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KEY=SKILLS - NOVAK DECKER

ARCHITECTURAL MODELMAKING

Laurence King Publishing This book focuses on the inspiring possibilities for creating three-dimensional, physical models of the built environment with all the different media and techniques that are now available. Through description of the use of different models in different contexts, the book provides a practical and effective guide to how and why models are used, in addition to what they are used for, and how they relate to architecture education.

ARCHITECTURAL MODELMAKING

Laurence King Publishing The physical model is an important communication tool for architects. Although the proliferation of CAD programs has enabled the creation of increasingly complex computer models and virtual environments, there is also a growing need to address the three-dimensional qualities of architecture that may be lost when using such media. This book focuses on the inspiring possibilities for modeling the built environment with all the different media and techniques available. In describing the use of different models in different contexts, the book provides a practical guide to how and why models are used and what they are used for. This second edition includes more detailed step-by-step exercises, expanded discussion of materials and techniques, and updated coverage of digital techniques.

DRAWING FOR URBAN DESIGN

Hachette UK Architects and urban planners need to describe cities in the course of their work, be it through maps, diagrams, sketches, computer renderings or models. *Drawing for Urban Design* explores a wide range of ways to represent the city, from freehand sketching to sophisticated computer models. The book provides a practical introduction to these techniques for students while explaining the processes associated with describing and designing urban environments – it is an invaluable visual handbook for representing the contemporary city.

CAD FUNDAMENTALS FOR ARCHITECTURE

Hachette UK Computer-aided design (CAD) is the dominant design and drawing tool used in architecture, and all students need to acquire basic skills in using it. This book explains the key CAD skills required to create plans, 3D models and perspectives. Detailed text and hundreds of screenshots and visuals are used to demonstrate the various techniques and processes. 2D skills are shown using AutoCAD, SketchUp and Vectorworks, while 3D modelling and presentation techniques also include 3ds Max, Maya, Form-Z and Photoshop. The reader will learn how to simplify the software interface and tools in order to focus on the most common and useful tasks. This is an invaluable guide for all students of architecture.

MATERIALS AND INTERIOR DESIGN

Hachette UK The choice of materials is critical to the success of an interior. This book examines every aspect of the the use of materials in interior design, from initial concept and selection to visual representation and practical application. Following a brief introduction, the first five sections offer historical context and detailed guidance on selection, application, representation, communication, and sources, while the sixth and final section features case studies by international interior designers. The book includes useful step-by-step sequences, information on properties and sustainability, and a list of resources, online archives and sample libraries. It is an invaluable practical and inspirational guide for interior design students.

THE ARCHITECT'S PORTFOLIO

PLANNING, DESIGN, PRODUCTION

Routledge The creation of a successful portfolio is a vital skill needed by architectural students and professionals alike. In a highly competitive global market the accomplished representation of the architect's work must be able to turn opportunities into triumphs. This book offers a fresh step-by-step approach to achieving a reflective, attractive and successful representation of one's work. Structured in four stages it takes the reader through each step needed in the creation of a successful portfolio, from understanding yourself and your market, to planning, designing and producing it. Illustrated throughout in full color, the book includes case study portfolios from the USA, UK, Europe and Asia which demonstrate the steps in the process for both practitioners and students, from sketch trials to full-colour stage lay-outs. These contributions come from architects all over the world, providing terrific insight into current practices and inspiration and ideas. This is essential reading for anyone putting together an architectural portfolio.

AN ARCHITECTURAL MODEL

Lulu.com A description of the making of a simple architectural model. By describing the construction of a simple commercial architectural model, this book shows some of the tools, materials and techniques employed by professional modelmakers. There are many different ways to make most parts of a model like this. This book gives a basic introduction that can be built upon with practice and the study of other models.

DRAWING FOR INTERIOR DESIGN SECOND EDITION

Hachette UK This book covers all stages of visual presentation as part of the interior design process, from the most basic initial sketches to fully developed computer-generated visualizations. Following a brief introduction four chapters take the reader through the design process, from the basics to conception, presentation and production. This second edition includes more practical advice on techniques, more case studies, step-by-step sequences and updated examples. With a varied and comprehensive range of images, this book is an invaluable, inspirational and practical resource for interior design students.

