Basic Diagramming

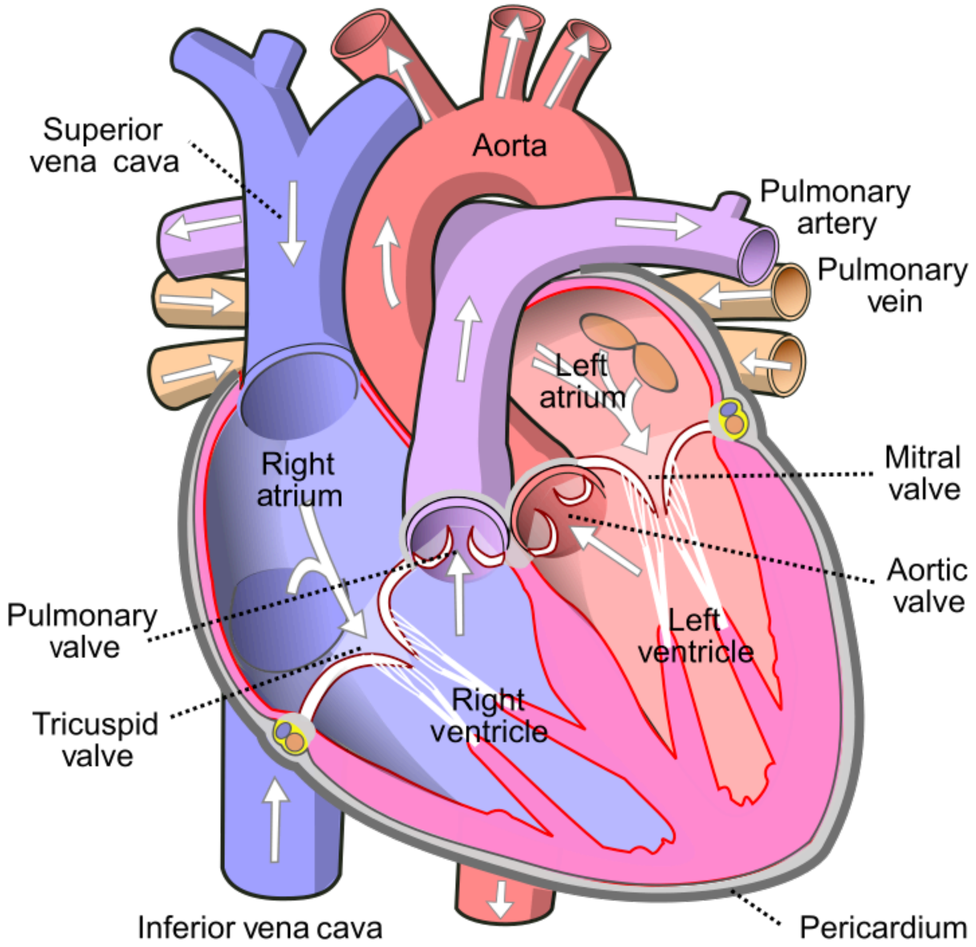
What is a Diagram?

1. a figure, usually consisting of a line drawing, made to accompany and illustrate a geometrical theorem, mathematical demonstration, etc.

