
DES-
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DESIGN

IMAGINING, DEVELOPING AND CREATING YOUR IDEAS

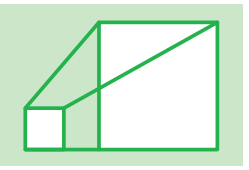
In this section you will explore your design concepts and ideas through drawing and model-making.

DESIGN PRINCIPLES

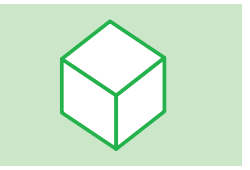
Design terms to consider when you start designing

CONTEXT

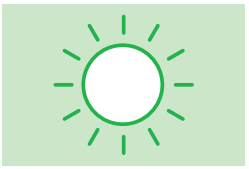
SCALE



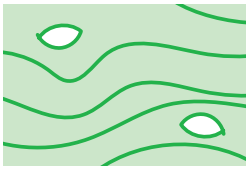
FORM



LIGHT

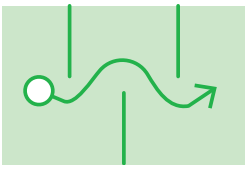


MATERIALITY

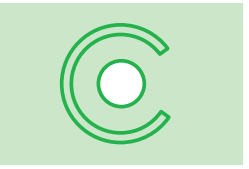


STRUCTURE

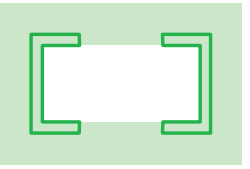
CIRCULATION



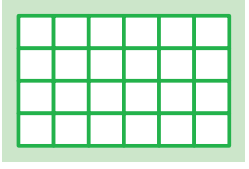
ENCLOSURE



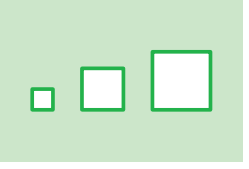
SPACE



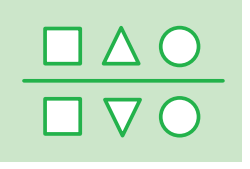
REPETITION



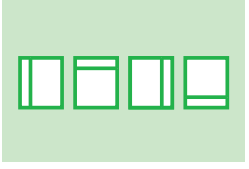
PROPORTION



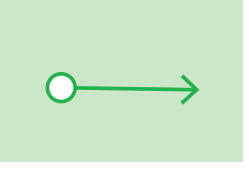
SYMMETRY



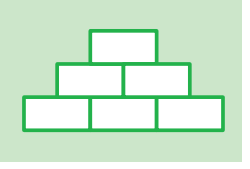
RHYTHM



AXIS



HIERARCHY



CONCEPT DESIGN

Now that you have completed the **RESEARCH** stage, it's time to start designing!

A concept is a main idea or starting point for your design. You might explore many different concepts, later choosing one to move forward with. Your concept will continue to evolve and develop as you progress through the design process. Don't be afraid to let it go and start again, that's all part of designing!

Online Resources – Design

mydesignjournal.ie/students/design-idea

mydesignjournal.ie/students/2d-drawing

Drawing definitions, scale, sketches, collage, perspective, plan, section

mydesignjournal.ie/students/3d-model

Context model, concept model, building model, photographing your model

Activity

GENERATE IDEAS

It's best to work fast and freely with an open mind. Use your imagination and be flexible. Nothing is fixed at this stage! Use drawings and models as communication tools within your group.

What will your design look like?

- What are your initial responses to the site?
- Try out some freehand concept sketches to experiment with form and structure
- Quick concept models can also help you to explore and communicate your ideas
- Ask for feedback on your ideas

Allocate tasks within your group:

- Concept sketches
- Concept models

Materials / Resources

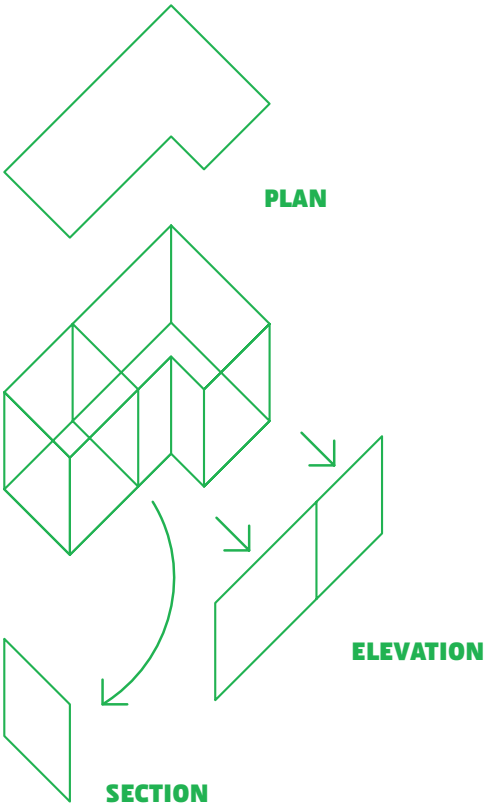
A1 or A2 paper, card, range of drawing and model-making materials

2D DRAWING

Developing your ideas through drawing

The next step is to develop your concept design ideas through drawing.
Refer to your **RESEARCH** to help you focus on the site and the user requirements in more detail. As you design, you will be guided by both your **DESIGN BRIEF** and by your own creative responses to it.

Why draw?
Architects use different types of drawings to work out their designs, from freehand sketches to orthographic drawings and CAD (Computer Aided Design) drawings. Drawings are a very useful part of the design process as you can start to see the design taking shape.



Activity
DRAW YOUR DESIGN

Orthographic drawings
An orthographic drawing is a 2-dimensional representation of a 3-dimensional object or structure. Plans, Sections and Elevations are different types of orthographic drawings, drawn to scale. Clear examples of these drawings are available on the website.

Scale
Architects work with scaled drawings. A drawing that is scaled 1:100 means that 1 metre on paper = 100 metres in real space. Refer to the website for more information.

Allocate tasks within your group
- Site plan (1:1000, 1:500)
- Floor plans (1:100, 1:50)
- Sections (1:100, 1:50)
- Elevations (1:100, 1:50)
- Perspective sketch (not to scale)

Materials / Resources
Tracing paper, cartridge paper, pencils, erasers, charcoal, pastels, scale ruler, set square, OS maps of the site.

3D MODEL

Developing your ideas through model-making

Why make models?
Modelling your idea will help you to think about the spaces, structure and form of your design. Architects often design through models as it helps them to think in 3D and to consider plan, section, elevations and perspective all at once!

'Architecture is an untapped source of magnificent stories waiting to be imagined, visualised, and built.'

Matthew Hofmann, Architect

Activity
MODELLING YOUR DESIGN

Getting started
There are many ways to approach model-making. Be prepared to experiment. Try out different materials and techniques to see what works best for your design idea. There are lots of inspiring examples and useful tips about materials and safety on the website. Photograph your models as you go along.

Allocate tasks within your group
Context model – showing your idea within the site and surroundings (1:1000 or 1:500)

Building model – a model of the design (1:200, 1:100, 1:50)

Materials / Resources
Cutting mat, steel ruler, foam-core board, mounting board, A1 and A2 card, balsa wood, lollipop sticks, barbeque skewers, glue, scalpel, scissors, staplers.

Computers: Minecraft and SketchUp can be used to design virtual 3D spaces.