

## Visual Thinking For Architects And Designers Visualizing Context In Design Architecture

This book deals with the critical nature and crucial role of architectural drawings. Organized around eleven exercises, the book does not emphasize speed, nor incorporate many timesaving tricks typical of drawing books, but rather proposes a slow, meditative process for construing drawings and for drawing constructing thoughts.

This book is an authoritative but uniquely accessible and highly illustrated guide to good acoustic design practice for architects, interior designers and acoustic professionals. It provides a user-friendly introduction to architectural acoustics and acoustics technology where the market is crowded with dense and technical texts. It will go through each typology in turn explaining the key acoustic concepts with highly illustrated and international case studies that demonstrate cutting-edge practice and technology, innovative design techniques and common challenges and solutions.

“Becoming an Architect will inspire future architects, career consultants, and human resources professionals alike, providing all the information you’ll need to make intelligent decisions about careers in architecture.”—From the Foreword by Helene Combs Dreiling, FAIA, 2014 AIA National President Starting a career as an architect is an exciting prospect, but it's important to do your research before you take the plunge. The third edition of *Becoming an Architect* is an update to the best-selling guide and highlights the risks and rewards on the path to a career as an architect. You'll find new insight and tons of helpful resources, as well as a complete outline of the trajectory of an architect's early career, from higher education through internship and licensure. More than thirty-two new interviews and profiles from architecture students, emerging, and established professionals give the resource a truly personal feel, and help get you acquainted with real-life scenarios from architects from varying backgrounds and specialties. With a highly accessible approach, this guide provides a complete overview of the profession, including educational requirements, design specialties, registration requirements, and the paths of a career in architecture. Whether you're a high school student, a college undergraduate, a career counselor, or a human resource professional, *Becoming an Architect* offers much-needed advice and information to anyone interested in career development for architects. Covers recent changes to the Intern Development Program (IDP) Provides advice on obtaining professional experience while studying to be an architect Considers career paths in a myriad of work environments, such as government agencies, education, and research Includes helpful appendixes with resources for further information, such as career-related associations, websites, and recommended reading Obtain a solid introduction to a career as an architect, and plan your own path with the guidance and advice of dozens of others who have already started this process.

After the success of 2017's *Visual Thinking*, the author noticed that people enjoy discovering how easy it is to use drawings in business communication. But they still have no guide to satisfy their desire to tell a visual story in a very simple way. That is why the author has now written *Visual Doing*. This book will fulfil this desire, not by drilling deeper into the advice in the first book, but by "undeeptening" Chapters 3 and 4. These chapters, both about drawing in visual business settings, are now broken down into ready-to-implement skills and tools. *Visual Doing* will improve your visual craftsmanship and broaden your skillset. It's a practical and accessible handbook for incorporating visual thinking into your daily business and communication. The author leads you through a new range of exercises, techniques and subjects which will help you to tell your own visual story. It takes a look at these subjects from different perspectives: "me as an individual", "we as a team" and "us as a company". It helps you to clarify complex information, pitch innovative strategies and foster a visual culture within your organisation. Learn how to show and share your ideas in a fun, clear and compelling way so you can inspire, engage and activate yourself and others.

*Architect?* addresses issues and concerns of relevance to students choosing among different types of programme, schools, firms and architectural career paths, and explores both the up-side and the down-side to the profession.

*Visual Delight in Architecture* examines the many ways that our lives are enriched by the presence of natural daylight and window views within our buildings. It makes a compelling case that daily exposure to the rhythms of daylight is essential to our health and well-being, tied to the very genetic foundations of our physiology and cognitive function. It describes all the subtlety, beauty, and pleasures of well-daylit spaces and attractive window views, and explains how these are woven into the fabric of both our everyday sensory experience and enduring cultural perspectives. All types of environmental designers, along with anyone interested in human health and well-being, will find new insights offered by *Visual Delight in Architecture*. The book is both accessible and provocative, full of personal stories and persuasive research, helping designers to gain a deeper understanding of the scientific basis of their designs, scientists to better grasp the real-world implications of their work, and everyone to more fully appreciate the role of windows in their lives.