LIGHTING FOR INTERIOR DESIGN

Hachette UK Without light, interior architecture cannot be fully designed and experienced. It is one of the key tools for an interior designer, but can be a dauntingly technical subject for students. Part One, Theory, looks at the physics and technology behind lighting. Part Two, Process and Practice, looks more specifically at the use of lighting in interior design and outlines the key design issues and principles. The book goes on to show the ways of representing lighting schemes using CAD and 3D models and how to implement and test these designs. Finally, the book explains how to deal with contractors, clients and other professionals. This book takes a detailed, practical look at lighting in interior design, giving students all the key information and skills they need to be able to tackle lighting successfully in their designs.

ARCHITECTURAL TECHNOLOGY

John Wiley & Sons Since the publication of the first edition of *Architectural Technology*, in 2002, there have been significant developments in the number of courses, the profile of the discipline as well as significant changes in the Construction sector. The Second edition of *Architectural Technology* addresses these challenges directly. Much greater emphasis is given to the three core themes of the book - Environmental Sustainability; Innovation; and Design. An increase in the visual material included reinforces the critical role of Design, aiding students to better translate conceptual designs into built artefacts. Building upon solid teaching practice from the previous edition, *Architectural Technology* is now more concisely structured to take the reader through the whole life cycle of a building, emphasising sustainability and building performance. Material on digital information, building information modelling (BIM) and information communication technologies has been updated. Most chapters have been re-titled to emphasise the importance of design and make the book more accessible to a wider range of students. Chapters conclude with updated/more extensive links to further reading. *Architectural Technology, 2nd Edition: Bridges the knowledge gap between design and construction Tackles the core subjects of management, technologies and design from a sustainable building angle Addresses the buildability and performance of a design from a whole life perspective Thoroughly revised and updated this undergraduate level textbook is essential for Architectural Technology courses. Students studying Architectural Engineering, Architecture, Building Surveying; and more general Construction courses, will find the material invaluable.*

MODEL-MAKING

MATERIALS AND METHODS

Crowood Model-making: Materials and Methods focuses primarily on the wide variety of materials that can be employed to make models; those which have been favoured for a while and those which are relatively new. The book looks at how these materials behave and how to get the best out of them, then illustrates a range of relatively simple methods of building, shaping, modelling, surfacing and painting with them. Useful features of the book include: the different uses of models in various disciplines; the sequence of making; planning and construction, creating surfaces, painting and finishing; methods of casting, modelling and working with metals; step-by-step accounts of the making of specially selected examples; simple techniques without the need for expensive tools or workshop facilities; a 'Directory' of a full range of materials, together with an extensive list of suppliers. This book is intended for students of theatre production, art & architecture, animation and theatre/television set designers where accurate scale models are necessary, and is also of interest to anyone involved with the process of making forms in 3D and the challenge of making small-scale forms in general. Superbly illustrated with 185 colour photographs.

DIGITAL ARCHITECTURE AND CONSTRUCTION

WIT Press Digital Architecture is a particularly dynamic field that is developing through the work of architecture schools, architects, software developers, researchers, technology, users, and society alike. Featuring papers from the First International Conference on Digital Architecture, this book will be of interest to professional and academic architects involved in the creation of new architectural forms, as well as those colleagues working in the development of new computer codes of engineers, including those working in structural, environmental, aerodynamic fields and others actively supporting advances in digital architecture. Expert contributions encompass topic areas such as: Database Management Systems for Design and Construction; Design Methods, Processes and Creativity; Digital Design, Representation and Visualization; Form and Fabric; Computer Integrated Construction and Manufacturing; Human-Machine Interaction; Connecting the Physical and the Virtual Worlds; Knowledge Based Design and Generative Systems; Linking Training, Research and Practice; Web Design Analysis; the Digital Studio; Urban Simulation; Virtual Architecture and Virtual Reality; Collaborative Design; Social Aspects.