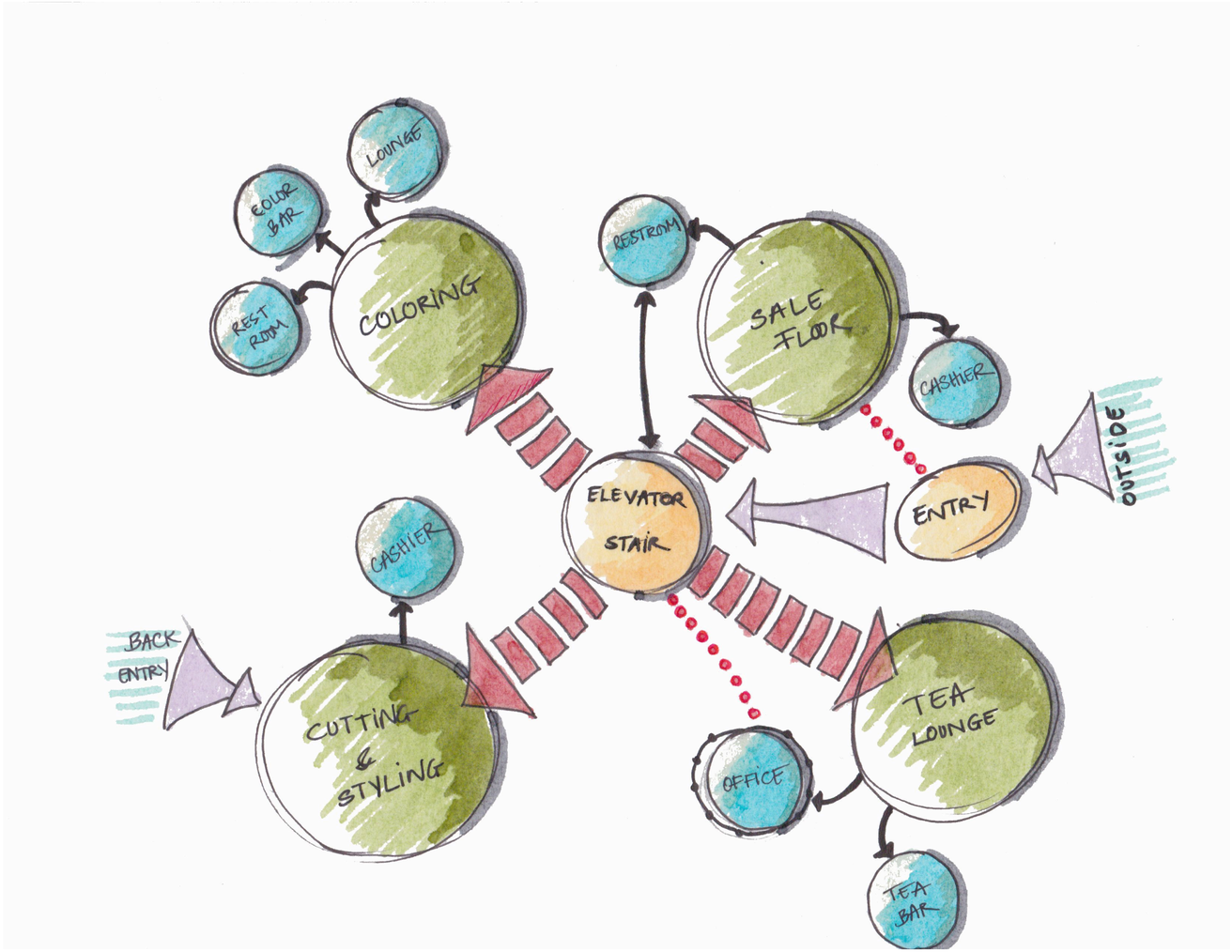
2. a drawing or plan that outlines and explains the parts, operation, etc., of something:

3. a chart, plan, or scheme.

Do these definitions fit when we apply to Architecture?

