

This studio drawing course focuses on concepts and mechanisms of **projection**—the representation of a three-dimensional volume onto a two-dimensional surface. We will study analogue techniques and apply them at the scale of both objects and buildings, distinguishing between **parallel** and **central** projection, or **orthographic** drawings and **perspectival** constructions. We will first explore their conventional uses in architectural design—between the need to represent a world to construct versus one to perceive. We will end the module by experimenting with non-conventional applications, such as multiple point-of-views and **anamorphoses**. Although intended primarily for students considering a design-related career, the course is open to students from any discipline wishing to improve their visual literacy and intensify their perception of their surroundings.



Abraham Bosse
"Les Perspectiveurs"
(1648)

PROJECTION