A thorough introduction to the principles of architectural design furnishes a series of lessons that addresses such issues as modern landscape architecture, the development of "green" design, urban architecture, the engineering challenges confronting the builders of skyscrapers, and more, in an updated edition of the award-winning study. Original. Sketching is one of the earliest known forms of communication. It's a record of thoughts, ideas and visions. It may sound simple, but it's actually quite complex, because the expression of sketching varies according to an individual's personal style, visual thinking and imagination, and is also related to one's context and culture. Sketching is a form of auto-reflection that encourages the mirroring of events that may not be noticed by the conscious mind, and daydreams that occur frequently in different working and life settings. For architects, these sketches can reveal the desire for a different and more intimate relationship between the architect and his/her own work.

What do you communicate when you draw an industrial landscape using charcoal; what about a hyper-realistic PhotoShop collage method? What are the right choices to make? Are there right and wrong choices when it comes to presenting a particular environment in a particular way? The choice of medium for visualising an idea is something that faces all students of landscape architecture and urban design, and each medium and style option that you select will influence how your idea is seen and understood. Responding to demand from her students, Nadia Amoroso has compiled successful and eye-catching drawings using various drawing styles and techniques to create this book of drawing techniques for landscape architects to follow and - more importantly - to be inspired by. More than twenty respected institutions have helped to bring together the very best of visual representation of ideas, the most powerful, expressive and successful images. Professors from these institutions provide critical and descriptive commentaries, explaining the impact of using different media to represent the same landscape. This book is recommended for landscape architecture and urban design students from first year to thesis and is specifically useful in visual communications and graphic courses and design studios. Designed to appeal to visual thinkers, *25 Concepts in Modern Architecture* explores the fundamental ideas behind architectural design, through easy-to-follow sketches, drawings and succinct explanations. Twenty-five concepts – each of which are key to architectural design thinking – are accessibly explained by examining twenty-five different masterworks of modern architecture. For example, the concept of 'movement' in architectural design is explained through a close look at a Le Corbusier building; 'transparency' is examined in Philip Johnson's seminal Glass House; 'asymmetry' is understood through the work of Zaha Hadid – and so on, through twenty-five core concepts and twenty-five of the most significant buildings of the modern era. Taking a highly-visual approach, this simple yet visually-powerful guide is an essential companion in the design studio and to introductory courses in modern architecture, interior architecture, and interior design. Understanding these concepts will provide a key to demystifying the greatest works in modern architectural history, inspire new ways to think about new design projects, and reveal how drawing and sketching are used as tools for the visual analysis of architecture.

What is landscape architecture? Is it gardening, or science, or art? In this book, Bruce Sharky provides a complete overview of the discipline to provide those that are new to the subject with the foundations for future study and practice. The many varieties of landscape practice are discussed with an emphasis on the significant contributions that landscape architects have made across the world in daily practice. Written by a leading scholar and practitioner, this book outlines the subject and explores how, from a basis in garden design, it 'leapt over the garden wall' to encapsulate areas such as urban and park design, community and regional planning, habitat restoration, green infrastructure and sustainable design, and site engineering and implementation. Coverage includes: The effects that natural and human factors have upon design, and how the discipline is uniquely placed to address these challenges Examples of contemporary landscape architecture work - from storm water management and walkable cities to well-known projects like the New York High Line and the London Olympic Park Exploration of how art and design, science, horticulture, and construction come together in one subject Thinking about Landscape Architecture is perfect for those wanting to better understand this fascinating subject, and those starting out as landscape architecture students.

Presenting visual thinking as a complex process that can be supported in every stage using specific design techniques, this text provides practical, task-oriented information for designers and software developers charged with design responsibilities.

