



Lok Jagruti Kendra University
University with a Difference

Diploma in Architectural Assistantship



Course Code:025080307

Architectural Workshop

Practice

Programme / Branch Name		Diploma in Architectural Assistantship				
Course Name	Architectural Workshop Practice			Course Code	025080307	
Course Type	HSSC	BSC	ESC	PCC	OEC	PEC

Legends: HSSC: Humanities and Social Sciences Courses
 ESC: Engineering Science Courses
 OEC: Open Elective Courses

BSC: Basic Science Courses
 PCC: Program Core Courses
 PEC: Program Elective Courses

1. Teaching and Evaluation Scheme

Teaching Hours / Week / Credits				Evaluation Scheme			
L	T	P	Total Credit	CCE	SEE (Th)	SEE (Pr)	TOTAL
0	0	4	2	50	-	50	100

Legends:

L: Lectures T: Tutorial P: Practical
 CCE: Continuous & Comprehensive Evaluation
 SEE (Th): Semester End Evaluation (Theory)
 SEE (Pr): Semester End Evaluation (Practical)

2. Prerequisites

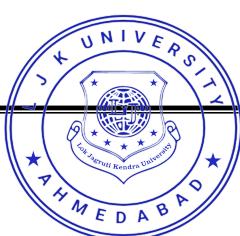
- ✓ Understanding of structure and 3D model
- ✓ Proper usage of materials like paper, plastic.

3. Rationale

This is a primary course about learning and applying design knowledge into practical form. The process of learning to design a single volume building that allows a student to express his ability to conceive different types of forms. It facilitates the student to understand and apply the nuances of anthropometry by making a model with a furniture layout.

4. Objectives

- ✓ Review various tools and techniques and incorporate them in visual communication and model making.
- ✓ Critique the property of different materials for various products for designing and model making.
- ✓ Review requirements and critique the design consideration of complementing field of architecture and designing such as photography and set designing.
- ✓ Evaluate various methods and material of model making and incorporate in product design.
- ✓ Design a functional model for a real-life situation.
- ✓ Evaluate complete product designing project, analyze its problem, situation, user eco-friendliness and cost.



5. Contents

Unit No.	Unit Name	Topics	Learning Outcomes	% Weightage	Hours
1.	Model Making Workshop	<ol style="list-style-type: none"> 1.1. To Prepare the Model of their Design Studio Works 1.2. Proper Techniques to Use These Materials by Developing Student's Skill Through Paper Models Initially and the Finalizing into the Final Product 1.3. To Strengthen the Hand Skills, Cutting Skills and Turning their Project into a 3D Model by Using Different Tools and Materials and Learn to Work in Scale 	<ul style="list-style-type: none"> • Develop 2D /3D Forms by Exploring Different Materials Such as Paper, Paper Board, Thermocol, Buff Board, Cardboard, Wax, Acrylic Sheets, Wood, Plastics, Glass Fibre • Physical Models Enable both the Professional and the Layman to Visualize the Finer Aspects of the Concept as well as the Finished Product • Strengthen 3D Thinking and Imagination by Using Different Tools and Materials 	50	28
2.	Cement / P.O.P Model Making Workshop	<ol style="list-style-type: none"> 2.1. Considering Material Understanding 2.2. To Exposed Different Working Methodologies and Spatial Concepts, Explore 3D Relationships, and Space that Challenges Typical Notions of Architecture 2.3. To Understand and Explore Various Hand Working Techniques, Use of Tools and Prepaing Final Product with those Materials 	<ul style="list-style-type: none"> • Exposing to Carving Techniques, and Uses of Different Types of Tools • Forming an Abstract 3D Model on the Basis of Carving Techniques • To Understand the Basic Nature, Fixing Criteria, the Material Behavior of Plaster of Paris/ Cement in its both Wet and Dry Form • To Understand the Modelling Techniques from the P.O.P/ Cement Blocks and Modulating to Various Forms by Using Appropriate Techniques 	50	28

Total Hours

56



6. List of Practicals / Exercises

The practicals/exercises have been properly designed and implemented in an attempt to develop different types of skills, so that students can acquire the competencies/programme outcomes. Following is the list of practicals/exercises.

Sr. No.	Practicals / Exercises	Key Competency	Hours
1.	Minimum two assignments for model making workshop	Visualization of 3D model	28
2.	Assignment for cement/P.O.P model making workshop	Types of material and its usage	28
Total Hours			56

7. Reference Books

- 1) Rendering with pen and ink by Gill.
- 2) Wenninger (Magrus. J.) Spherical Models, Cambridge University Press.
- 3) John W. Mills, The Technique of Sculpture, B.T. Batsford Ltd., New York Reinfold Publishing Corp., London.
- 4) Mitchell, W. J., Digital Design Media by, Published by Van Nostrand Reinhold, USA.

8. Open Sources (Website, Video, Movie)

- 1) <https://www.viz360.com/3d-modeling-types-architects/>
- 2) <https://www.arch2o.com/architecture-model-complete-guide/>
- 3) <https://www.masterclass.com/articles/how-to-make-an-architectural-model>
- 4) <https://www.britannica.com/art/sculpture/Elements-of-design>
- 5) <https://www.kten.com/story/40935116/sculpting-for-beginners-9-essential-tips-and-tricks-to-get-started>

