winning resource provides comprehensive guidance toward the techniques and tools most commonly used, with a reader-friendly tutorial approach. Compare analog and digital renderings, and learn the basics of digital drawing Design a custom workflow, with guidance toward scaling, automation, and more Diagram with linework, symbols, and text, plus more advanced techniques Build renderings and elevations using textures, brushes, and different shading and blending techniques Create drawings from models, or develop a 3D object from a site photo Digital tools have largely replaced pens and markers, but traditional concepts still apply. For maximizing efficiency without sacrificing quality, Digital Drawing for Landscape

Architecture, Second Edition provides practical guidance and expert insight. About the Author BRADLEY CANTRELL is Principal of Visual Logic and Associate Professor of Architectural Technology at the Harvard Graduate School of Design. WES MICHAELS is a Principal at Spackman Mossop Michaels Landscape Architecture and an Associate Professor of Landscape Architecture at Louisiana State University.