





# **METHODS OF GRAPHICAL REPRESENTATION OF INFORMATION.**



Kate Kopylova  
INRTU  
2019

The purpose: to show what visualization tools and presentations of urban studies and design projects exist.



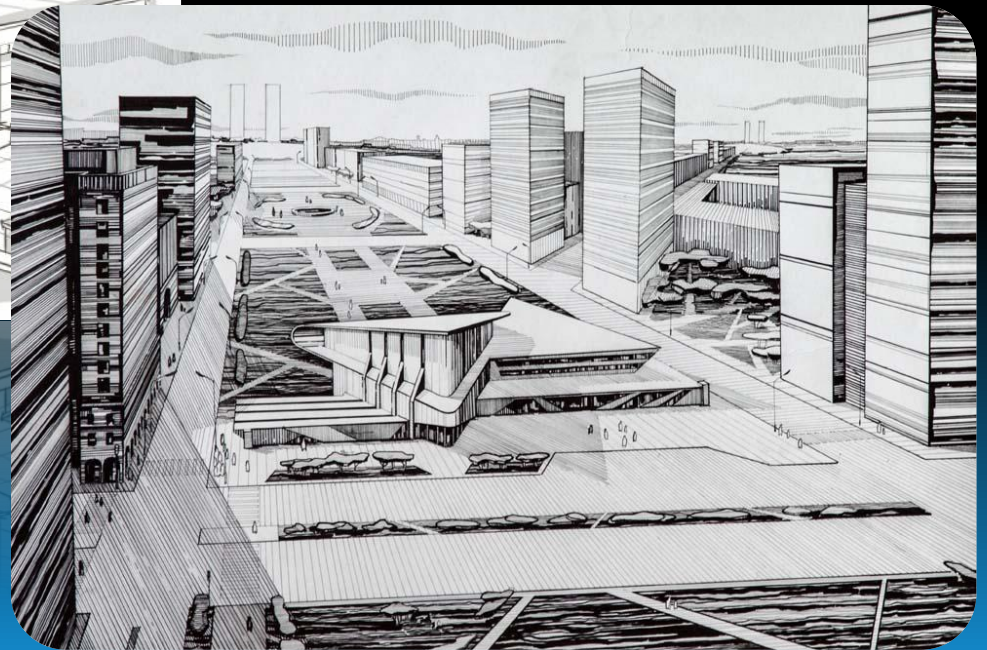


# Tools for the visual presentation of a town planning object

- traditional hand graphics;
- volumetric modeling (layout);
- modern computer graphics.