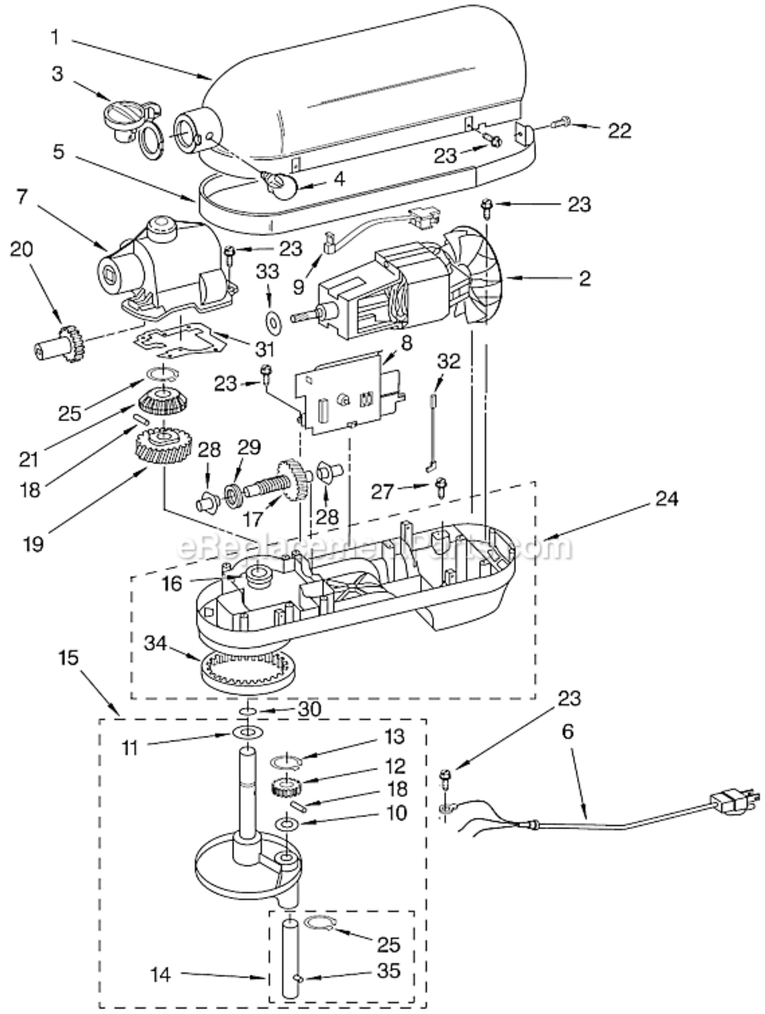


A diagram is an illustration that explores or explains a distilled criteria(s) in order to more clearly explore / explain a ‘concept’ in a simple manner



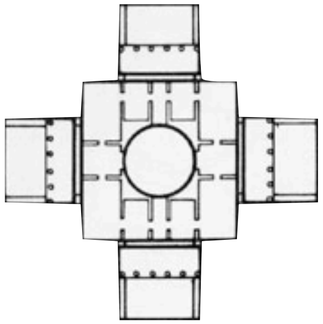
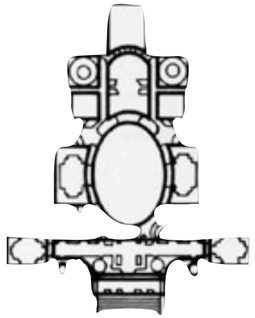
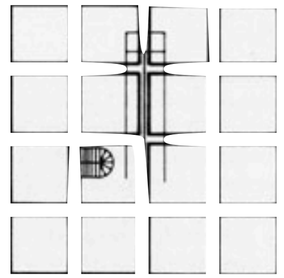
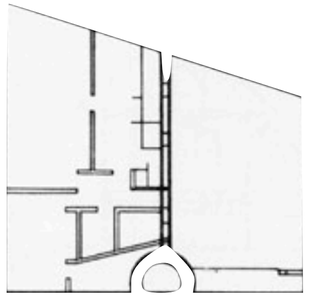
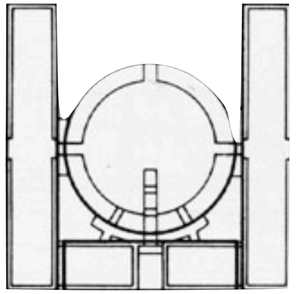
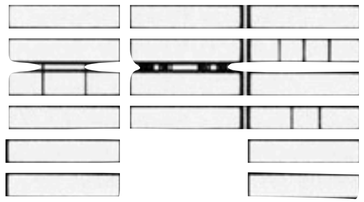
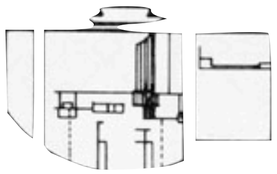
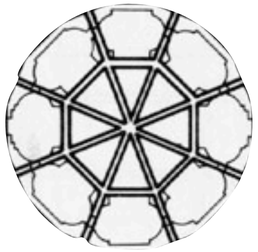
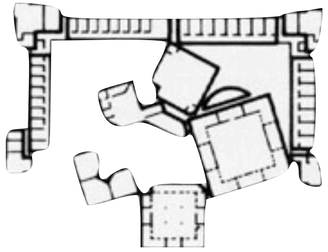
1. Analytical
2. Generative
3. Documentary
4. Explanatory
5. Exploratory
6. Graphic
7. Assembly
8. Presentation

Etc.



