

3 credits

15.0 h + 22.5 h

Q2

Teacher(s)	Delcommune Thierry ;Malevez Jerome ;
Language :	French
Place of the course	Bruxelles
Main themes	<p>This teaching unit is designed to provide the necessary mental flexibility to see in space and understand the representation of three dimensional objects. Moreover, the care required in making working drawings brings necessary rigour for strong graphic expression.</p> <p>Monge 2 :</p> <ul style="list-style-type: none"> • Fold lines • Rotation • Pierce point • Volume <p>Perspective Amount of sunshine</p>
Aims	<p>Specific learning outcomes:</p> <p>While developing vision in three dimensional space and graphic thinking, by the end of the course students will be able to</p> <ul style="list-style-type: none"> • carry out operations to manipulate plane and lines in Monge's theory (Monge 2) • use axonometry and perspective • manipulate complex surfaces through an understanding of their geometric properties 1 • describe a work of architecture in terms of light and shade using a theoretical or real source <p>Contribution to the learning outcome reference framework:</p> <p>Express an architectural procedure</p> <ul style="list-style-type: none"> • Be familiar with, understand and use the codes for representing space, in three dimensions. • Test and use relevant means of communication in relation to the target objectives • Express ideas clearly in oral, graphic and written form <p>-----</p> <p><i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i></p>
Evaluation methods	<p>Students will sit a written examination on the material pertaining to Monge II in the May-June session, at the end of the quadrimester.</p> <p>The evaluation of the material on perspective will be based on a graded exercise that will be handed in upon completion of the practical assignments and at the end of the quadrimester by the examination.</p>
Teaching methods	Same as in LBARC1120.
Content	<p>MONGE II</p> <ol style="list-style-type: none"> 1. Definition of planes and representations of volumes in space. 2. Manipulation of planes and volumes by the techniques of rabattement and projection. 3. Section and interpenetration of volumes; 4. Development of the concepts of the intersection of planes and of points of intersection. <p>SOLAR GEOMETRY</p> <ol style="list-style-type: none"> 1. Drawing of theoretical shade in natural and artificial light to a point, a line segment, surface and volume and its application to the field of representation of the architectural project. 2. Study the sunshine of a building by its own shadow and scope depending on its location and for a given date. 3. Development of solar mask of a building for a given site. <p>PERSPECTIVE</p> <ol style="list-style-type: none"> 1. Definition of the constitutive elements of conic projection and of their peculiarities. 2. Choice and positioning of the image and of the spectator. 3. Resolution of an image in perspective with or without accessible vanishing points.

	<p>4. Constitution of a method for resolving the problems of representing three dimensions that arise in the course of the architecture project.</p> <p>5. Construction of the perspective of a complex volume and its shadow.</p>
Faculty or entity in charge	LOCI

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Aims
Bachelor in architecture (Bruxelles)	ARCB1BA	3		