First published in 1996, *The Eyes of the Skin* has become a classic of architectural theory. It asks the far-reaching question why, when there are five senses, has one single sense – sight – become so predominant in architectural culture and design? With the ascendancy of the digital and the all-pervasive use of the image electronically, it is a subject that has become all the more pressing and topical since the first edition's publication in the mid-1990s. Juhani Pallasmaa argues that the suppression of the other four sensory realms has led to the overall impoverishment of our built environment, often diminishing the emphasis on the spatial experience of a building and architecture's ability to inspire, engage and be wholly life enhancing. For every student studying Pallasmaa's classic text for the first time, *The Eyes of the Skin* is a revelation. It compellingly provides a totally fresh insight into architectural culture. This third edition meets readers' desire for a further understanding of the context of Pallasmaa's thinking by providing a new essay by architectural author and educator Peter MacKeith. This text combines both a biographical portrait of Pallasmaa and an outline of his architectural thinking, its origins and its relationship to the wider context of Nordic and European thought, past and present. The focus of the essay is on the fundamental humanity, insight and sensitivity of Pallasmaa's approach to architecture, bringing him closer to the reader. This is illustrated by Pallasmaa's sketches and photographs of his own work. The new edition also provides a foreword by the internationally renowned architect Steven Holl and a revised introduction by Pallasmaa himself.

Making creates knowledge, builds environments and transforms lives. Anthropology, archaeology, art and architecture are all ways of making, and all are dedicated to exploring the conditions and potentials of human life. In this exciting book, Tim Ingold ties the four disciplines together in a way that has never been attempted before. In a radical departure from conventional studies that treat art and architecture as compendia of objects for analysis, Ingold proposes an anthropology and archaeology not of but with art and architecture. He advocates a way of thinking through making in which sentient practitioners and active materials continually answer to, or 'correspond', with one another in the generation of form. Making offers a series of profound reflections on what it means to create things, on materials and form, the meaning of design, landscape perception, animate life, personal knowledge and the work of the hand. It draws on examples and experiments ranging from prehistoric stone tool-making to the building of medieval cathedrals, from round mounds to monuments, from flying kites to winding string, from drawing to writing. The book will appeal to students and practitioners alike, with interests in social and cultural anthropology, archaeology, architecture, art and design, visual studies and material culture.

In *Play in Creative Problem-solving for Planners and Architects*, "play" is defined, explored and demonstrated as a critical catalyst in creative problem-solving processes. The book defines the current psychological research into play and creative problem-solving, explores the necessary integration of the two, and exemplifies for students and practitioners the use of play in creative endeavors; and the role that play serves in separating linear from creative problem-solving approaches. Play is explored regarding its elements (tools, skills, environment), characteristics (a free activity without failure) and attitude as it relates to and activates the creative process with the focus on urban design, planning, architecture, and landscape architecture. The book re-establishes the whole mind-body thinking process of play as a means of object-learning; to provide designers and planners with alternative ways of design-thinking; and to challenge the over-

utilization of digital technologies in creative processes. Creative problem-solving requires an appreciation for ambiguity, uncertainty of outcome, complexity that leads to the discovery of novelty and innovation. The book incorporates examples and exercises in play activities related to the design and planning fields, and exercises related to play-tools and skills for students and professionals. It also defines terms used in play and creativity psychology; provides examples and structure for play and creative problem-solving activities; describes the type and use of appropriate play-tools; contains an extensive bibliography on play and creative problem-solving texts; and provides significant illustrations making it fundamental reading for students and professionals in urban design and planning fields.