ARCHITECTURAL DETAILING

FUNCTION, CONSTRUCTIBILITY, AESTHETICS

John Wiley & Sons The industry-standard guide to designing well-performing buildings Architectural Detailing systematically describes the principles by which good architectural details are designed. Principles are explained in brief, and backed by extensive illustrations that show you how to design details that will not leak water or air, will control the flow of heat and water vapor, will adjust to all kinds of movement, and will be easy to construct. This new third edition has been updated to conform to International Building Code 2012, and incorporates current knowledge about new material and construction technology. Sustainable design issues are integrated where relevant, and the discussion includes reviews of recent built works that extract underlying principles that can be the basis for new patterns or the alteration and addition to existing patterns. Regulatory topics are primarily focused on the US, but touch on other jurisdictions and geographic settings to give you a well-rounded perspective of the art and science of architectural detailing. In guiding a design from idea to reality, architects design a set of details that show how a structure will be put together. Good details are correct, complete, and provide accurate information to a wide variety of users. By demonstrating the use of detail patterns, this book teaches you how to design a building that will perform as well as you intend. Integrate appropriate detailing into your designs Learn the latest in materials, assemblies, and construction methods Incorporate sustainable design principles and current building codes Design buildings that perform well, age gracefully, and look great Architects understand that aesthetics are only a small fraction of good design, and that stability and functionality require a deep understanding of how things come together. Architectural Detailing helps you bring it all together with a well fleshed-out design that communicates accurately at all levels of the construction process.

RESPONSIVE LANDSCAPES

STRATEGIES FOR RESPONSIVE TECHNOLOGIES IN LANDSCAPE ARCHITECTURE

Routledge The sensing, processing, and visualizing that are currently in development within the environment boldly change the ways design and maintenance of landscapes are perceived and conceptualised. This is the first book to rationalize interactive architecture and responsive technologies through the lens of contemporary landscape architectural theory. Responsive Landscapes frames a comprehensive view of design projects using responsive technologies and their relationship to landscape and environmental space. Divided into six insightful sections, the book frames the projects through the terms: elucidate, compress, displace, connect, ambient, and modify to present and construct a pragmatic framework in which to approach the integration of responsive technologies into landscape architecture. Complete with international case studies, the book explores the various approaches taken to utilise responsive technologies in current professional practice. This will serve as a reference for professionals, and academics looking to push the boundaries of landscape projects and seek inspiration for their design proposals.

OCCUPATIONAL OUTLOOK HANDBOOK

BUILDING A MASTERPIECE

THE SYDNEY OPERA HOUSE

Building a masterpiece explores some of the untold chapters in the long history of the Opera House's gestation, development and completion -- of individuals whose careers were made or broken by the Opera House, the companies whose reputations were secured through their association with the building, and the pioneering construction methods, innovative technologies and methodologies developed to meet the demands of its unprecedented design and challenging construction. The workers who built the building, the politicians, architects and members of the public who championed it and its often beleaguered architect are discussed as is its current world status as a symbol of Australia. To coincide with the 40th anniversary of the opening of the Sydney Opera House, this new edition of *Building a Masterpiece* will include a new chapter on another little known and much misunderstood story: the architect who took over from Utzon and completed the project.

BASICS ARCHITECTURE 01: REPRESENTATIONAL TECHNIQUES

AVA Publishing Basics Architecture 01: Representational Techniques by Lorraine Farrelly explores the concepts and techniques used to represent architecture. It describes a broad array of methodologies for developing architectural ideas and offers a range of practical drawing methods. Using examples from leading international architects and designers along with more experimental student work, a broad range of interpretations, possibilities and applications are demonstrated.

EASYUNI ULTIMATE UNIVERSITY GUIDE 2013

ISSUE 2

easyuni Sdn Bhd With this Guide, we've stayed committed to our vision of improving the way students and parents choose universities and courses. We have been doing this right from the beginning through our website, www.easyuni.com. With a magazine like this, we have broadened the horizons of our exposure to more readers, be they students or parents, who still find accessing online information somewhat challenging. For us, higher education should be accessible to all. Through this Guide, we are able to disseminate information on the choices available to all our readers on everything they need to know in selecting a university of their choice to further enhance their education. Similar to our online portal, *easyuni Ultimate University Guide 2013 Issue 2* has a lot to share. Flip through the pages, and you will be engrossed by the amount of details that we have gathered for you in just one issue; tips, advice, interview with star students, and more. What's more, we plan to publish this Guide on a quarterly basis, and can't wait to give you more.

BASICS ARCHITECTURE 03: ARCHITECTURAL DESIGN

Bloomsbury Publishing Basics Architecture 03: Architectural Design explains the process of designing architectural projects. It describes the design studio and the activities that take place there. The architectural design process is as diverse as the people who practise it; all architects follow their own individual design process. In this dynamic new text the realities of the design process and the relationship between education and practice are explored in detail. The book introduces a variety of processes through examples and case studies. This allows readers to identify with certain methods with which they could respond to in their own work, and enables them to develop their own unique approach.

