

30707 - Architectural graphic expression 3

Syllabus Information

Academic year: 2024/25

Subject: 30707 - Architectural graphic expression 3

Faculty / School: 110 - Escuela de Ingeniería y Arquitectura

Degree: 470 - Bachelor's Degree in Architecture Studies

ECTS: 6.0

Year: 1

Semester: Second semester

Subject type: Basic Education

Module:

1. General information

The subject Architectural graphic expression 3 (EGA3) is part of the basic training in architectural graphic expression for the first year of architecture. It includes content on descriptive geometry, building on the knowledge acquired in EGA1, and focuses on the use of digital tools for representing architectural forms. The course orientation is predominantly practical: both the theoretical sessions and the tutoring during practice hours are aimed at the student acquiring applied drawing skills and competencies in the use of computer tools.

2. Learning results

- Ability to represent spatial concepts and solve practical exercises in three-dimensional projections or computer-aided design.
- Ability to solve exercises involving the representation of three-dimensional geometric figures, calculate intersections, and draw shadows in axonometric, conical, and 3D CAD systems.

3. Syllabus

The syllabus covers the contents established for the subject in the following three sections. The teaching-learning methodologies and the expected acquisition of competencies associated with each content block are also detailed:

1. Conical and Axonometric Representation System (2 weeks)
Teaching-learning methodologies: M1, M2, M3, M10, M11
Relation to competencies to be acquired: CE1OB, CE2OB, CE3OB, CE5OB, CE6OB, CE9OB
2. 2D Computer-Aided Design (4 weeks)
Teaching-learning methodologies: M1, M2, M3, M10, M11
Relation to competencies to be acquired: CE1OB, CE2OB, CE3OB, CE5OB, CE6OB
3. 3D Computer-Aided Design (8 weeks)
Teaching-learning methodologies: M1, M2, M3, M10, M11
Relation to competencies to be acquired: CE1OB, CE2OB, CE3OB, CE5OB, CE6OB, CE9OB

4. Academic activities

The course is organized weekly into 2-hour theory and problem-solving classes, and 2-hour practical classes in smaller groups. In the practical classes, students work on assessable projects on their own team, under the supervision and support of the teacher.

All sessions (both theoretical and practical) will take place at the times and in the rooms assigned by the institution. Throughout the semester, submission deadlines for projects will be set and communicated in class and via Moodle. The dates for the regular and extraordinary final evaluations will be assigned by the university and can be found in the exam calendar for the current academic year.

5. Assessment system

The student will be assessed through the completion of several assignments throughout the semester, corresponding to different content blocks of the subject. Each assignment will carry a weight in the grade ranging from 20% to 40%. Submissions will be made digitally through Moodle.

Evaluation criteria are based on:

- Proper adherence to the assignment instructions
- Appropriate application of concepts and methods covered in theory classes
- Correct resolution of drawings and models, avoiding geometric or conceptual errors
- Level of detail and complexity of the drawings or models created

- Effective graphical presentation, considering aspects such as line value, order and composition, use of color, typography, etc.
- Adequate use of computer tools, including organization and clarity of the digital materials produced.

Both exam periods, in June and July, include the option of a final assessment through a single submission that encompasses all subject contents. The submission deadline will strictly adhere to the examination schedule established by the institution.

6. Sustainable Development Goals

4 - Quality Education

9 - Industry, Innovation and Infrastructure

11 - Sustainable Cities and Communities