

EMPHASIS:

- Initiating knowledge of Anthropometrics - the basic Design Tool.
- Thrust is on Anthro-intensive studies from a very simplistic level to a complex one.
- Special emphasis on presentation.-graphical-two dimensional and three-dimensional through models

CONTENTS:

- Human being and his basic living activities.
- Understanding small single spaces with single and multiple uses - its graphical representation.
- Understanding of activity/space relationship, programme and spatial organization, understanding of functionalities circulation, movement, transition, hierarchy of spaces etc.
- Creating spaces through analysis and synthesis.
- Functional analysis, anthropometrics, space planning for living activity.

DESIGN ISSUES:

- Efficiency in terms of movement, usability of space.
- Qualitative aspects of space.

SKILLS:

- Sketching, simple presentation
- Simple analytical drawings
- 3D Views, Scaled Models
- Use of various mediums for presentation
- Verbal skills to communicate.

EXERCISES:

- Simple anthro-related exercises like milk booth, tea stall, pan-galla, snake counter, at a public space.
- Multiple use complexes small space involving activities like seating, sleeping, cooking, eating, working etc. - Single Room Designing.