SUSTAINABILITY IN INTERIOR DESIGN

Laurence King Publishing The environmental impact of interior architecture and design practice is immense, and this book highlights the need for designers to adapt the way they work and relearn the lessons lost. A comprehensive reference book for anyone wanting to work in interior design, this book introduces ideas of sustainability while encouraging and inspiring readers with positive, creative, and practical alternatives.

FOSTER + PARTNERS PORTFOLIO

1967-2017

Antique Collector's Club Foster + Partners Portfolio: 1967-2017' is a complete and extraordinary account of the first fifty years of Foster + Partners - a globally renowned studio for sustainable architecture, urbanism and design. Over the past half-century, the practice - founded as Foster Associates in 1967 - has grown into a multi-disciplinary studio, motivated by sustainable design and leading through creativity and innovation. This book provides a beautiful visual record that celebrates the practice's remarkable breadth of works - both built and unbuilt. For the first time ever, Portfolio features photography of every project completed in the practice's first five decades, as well as beautiful drawings of its most important unrealised designs. Through over 480 carefully edited images - many previously unpublished - the book highlights the enormous contribution the practice has made to a range of design disciplines.

ARCHITECTURE

THE STORY OF PRACTICE

MIT Press Dana Cuff delves into the architect's everyday world in "Architecture" to uncover an intricate social art of design, resulting in a new portrait of the profession that sheds light on what it means to become an architect.

ON CRAFTSMANSHIP

TOWARDS A NEW BAUHAUS

Bloomsbury Publishing 'Craftsmanship has again become fashionable in high places, just as it did in the last few recessions.' The concept of craftsmanship has never been as relevant and timely as it is today. Assailed on all sides by - among many other tendencies - flexible working, short-termism, portfolio careers, quick-fix training and the cult of celebrity, it has recently re-entered public debate with a new sense of urgency. Why? A bestseller in hardback, this series of linked essays by the man who ran the Royal College of Art for many years is now available in paperback, and explores the crafts in

education, in history and literature, in the contemporary arts landscape, in the language, in the digital age, taking an unsentimental, hard-headed look at craftsmanship today. Only when the romantic cobwebs have been blown away, it argues, can the key importance of the crafts be fully understood.

ARCHITECTURAL DRAWING

A VISUAL COMPENDIUM OF TYPES AND METHODS

John Wiley & Sons The classic architectural drawing compendium— now in a richly updated edition Today's most comprehensive compendium of architectural drawing types and methods, both hand drawn and computer generated, *Architectural Drawing: A Visual Compendium of Types and Methods* remains a one-of-a-kind visual reference and an outstanding source of guidance and inspiration for students and professionals at every level. This Fourth Edition has been thoroughly updated to reflect the growing influence of digital drawing. Features include: More than 1,500 drawings and photographs that demonstrate the various principles, methods, and types of architectural drawing Examples by an impressive array of notable architects and firms, including Tadao Ando, Asymptote, Santiago Calatrava, Coop Himmelb(l)au, Norman Foster, Frank Gehry, Zaha Hadid, Steven Holl, Arata Isozaki, Toyo Ito, Gudmundur Jonsson, Kohn Pedersen Fox, Ricardo Legorreta, Morphosis, Patkau Architects, Pei Partnership Architects LLP, Renzo Piano, Antoine Predock, SANAA, David Serero, Studio Daniel Libeskind, Studio Gang, Bing Thom, Tod Williams and Billie Tsien, and UN Studio A brand new chapter, "Introduction to the Digital-Manual Interface" which covers how digital and traditional drawing techniques can be used in conjunction with each other A new chapter on guidelines for portfolio building Content organized in a streamlined, easy-to-use fashion Supplementary online instructor resources, including PowerPoint slides tied to the book "This volume reveals how architects approach drawing as a process wherein ideas are given form. As a tool for teaching, these examples become important in students' understanding of the formal and technical aspects of design thought. In an age of digital technologies, this work emphasizes the intimate relationship that exists between the drawing and its maker, the process between paper, hand, and mind." —LaRaine Papa Montgomery, Professor of Architecture/Graphics Coordinator, Savannah College of Art and Design "This book contains a wealth of information on architectural graphic communication. My students have found this to be an invaluable resource for graphic presentation techniques ranging from traditional hand drawing to advanced computer graphics. It features an amazingly wide range of examples including both student work and professional work by renowned architects. With the addition of a new chapter on portfolio design, this new edition illustrates the full gamut of graphic communication skills from the conceptual sketch through the documentation of the final portfolio." —Mark A. Pearson, AIA, LEED AP, Associate Professor of Architecture, College of DuPage "This book should be in the library of all architecture and design students as well as practicing professionals. The richness and variety of hand-drawn and digital illustrations by students and architects offers deep insight into the many drawing types and methods used today. The section on portfolios is a helpful and timely addition." —Professor Michael Hagge, Chair, Department of Architecture, The University of Memphis