Types of Architectural Diagrams

1. Geometry
2. Relationships
3. Regulating Lines
4. Massing
5. Parti
6. Light / Natural Light
7. Sectional
8. Public / Private
9. Hierarchy

Diagramming - Getting Started

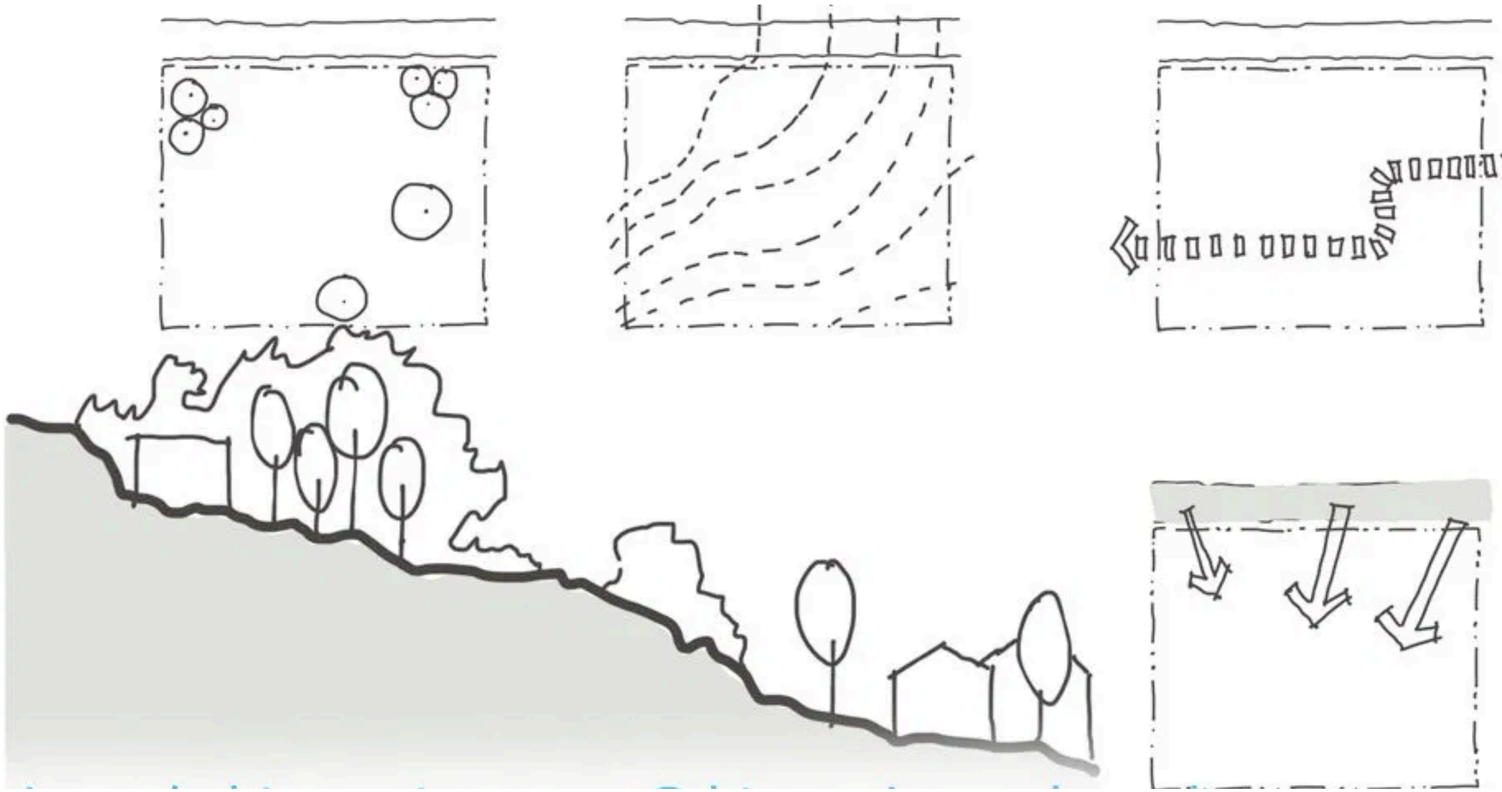
1. Lean on what you already know - bring yourself into the process

2. Start with something obvious

3. What do you already know about the project and can that be diagrammed

4. Try different media

5. Quantity leads to quality, don't agonize over a single diagram, sometimes just make stuff



Analytical Diagrams - An Approach

1. Remove (visually) superfluous information - either literally or mentally
2. Set your agenda - what am I looking for?
3. Begin your analysis with the obvious
4. One thing at a time
5. Start large and work small
6. Recognize the patterns / theme
7. Be self-referential - use your other diagrams to inform the next one
8. Jump to conclusions, then prove it
9. Don’t use units - measurements / dimensions usually don’t help diagrams
10. Squint
11. Don’t forget about the site, section etc.