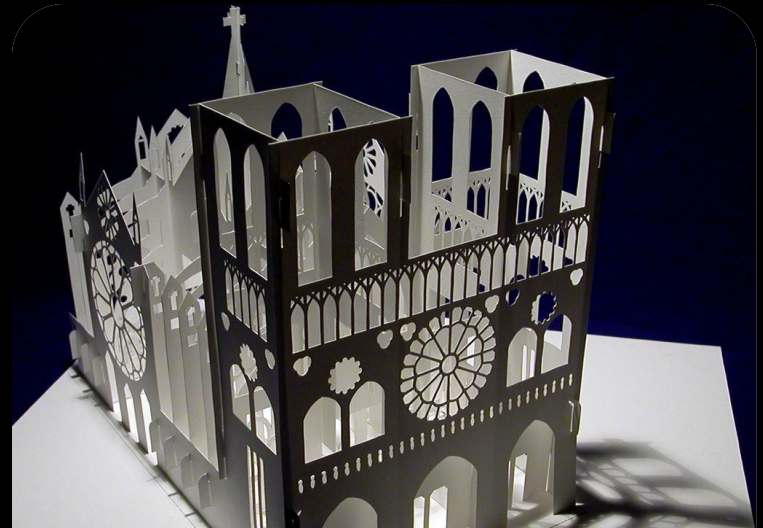
# Traditional hand graphics

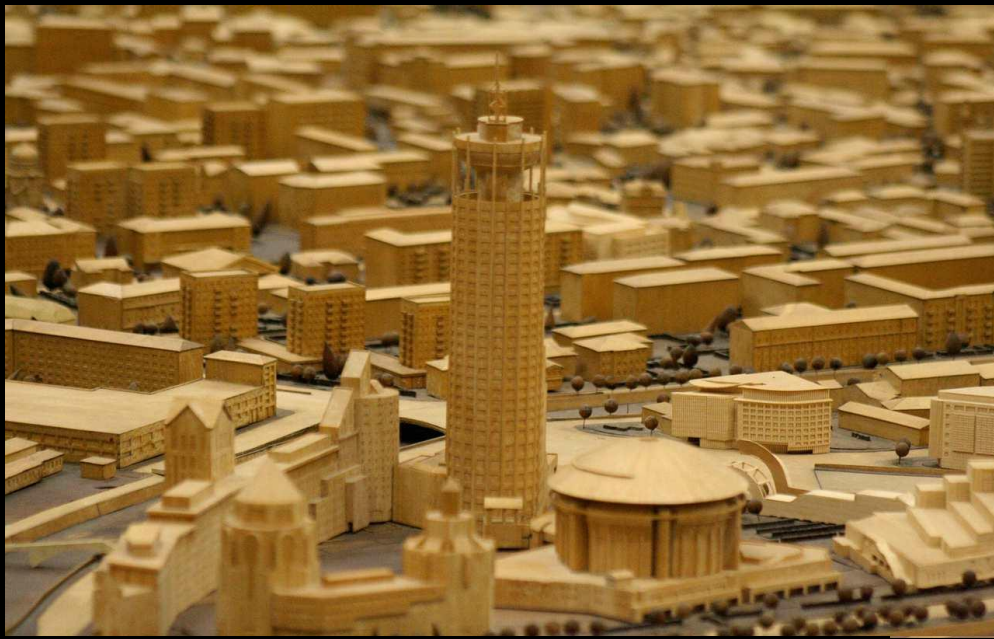
- It assumes knowledge of the method for performing graphic images of projected architectural and city-planning objects.
- Requires the mastery of the skills of various types of artistic manual graphics of planar images of the plan of town-planning details and sweep; skills of various types of artistic manual graphics imitation of three-dimensional images of urban planning details; basic skills in linear computer graphics.
- Generates the ability to simulate a three-dimensional image using digital technology.



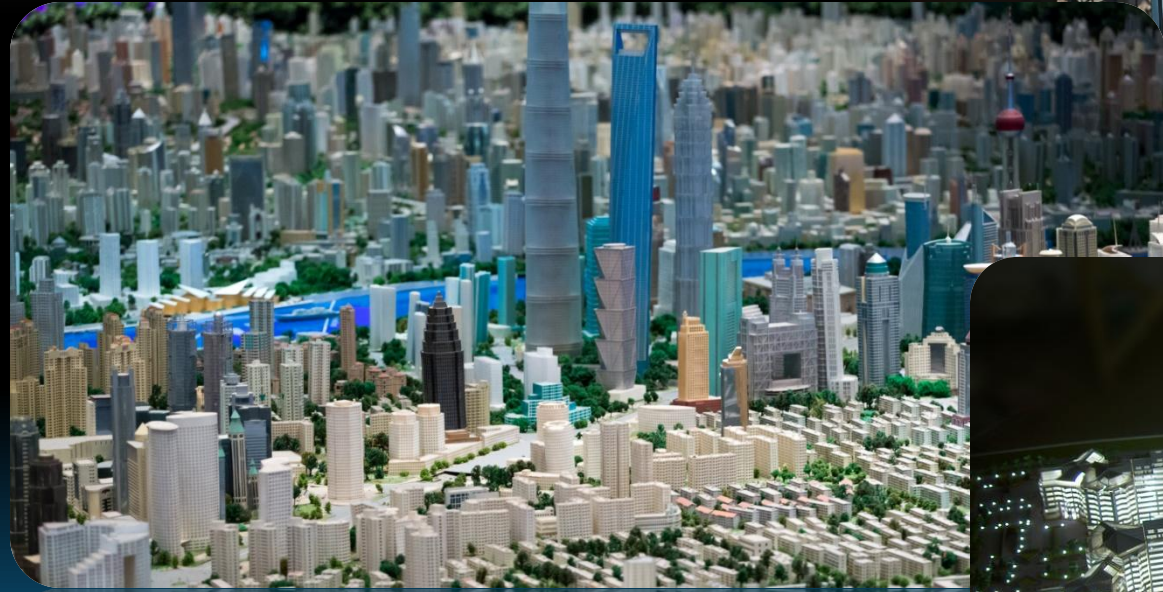
# Volumetric modeling (layout)

- It consists in creating a tangible 3D model;
- Different tools and materials are needed for prototyping;
- Skills for working with certain materials, such as paper, plastic, wood, etc., are required.