FELDER'S COMPREHENSIVE, 2005 EDITION

THE ANNUAL DESK REFERENCE AND PRODUCT THESAURUS FOR ARCHITECTS, CONTRACTORS, ENGINEERS, AND INTERIOR DESIGNERS

Princeton Architectural Press Every industry has its standard professional directory -- advertising has its Black Book, manufacturing its Thomas's Register -- except, that is, for architecture...and design...and construction. While there are dozens of smaller directories, each addressing a specific market niche, none speak to all three industries in a comprehensive way. And larger product directories, like Sweets, are advertising driven and therefore incomplete. Felder's Comprehensive is the first pan-industry guide of its kind, and it is many times more comprehensive than the nearest competitor. It is an annual desk reference, directory, and product source guide with more reference information than any other title currently available. It contains thousands of listings of time-sensitive and timeless reference information for anyone involved in the business or practice of architecture, design, design/build, construction, interior design, facility management, and real-estate development. For example, readers can find listings for more than 12,000 manufacturers of furnishings, fixtures, equipment, and materials listed alphabetically, and, most importantly, by product category. Felder's also lists design competitions, domestic and international trade shows, trade publications and other media, trade associations, professional organizations, and more. Most sections are indexed and cross-referenced for easy referral and identification. Felder's is the first truly comprehensive reference guide of its kind for the A/E/C marketplace and is certain to become the industry standard.

12 MORE ESSENTIAL SKILLS FOR SOFTWARE ARCHITECTS

Addison-Wesley Professional Master The Crucial Technical Skills Every Software Architect Needs! To succeed as a software architect, you must master both technical skills and soft skills. Dave Hendricksen illuminated the soft skills in his highly-regarded *12 Essential Skills for Software Architects*. Now, in *12 More Essential Skills for Software Architects* he turns to the technical side. Drawing on his decades of experience, Hendricksen organizes technical skills into three areas. PROJECT SKILLS: driving projects from ideation through delivery TECHNOLOGY SKILLS: building, buying, and/or leveraging the right technologies VISIONARY SKILLS: realizing an architectural vision that improves long-term competitiveness He helps you develop and sharpen these key technical skills: from conceptualizing solutions to developing platforms and governance, and from selecting technology innovations to infusing architectures with an entrepreneurial spirit. This guide reveals the technical skills you need and provides a coherent framework and practical methodology for mastering them. Taken together, Hendricksen's two books offer the most complete, practical pathway to excellence in software architecture. They'll guide you through every step of your architecture career—from getting the right position to thriving once you have it. Essential Architect Skills Visionary Skills Entrepreneurial Execution Technology Innovation Strategic Roadmapping Technology Skills Governance Platform Development Know-how Architectural Perspective Project Skills Estimation Partnership Discovery Management Conceptualization Dave Hendricksen is a big data architect for Thomson Reuters, where he works closely with the firm's new product development teams to create innovative legal products for large-scale online platforms such as Westlaw.com. Hendricksen presented "Designing and Building Large-Scale Systems in an Agile World" at Carnegie Mellon University's influential Software Engineering Institute.

GRAPHIC DESIGN FOR ARCHITECTS

A MANUAL FOR VISUAL COMMUNICATION

Routledge Graphic Design for Architects is a handbook of techniques, explanations and examples of graphic design most relevant to architects. The book covers a variety of scales of graphic design, everything from portfolio design and competition boards, to signage and building super-graphics - to address every phase of architectural production. This book combines and expands on information typically found in graphic design, information design, and architectural graphics books. As architectural communication increases to include more territory and components of a project, it is important for designers to be knowledgeable about the various ways in which to communicate visually. For instance, signage should be designed as part of the process - not something added at the end of a project; and the portfolio is a manifestation of how the designer works, not just an application to sell a design sensibility. In thinking about architecture as a systematic and visual project, the graphic design techniques outlined in this book will help architects process, organize and structure their work through the lens of visual communication. Each chapter is titled and organized by common architectural modes of communication and production. The chapters speak to architects by directly addressing projects and topics relevant to their work, while the information inside each chapter presents graphic design methods to achieve the architects' work. In this way, readers don't have to search through graphic design books to figure out what's relevant to them - this book provides a complete reference of graphic techniques and methods most useful to architects in getting their work done.