Thinking Visually documents the many ways pictures, visual images, and spatial metaphors influence our thinking. The book discusses recent empirical, theoretical, and applied contributions that support the view that visual thinking occurs not only where we expect to find it, but also where we do not. Much of comprehending language, for instance, depends on visual simulations of words or on spatial metaphors that provide a foundation for conceptual understanding. This edition has been fully updated throughout and features new coverage of a range of topical and fascinating areas of research, including aesthetics, visual narratives, communicating health risks, dreams, clinical imagery, mathematical games, and the influence of action on perception. It also features a new chapter on Mixed Reality to showcase the many exciting developments in this area. The broad coverage, colorful figures, and research discoveries provide a solid foundation for understanding visual thinking across a wide spectrum of activities. It will be an essential read for all students and researchers interested in Visual Thinking.

The completely updated step-by-step guide to capturing experiences in sketch format—regardless of artistic ability Recording your ideas and observations primarily in pictures instead of words can help you become more creative and constructive on the job, no matter what your level of artistic ability. Featuring completely new coverage of visual note-taking in a digital world, Visual Notes for Architects and Designers, Second Edition demonstrates how to make rapid, notational sketches that serve as visual records for future reference, as well as improve understanding and facilitate the development of ideas. It shows you how to expand your knowledge of a subject beyond what is gained through observation or verbal representation alone. You gain access to simple techniques for collecting, analyzing, and applying information. Crowe and Laseau examine the relationship between note-taking, visualization, and creativity. They give practical guidance on how to develop: Visual acuity—the ability to see more in what you experience Visual literacy—expressing yourself clearly and accurately with sketches Graphic analysis—using sketches to analyze observations Numerous examples demonstrate some of the many uses of visual notes. They help you develop a keener awareness of environments, solve design problems, and even get more out of lectures and presentations. The authors also discuss types of notebooks suitable for taking visual notes. If you want to develop your perceptual and creative skills to their utmost, you will want to follow the strategies outlined in Visual Notes for Architects and Designers, Second Edition. It is a valuable guide for architects, landscape architects, designers, and anyone interested in recording experience in sketch form.

Graphic Thinking for Architects and Designers John Wiley & Sons

Language is a marvelous tool for communication, but it is greatly overrated as a tool for thought. This volume documents the many ways pictures, visual images, and spatial metaphors influence our thinking. It discusses both classic and recent research that support the view that visual thinking occurs not only where we expect to find it, but also where we do not. Much of comprehending language, for instance, depends on visual simulations of words or on spatial metaphors that provide a foundation for conceptual understanding. Thinking Visually supports comprehension by reducing jargon and by providing many illustrations, educational applications, and problems for readers to solve. It provides a broad overview of topics that range from the visual images formed by babies to acting classes designed for the elderly, from visual diagrams created by children to visual diagrams created by psychologists, from producing and manipulating images to viewing animations. The final chapters discuss examples of instructional software and argue that the lack of such software in classrooms undermines the opportunity to develop visual thinking. The book includes the Animation Tutor™ downloadable resources to illustrate the application of research on visual thinking to improve mathematical reasoning.

Kasprisin and Pettinari (Kasprisin Pettinari Design: Architects and Urban Planners, Seattle) present their concept of "visual thinking," which involves drawing three-dimensional renderings as a means to create environment-friendly architectural designs in urban areas. They take the reader through the design process: principles, elements, techniques of drawing; visualizing place as context; scaling; phasing; and how to involve the public in the design. Four detailed case studies and over 300 drawings illuminate the reality behind the theory. Annotation copyright by Book News, Inc., Portland, OR

Visual Spatial Enquiry explores visual and textual ways of working within spatial research. Architects and spatial thinkers from the arts, social sciences and humanities present rich case studies from remote and regional settings in Australia to the suburbs of Los Angeles, and from gallery and university settings to community collaborations in Mongolia. Through these case studies the authors reappraise and reconsider research approaches, methods and processes within and across their fields. In spatial research diagramming can be used as a method to synthesise complex concepts into a succinct picture, whereas metaphors can add the richness of lived experiences. Drawing on the editors' own architectural backgrounds, this volume is organised into three key themes: seeing, doing and making space. In seeing space chapters consider observational research enquiries where developing empathy for the context and topic is as important as gathering concrete data. Doing space explores generative opportunities that inform new and innovative propositions, and making space looks at ways to rethink and reshape spatial and relational settings. Through this volume Creagh and McGann invite readers to find their own understandings of the value and practices of neighbouring fields including planning, geography, ethnography, architecture and art. This exploration will be of value to researchers looking to develop their cross-disciplinary literacy, and to design practitioners looking to enhance and articulate their research skills.