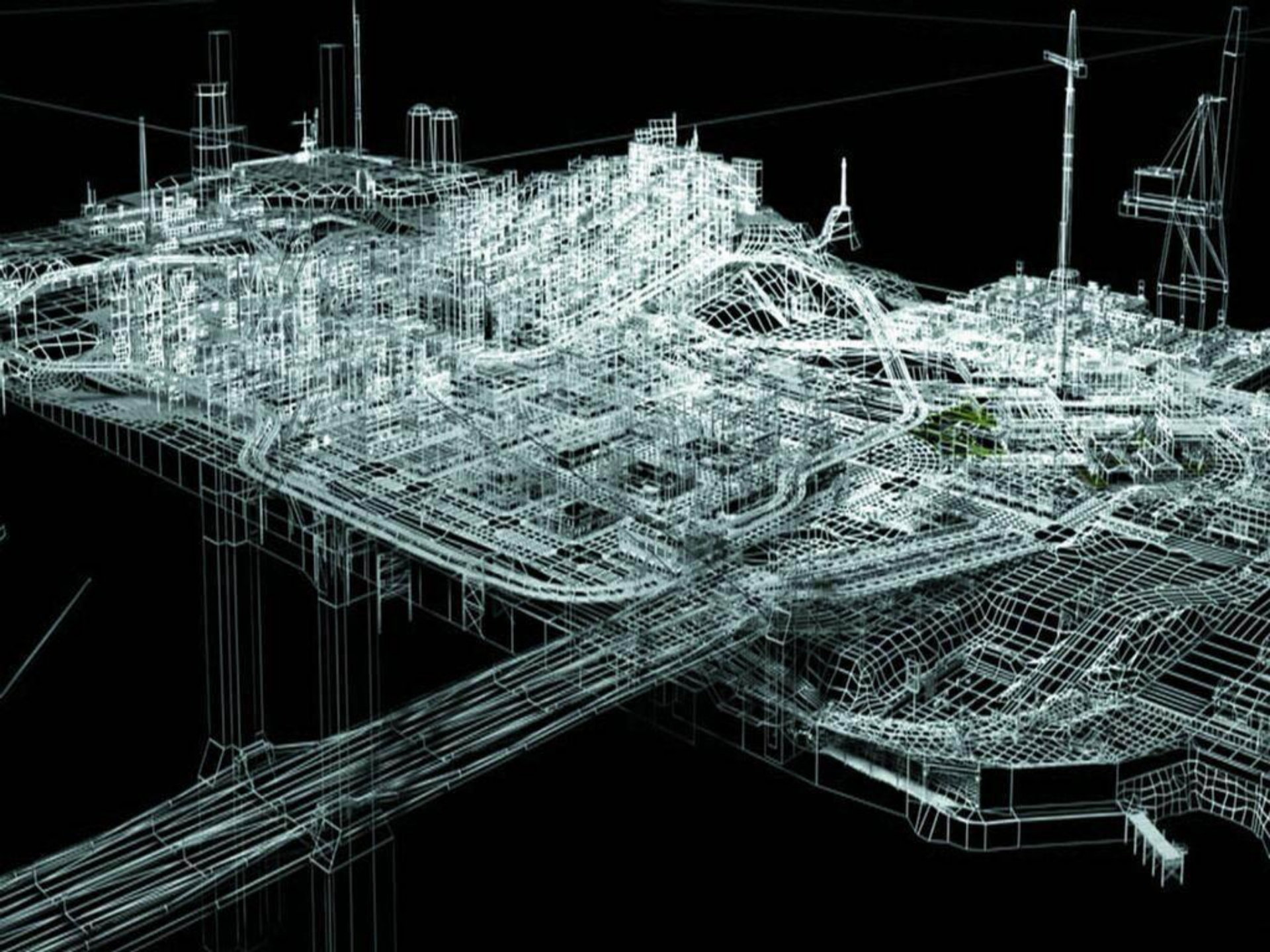


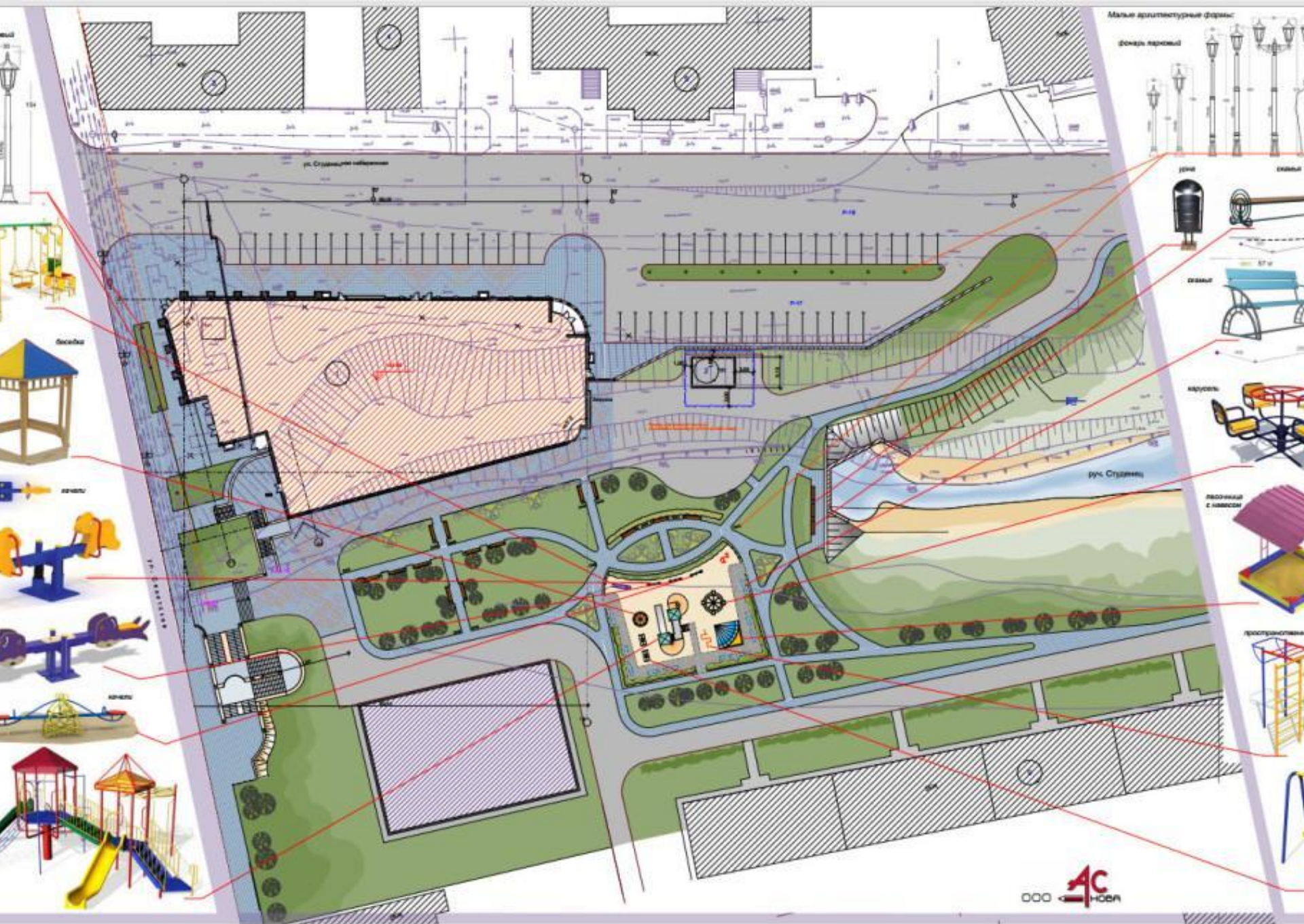


# Modern computer graphics

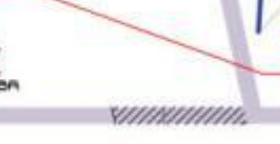
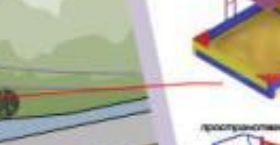
- Implies the presence of necessary equipment, for example, computers, graphic tablets, etc;
- Requires mastering the skills of working with computer programs, for example, 3D MAX, Corel Draw, Power Point, Adobe After Effects, Revit, ArchiCAD.