ARCHITECTURE

Laurence King Publishing This book offers a thorough introduction to the entire field of architecture, outlining the steps that are normally taken in becoming a qualified architect, from initial education right through to professional practice, as well as how to apply this architectural training in other fields. Complete with feature spreads on individual projects, *Architecture: An Introduction's* broad, up-to-date approach unites history, theory and practice. Subjects covered include how to develop a brief with a client; taking an idea from brief to project; types of visual presentation including drawings, models and computer renderings; project planning and management; the diverse roles within a company; and the future of architectural practice. This book is a must for anyone considering taking an architecture course or just beginning one.

THOMAS JEFFERSON, ARCHITECT

THE INTERACTIVE PORTFOLIO

Running Press/Book Pub Presents facsimiles of the third president's architectural drawings, including his home, the Virginia State Capitol, and the University of Virginia.

BECOMING AN ARCHITECT

A GUIDE TO CAREERS IN DESIGN

John Wiley & Sons

HOW TO BECOME AN IT ARCHITECT

Artech House Defining the various types of IT architecture in the industry, this one-of-a-kind resource highlights the rewards of becoming an architect and explores the details of the deliverables, project structure, and how to approach their creation. --

BASICS MODELBUILDING

Birkhäuser Models make it possible to visualize an idea in three dimensions. Designing with models and presenting ideas is an important step in the development of a consciousness of design. Themes: Levels of abstraction and degrees of detail Model typologies Typical working tools and techniques Materiality of models Presentation possibilities

KAIRA LOORO ARCHITECTURE COMPETITION

SACRED ARCHITECTURE

Kaira Looro Competition "Kaira Looro Competition - Sacred Architecture" is an international architectural competition which has as project theme the architectural celebration of the cult in a remote place on earth, where the shortage of materials and high-performing technology pushes the architecture to the branch of sustainability and integration with landscape and culture. Kaira Looro, that in Mandingo language means "Architecture for Peace", is not just architecture, but it also represents the link to a culture, a spirituality and research of interiority. Introspection, spirituality and divinity are the elements

around which the sacred architecture revolves. The light and the lightness of the materials join sacred and profane, creating an architecture that, through spaces and forms, try to invite humans to an introspective research. This book collects and describes the 1st, 2nd and 3rd prizes and also 5 mentions and 10 finalists of the competition, nominated by the jury. The competition is organized by the Nonprofit Organization "Balouo Salo" with the collaboration of the University of Tokyo, Kengo Kuma & Associates, CNAPPC, Embassy and Consulate of Senegal, Sedhiou Government, the City of Tanaf and others. The sponsor Four Points by Sheraton Catania provided cash prizes for the winning projects. The winning project and the finalists are named by an internationally renowned jury made up of: Kengo Kuma, Ko Nakamura (University of Tokyo), A. Ghirardelli (SBGA), A. Muzzonigro (Stefano Boeri Architects), R. Bouman (Mohn + Bouman Architects) C. Chiarelli (Arcò), A. Ferrara (Juri Troy Architects), Pilar Diez Rodriguez, R. Kasik (X Architekten), S. D'Urso (University of Catania), I. Gomis (Tanaf Mayor), I. Lutri (InArch), W. Baricchi (CNAPPC). The goal of the contest is to create a symbolic sacred architecture for the whole nation which can improve the precarious conditions of the project area. All proceeds, derived from membership contributions of the participants, are donated to the humanitarian project "A Bridge for Life" in Senegal, to save 80,000 people now at risk of survival. The book also collects 11 projects developed during the Kaira Looor workshop. These projects are focused on the traditional economies of the Casamance region and specifically the Valley of Tanaf. Each proposal, seen in the general master plan, will have to consider the guidelines based on local socio-cultural peculiarities. All of the proceeds of this book will be donated to the non-profit Balouo Salo.