"In this groundbreaking book, architect, designer, and prominent educator Paul Laseau covers the entire scope of architectural representation - traditional, new media, hybrid, and emerging - and their roles in design. The Architectural Representation Handbook brings showcase examples of representation into specific design contexts, giving architects, designers, and others a real sense of their variety, subtlety, and usefulness as tools for navigating the full spectrum of architecture." "In one complete volume, you'll find a representation of the dimensions of architecture through a rich array of conventions and techniques from the conceptual to the perceptual, the concrete to the abstract, the personal to the public, the subjective to the objective. You'll also discover an extensive set of illustrations, organized in relation to the design activities of seeing, thinking, and communication - a "vocabulary" of architectural drawing."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Organized around a series of pedagogical exercises, this book provides a visual journey through a series of games architects can play as a means to design. Aimed specifically at beginner design students, learning objectives include: computational thinking and making, introduction to design as an iterative, reflective, and rigorous process, ideas of continuity and discontinuity, and understanding the bias and constraints of analog and digital tooling. The text is simple and straightforward to understand and in addition the author draws explanatory diagrams to elaborate on each exercise's description. He also includes visually compelling student work to provide insight into the possibilities of each exercise. Finally, the book includes eighteen case studies from Europe, the USA, Mexico, and Asia to inspire and

inform.

The Making of Things is about effect and intention in the schematic architectural model, a deep dive into the nature of architectonic form as the underlying syntax for all architectural work. By focusing on primitive geometries alongside fundamental principles of architectural thinking and making, this book enhances the reader's capacity to intellectually and physically craft models that effectively communicate intention. With over 650 diagrams, this book acts as an expansive visual glossary that reveals the underlying structure of architectonics and acts as an encyclopedia of formal possibilities. Supporting essays in the book explore the nature of perception, abstraction, and metaphor to provide a theoretical basis of formal effects in architecture. This structure enables readers to make clear and direct connections between the things you construct and the reasons you construct them. This book is a bridge from the what to the why of form-making. It is a pedagogical notebook, a design primer that prompts discourse about the nature of objects. This is a must-have desk reference for beginning architecture and interior design students to stimulate their creative approaches and gain foundational knowledge of the underlying effects of formal typologies and how they manifest themselves in built forms around the world.

Reality Modeled After Images: Architecture and Aesthetics after the Digital Image explores architecture's entanglement with contemporary image culture. It looks closely at how changes produced through technologies of mediation alter disciplinary concepts and produce political effects. Through both historical and contemporary examples, it focuses on how conventions of representation are established, maintained, challenged, and transformed. Critical investigations are conjoined with inquiries into aesthetics and technology in the hope that the tensions between them can aid an exploration into how architectural images are produced, disseminated, and valued; how images alter assumptions regarding the appearances of architecture and the environment. For students and academics in architecture, design and media studies, architectural and art history, and related fields, this book shows how design is impacted and changed by shifts in image culture, representational conventions and technologies.