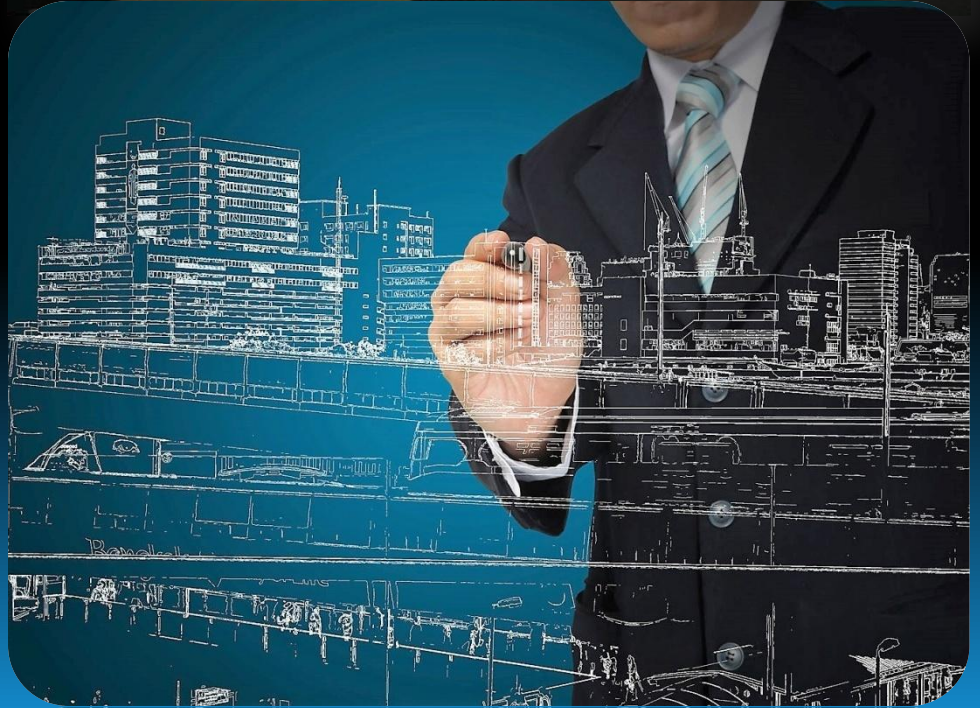
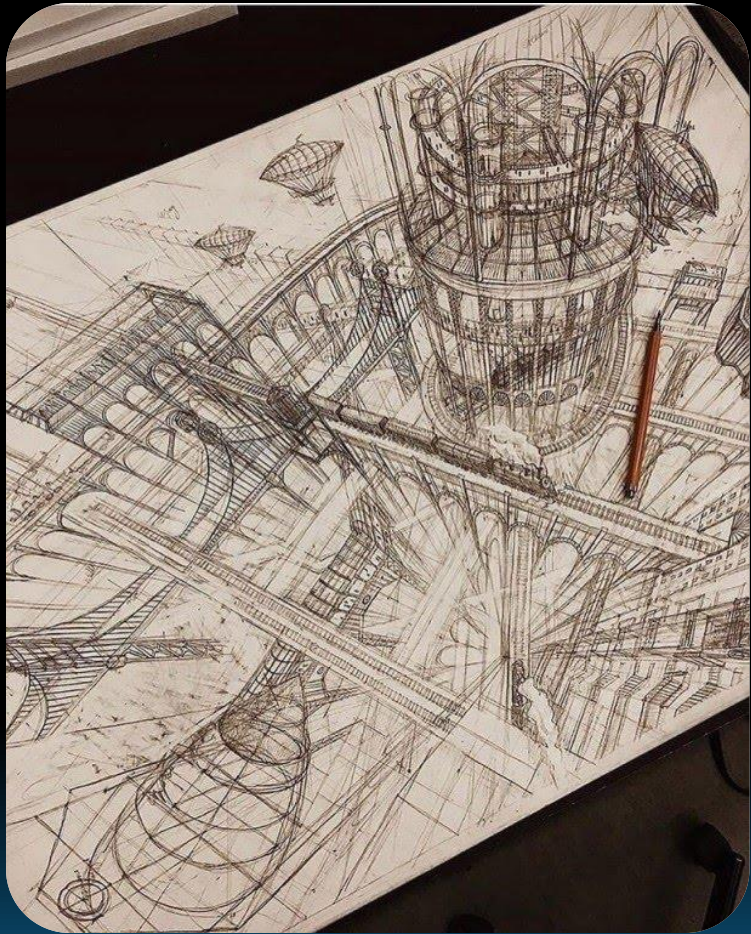






Малые архитектурные формы:





Thanks for