A MODERN ENTERPRISE ARCHITECTURE APPROACH

Steps Publishing Australia The revised version of this book to provide essential guidance, compelling ideas, and unique ways to Enterprise Architects so that they can successfully perform complex enterprise modernisation initiatives transforming from chaos to coherence. This is not an ordinary theory book describing Enterprise Architecture in detail. There are myriad of books on the market and in libraries discussing details of enterprise architecture. My aim here is to highlight success factors and reflect lessons learnt from the field within enterprise modernisation and transformation context. As a practising Senior Enterprise Architect, myself, I read hundreds of those books and articles to learn different views. They have been valuable to me to establish my foundations in the earlier phase of my profession. However, what is missing now is a concise guidance book showing Enterprise Architects the novel approaches, insights from the real-life experience and experimentations, and pointing out the differentiating technologies for enterprise modernisation. If only there were such a guide when I started engaging in modernisation and transformation programs. The biggest lesson learned is the business outcome of the enterprise modernisation. What genuinely matters for business is the return on investment of the enterprise architecture and its monetising capabilities. The rest is the theory because nowadays sponsoring executives, due to economic climate, have no interest, attention, or tolerance for non-profitable ventures. I am sorry for disappointing some idealistic Enterprise Architects, but with due respect, it is the reality, and we cannot change it. This book deals with reality rather than theoretical perfection. Anyone against this view on this climate must be coming from another planet. In this concise, uncluttered and easy-to-read book, I attempt to show the significant pain points and valuable considerations for enterprise modernisation using a structured approach and a simple narration especially considering my audience from non-English speaking backgrounds. The architectural rigour is still essential. We cannot compromise the rigour aiming to the quality of products and services as a target outcome. However, there must be a delicate balance among architectural rigour, business value, and speed to the market. I applied this pragmatic approach to multiple substantial transformation initiatives and complex modernisations programs. The key point is using an incrementally progressing iterative approach to every aspect of modernisation initiatives, including people, processes, tools, and technologies as a whole. Starting with a high-level view of enterprise architecture to set the context, I provided a dozen of distinct chapters to point out and elaborate on the factors which can make a real difference in dealing with complexity and producing excellent modernisation initiatives. As eminent leaders, Enterprise Architects are the critical talents who can undertake this massive mission using their people and technology skills, in addition to many critical attributes such as calm and composed approach. Let's keep in mind that as Enterprise Architects, we are architects, not firefighters! I have full confidence that this book can provide valuable insights and some 'aha' moments for talented architects like yourself to tackle this enormous mission of turning chaos to coherence.

DESIGNING A DIGITAL PORTFOLIO

New Riders Provides a step-by-step guide on how to create a digital portfolio, explaining how to convert a traditional print format into a digital format of CDs, DVDs, and Web sites.

INTERIOR DESIGN VISUAL PRESENTATION

A GUIDE TO GRAPHICS, MODELS, AND PRESENTATION TECHNIQUES

John Wiley & Sons The new, updated edition of the successful book on interior design Interior Design Visual Presentation, Second Edition is fully revised to include the latest material on CAD, digital portfolios, resume preparation, and Web page design. It remains the only comprehensive guide to address the visual design and presentation needs of the interior designer, with coverage of design graphics, models, and presentation techniques in one complete volume. Approaches to the planning, layout, and design of interior spaces are presented through highly visual, step-by-step instructions, supplemented with more than forty pages of full-color illustrations, exercises at the end of each chapter, and dozens of new projects. With the serious designer in mind, it includes a diverse range of sample work, from student designers as well as well-known design firms such as Ellerbee and Beckett Architects and MS Architects.

THE OPEN GROUP ARCHITECTURE FRAMEWORK TOGAF VERSION 9

Van Haren The Open Group Architecture Framework (TOGAF) is a framework a detailed method and a set of supporting tools for developing an enterprise architecture, developed by members of The Open Group Architecture Forum (www.opengroup.org/architecture). As a comprehensive, open method for enterprise architecture, TOGAF Version 9 complements, and can be used in conjunction with, other frameworks that are more focused on specific aspects of architecture or for vertical sectors such as Government, Defense, and Finance. TOGAF may be used freely by any organization wishing to develop an enterprise architecture for use within that organization (subject to the Conditions of Use). This book is divided into seven main parts: PART I (Introduction) This part provides a high-level introduction to the key concepts of enterprise architecture and in particular the TOGAF approach. It contains the definitions of terms used throughout TOGAF and release notes detailing the changes between this version and the previous version of TOGAF. PART II (Architecture Development Method) This is the core of TOGAF. It describes the TOGAF Architecture Development Method (ADM) a step-by-step approach to developing an enterprise architecture. PART III (ADM Guidelines & Techniques) This part contains a collection of guidelines and techniques available for use in applying TOGAF and the TOGAF ADM. PART IV (Architecture Content Framework) This part describes the TOGAF content framework, including a structured metamodel for architectural artifacts, the use of re-usable architecture building blocks, and an overview of typical architecture deliverables. PART V (Enterprise Continuum & Tools) This part discusses appropriate taxonomies and tools to categorize and store the outputs of architecture activity within an enterprise. PART VI (TOGAF Reference Models) This part provides a selection of architectural reference models, which includes the TOGAF Foundation Architecture, and the Integrated Information Infrastructure Reference Model (III-RM). PART VII (Architecture Capability Framework) This part discusses the organization, processes, skills, roles, and responsibilities required to establish and operate an architecture function within an enterprise.