An extensively updated new edition of a classic architectural text 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. The Third Edition has been thoroughly updated to reflect a wider range of techniques and styles than ever before, including: \* 1,100 illustrations by today's most noted architects, including Tadao Ando, Rebecca Binder, Mario Botta, Lord Foster, Massimiliano Fuksas, Frank Gehry, Michael Graves, Zaha Hadid, Steven Holl, Ricardo Legorreta, Richard Meier, I. M. Pei, Cesar Pelli, Renzo Piano, Antoine Predock, Tod Williams and Billie Tsien, and Venturi Scott Brown \* Over 250 new drawings \* 30% new and revised material \* A new, more user-friendly structure "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 "A wonderful resource on design visualization and graphic communication that covers all aspects of drawing conventions and manual techniques of representation. Richly illustrated and professionally presented in a way that makes it accessible to beginners as well as advanced students, this book stands out as a core reference for courses on design graphics." -Dr. Samer Akkach, Senior Lecturer in Architecture and Design The University of Adelaide, South Australia "This book contains an abundance of some of the most inventive graphic presentations by world-class architects. As I browse through this book, the hundreds of pages of thought provoking images both relax and excite me, an experience that only a good read can bring. It illuminates the process of visual thinking behind some of the most creative minds. As the profession is becoming more and more constrained by economics and time, this book reminds us of how ideas in architecture began." -William W. P. Chan, AIA, Assistant Professor of Architecture, Morgan State University, Institute of Architecture and Planning

The essential design companion-now in an up-to-date new edition For architects, drawing is more than a convenient way to communicate ideas; it is an integral part of the creative process that has a profound impact on thinking and problem-solving. In Graphic Thinking for Architects and Designers, Third Edition, Paul Laseau demonstrates that more versatile and facile sketching leads to more flexible, creative approaches to design challenges. To encourage this flexibility and stimulate graphic thinking, he introduces numerous graphic techniques that can be applied in a variety of situations. He also helps readers acquire a solid grasp of basic freehand drawing, representational drawing construction, graphic note-taking, and diagramming. Important features of this new edition include: \* Easy-to-understand discussions supported by freehand illustrations \* A new format with superior representation of techniques and concepts \* Dozens of new and updated illustrations \* Extensive coverage of new technologies related to the graphic thinking process For architects and students who want to maximize their creativity, Graphic Thinking for Architects and Designers is a valuable tool in the pursuit of architectural solutions to contemporary design problems.

Our bestseller is now available in red! Grids & Guides promises another 144 pages of varied and unusual graph paper (including some new grid designs), interspersed with more engaging charts and infographics--from knot tying to logic expressions--for right- and left-brainers alike. If your designs, notes, or other visual thinking need a splash of color, this is the answer. Encased in the same sturdy, cloth-wrapped cover, this time in a bright new shade.

An entertaining and highly original introduction to graphic design, this beautifully designed book uses puzzles and visual challenges to demonstrate how typography, signage, posters, and branding work. Through a series of games and activities, including spot the difference, matching games, drawing, and dot-to-dot, readers are introduced to concepts and techniques in an engaging and interactive way. Further explanation and information is provided by solution pages and a glossary, and a loose-leaf section contains stickers, die-cut templates, and colored paper to help readers complete the activities. Illustrated with typefaces, posters, and pictograms by distinguished designers including Otl Aicher, Pierre Di Sciullo, Otto Neurath and Gerd Arntz, the book will be enjoyed both by graphic designers, and anyone interested in finding out more about visual communication.

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.

Form and Fabric in Landscape Architecture provides an original, visual approach to the study of landscape architecture by creating a spatial morphology based on use and experience of landscapes. It explores aesthetic, spatial and experiential concepts by providing a structure through which landscapes can be understood and conceived in design. 'Fabric' is the integrated structure of whole landscapes, while 'form' refers to the components that make up this fabric. Together form and fabric create a morphology of landscape useful for the development of visual-spatial design thinking and awareness. This book is intended as both an introduction to the discipline for students of landscape architecture, architecture and planning, and a source of continuing interest for more experienced environmental designers. Visual Communication for Architects and Designers teaches you the art of designing a concise, clear, compelling and effective visual and verbal presentation. Margaret Fletcher has developed a reference manual of best practices that gives you the necessary tools to present your work in the best way possible. It includes an impressive 750 presentation examples by over 180 designers from 24 countries in North America, South America, Europe, the Middle East, Asia, Oceania and Africa. This book offers actionable advice to solve a variety of complex presentation challenges. You will learn how to: Understand differences in communication design, representation design and presentation design and know how to use these skills to your advantage; Structure the visual and verbal argument in your presentation; Design your presentation layouts, architectural competitions, boards and digital presentations; Manage issues related to the presentation of architectural and design ideas; Present yourself professionally. Your ability to communicate your design ideas to others is an invaluable and important skill. Visual Communication for Architects and Designers shows you how to develop and implement these skills and gain command of your presentations.

