

Environmental Design

The design of large-scale aspects of the environment by means of architecture, interior design, way-finding, landscape architecture, etc.

Floor Plan

A scale diagram of the arrangement of rooms in one storey of a building.

Planometric Drawing

The base (or plan) of the object retains its true form (is not altered) with both sides receding at 45 degrees.

Target Audience

The people/person who the design is going to be for. It helps us to understand their age, gender, interests and location.

Media

Refers to the applications used to make the visual communication. These include digital applications such as vector based programs, and non digital applications such as pencils, ink and markers.

Materials

The surfaces or substrates that visual communications are applied to or constructed from. These include paper, screen, metal and plastic.

<p>Industrial Design</p>	<p>The process of design applied to products that are to be manufactured through techniques of mass production.</p>
<p>Elevation Drawing</p>	<p>A view of a building seen from one side, a flat representation of one facade.</p>
<p>Orthogonal Drawing</p>	<p>A system of drawing that shows a three dimensional object as a series of two dimensional drawings.</p>
<p>Constraints</p>	<p>The 'must haves' of the design. This could include a specific colour, materials, font, size etc.</p>
<p>Methods</p>	<p>Refers to the technical processes used to make visual communications. These include drawing, printing, painting and three-dimensional processes.</p>
<p>Dimensions</p>	<p>Placement of numeric information on a drawing to represent measurements.</p>

Architect	A person who designs buildings and in many cases also supervises their construction.
Rendering	The application of tone to show form and texture.
Hidden Lines	Usually represented by a dashed line, these indicate parts of an object that are not seen from the front but are still present in the object.
Presentation Drawings	These present design concepts and final design solutions. They are refined and finished.
SCAMPER	A creative thinking technique that encourages you to take a design idea and push the envelope by modifying, eliminating, reversing etc.
Annotations	A note that offers explanation or comment to a body of text, a drawing or image.

Sectional Drawing

Visualizes what a section of a structure will appear to be after being cut by a vertical plane.

Australian Standards

Provide the technical conventions for all Australian engineers, architects, designers, surveyors and pattern-makers to follow.

Visualisation Drawings

They come from your imagination and support the generation of ideas. They are usually quick and basic.

Observational Drawings

Freehand drawing that requires direct observation of the object or structure to represent form, proportion, materials and textures effectively.

PMI Chart

A critical thinking technique that explores both the positive and negative aspects of a design, as well as any points of interest.

Projection Line

A thin continuous line that is drawn parallel to the measurement shown.

<p>Dimension Line</p>	<p>A thin continuous line that is drawn 10mm from the object line.</p>
<p>Perspective Drawing</p>	<p>Objects are drawn in a naturalistic manner consistent with human vision; the receding lines converge towards the horizon (eye level) rather than remain parallel to each other.</p>
<p>Scale</p>	<p>Used to draw a real object with accurate sizes reduced or enlarged by a certain amount.</p>
<p>Landscape Design</p>	<p>Focuses on the planning of the exterior area of a property as well as the specific garden design and plants within it.</p>
<p>Client</p>	<p>This is who is asking you to design an object/product etc. This section on a brief may provide some background information on them and their interests.</p>
<p>Tone</p>	<p>May be used to describe the three-dimensional nature of form in terms of its shadows and highlights, created by a light source.</p>

<p>Three Dimensional Drawing</p>	<p>Drawings that have, or seem to have, the dimension of depth as well as width and height. These include paraline and perspective.</p>
<p>Form</p>	<p>Considered three-dimensional and can be illustrated or constructed. It can be created by joining two or more shapes and enhanced by tone, texture and colour.</p>
<p>Context</p>	<p>This is where your design will be seen/used by the target audience.</p>
<p>Design Brief</p>	<p>A written explanation that outlines the aims and objectives of what it is you are designing and who you are designing for.</p>
<p>Communication Need</p>	<p>This is exactly what the client requires you to design.</p>
<p>Texture</p>	<p>This communicates a tactile aspect - it can be real or implied. It may be applied in a realistic or an abstract style to stimulate the finish of a material.</p>