DRAWING FOR PRODUCT DESIGNERS

Laurence King Publishing With its tutorial-based approach, this is a practical guide to both hand- and computer-drawn design. Readers will learn to think three-dimensionally and build complex design ideas that are structurally sound and visually clear. The book also illustrates how these basic skills underpin the use of computer-aided design and graphic software. While these applications assist the designer in creating physical products, architectural spaces and virtual interfaces, a basic knowledge of sketching and drawing allows the designer to fully exploit the software. Foundational chapters show how these technical skills fit into a deeper and more intuitive feeling for visualisation and representation, while featured case studies of leading designers, artists and architects illustrate the full range of different drawing options available. Hundreds of hand-drawn sketches and computer models have been specially created to demonstrate critical geometry and show how to build on basic forms and exploit principles of perspective to develop sketches into finished illustrations. There's also advice on establishing context, shading and realizing more complex forms.

PRO VISUAL STUDIO TEAM SYSTEM APPLICATION LIFECYCLE MANAGEMENT

Apress You can have the best coders in the world working in your teams, but if your project management isn't up to scratch, your project is almost certain to be delayed, to come in over budget, and in some cases to fail entirely. By taking precise control of your application development process, you can make changes, both large and small, throughout your project's life cycle that will lead to better-quality finished products that are consistently delivered on time and within budget. Application lifecycle management (ALM) is an area of rapidly growing interest within the development community. Because its techniques allow you to deal with the process of developing applications across many areas of responsibility and across many different disciplines, its effects on your project can be wide ranging and pronounced. It is a project management tool that has practical implications for the whole team—from architects to designers, from developers to testers. This book focuses on the most powerful ALM tool available for the Microsoft .NET Framework: Visual Studio Team System (VSTS). It demonstrates the key concepts and techniques of ALM and illustrates how they can be achieved using the tools VSTS provides in a clear succinct style. After reading the book, you will understand how VSTS can be used to generate continuous meaningful reporting on your project's health for the decision makers on your team as well as for your project's sponsors.

TOGAF® VERSION 9.1

Van Haren For trainers free additional material of this book is available. This can be found under the "Training Material" tab. Log in with your trainer account to access the material. TOGAF is a framework - a detailed method and a set of supporting tools - for developing an enterprise architecture, developed by members of The Open Group Architecture Forum. TOGAF Version 9.1 is a maintenance update to TOGAF 9, addressing comments raised since the introduction of TOGAF 9 in 2009. It retains the major features and structure of TOGAF 9, thereby preserving existing investment in TOGAF, and adds further detail and clarification to what is already proven. It may be used freely by any organization wishing to develop an enterprise architecture for use within that organization (subject to the Conditions of Use). This Book is divided into seven parts: Part I - Introduction This part provides a high-level introduction to the key concepts of enterprise architecture and in particular the TOGAF approach. It contains the definitions of terms used throughout TOGAF and release notes detailing the changes between this version and the previous version of TOGAF. Part II - Architecture Development Method This is the core of TOGAF. It describes the TOGAF Architecture Development Method (ADM) a step-by-step approach to developing an enterprise architecture. Part III - ADM Guidelines & Techniques This part contains a collection of guidelines and techniques available for use in applying TOGAF and the TOGAF ADM. Part IV - Architecture Content Framework This part describes the TOGAF content framework, including a structured metamodel for architectural artifacts, the use of re-usable architecture building blocks, and an overview of typical architecture deliverables. Part V - Enterprise Continuum & Tools This part discusses appropriate taxonomies and tools to categorize and store the outputs of architecture activity within an enterprise. Part VI - TOGAF Reference Models This part provides a selection of architectural reference models, which includes the TOGAF Foundation Architecture, and the Integrated Information Infrastructure Reference Model (III-RM). Part VII Architecture Capability Framework This section looks at roles, Governance, compliance skills and much more practical guidance