The acclaimed bestseller about visual problem solving-now bigger and better "There is no more powerful way to prove that we know something well than to draw a simple picture of it. And there is no more powerful way to see hidden solutions than to pick up a pen and draw out the pieces of our problem." So writes Dan Roam in *The Back of the Napkin*, the international bestseller that proves that a simple drawing on a humble napkin can be more powerful than the slickest PowerPoint presentation. Drawing on twenty years of experience and the latest discoveries in vision science, Roam teaches readers how to clarify any problem or sell any idea using a simple set of tools. He reveals that everyone is born with a talent for visual thinking, even those who swear they can't draw. And he shows how thinking with pictures can help you discover and develop new ideas, solve problems in unexpected ways, and dramatically improve your ability to share your insights. Take Herb Kelleher and Rollin King, who figured out how to beat the traditional hub-and-spoke airlines with a bar napkin and a pen. Three dots to represent Dallas, Houston, and San Antonio. Three arrows to show direct flights. Problem solved, and the picture made it easy to sell Southwest Airlines to investors and customers. Now with more color, bigger pictures, and additional content, this new edition does an even better job of helping you literally see the world in a new way. Join the teachers, project managers, doctors, engineers, assembly-line workers, pilots, football coaches, marine drill instructors, financial analysts, students, parents, and lawyers who have discovered the power of solving problems with pictures.

Books orient, intrigue, provoke and direct the reader while editing, interpreting, encapsulating, constructing and revealing architectural representation. *Binding Space: The Book as Architectural Practice* explores the role of the book form within the realm of architectural representation. It proposes the book itself as another three-dimensional, complementary architectural representation with a generational and propositional role within the design process. Artists' books in particular – that is, a book made as an original work of art, with an artist, designer or architect as author – have certain qualities and characteristics, quite different from the conventional presentation and documentation of architecture. Paginal sequentiality, the structure and objecthood of the book, and the act of reading create possibilities for the book as a site for architectural imagining and discourse. In this way, the form of the book affects how the architectural work is conceived, constructed and read. In five main sections, *Binding Space* examines the relationships between the drawing, the building and the book. It proposes thinking through the book as a form of spatial practice, one in which the book is cast as object, outcome, process and tool. Through the book, we read spatial practice anew.

In *Looking Beyond the Structure*, architect Dan Bucsescu and philosopher Michael Eng record their conversations about the relationship of the built environment and other forms of design to the culture in which they are created. The authors exchange their interpretations of selected readings about design theory and invite the reader to join in the discussion. Questions following each chapter's reading stimulate critical thinking about the philosophies and theories of design, and additional assignments encourage students to express their critical thinking skills visually. What if you are one sketch away from success? What if you are one connection away from a breakthrough? *The Creativity Code* provides the mold to pour your creativity into.

Drawing on cultural theory, phenomenology and concepts from Asian art and philosophy, this book reflects on the role of interpretation in the act of architectural creation, bringing an intellectual and scholarly dimension to real-world architectural design practice. For practising architects as well as academic researchers, these essays consider interpretation from three theoretical standpoints or themes: play, edification and otherness. Focusing on these, the book draws together strands of thought informed by the diverse reflections of hermeneutical scholarship, the uses of digital media and studio teaching and practice.

[Copyright: 7f398ab6962abea356ce92f4944ecfc2](#)