

Developing Preliminary Sketches and Concepts

Part 1: Dialogue

Sophia (Architect): Let's start by brainstorming the initial design. We can use a **bubble diagram** to map out spatial relationships.

Liam (Colleague): That makes sense. It'll help us determine how different spaces should connect and flow efficiently.

Sophia: Exactly. Once we have that framework, we can refine it into a **parti diagram** to establish the core design idea.

Liam: I like that approach. It gives us a visual hierarchy and clarifies our design direction.

Sophia: Right. From there, we'll create a **sketch elevation** to explore the building's façade and proportions.

Liam: That's essential. We need to balance aesthetics with structural feasibility.

Sophia: Agreed. We should also experiment with **conceptual massing** to test different forms and volumes.

Liam: That will help us evaluate the building's scale and interaction with its surroundings.

Sophia: Finally, we can do a **hand rendering** to present a visually appealing concept to the client.

Liam: That's a great idea. A well-executed rendering will communicate our vision clearly and persuasively.

Part 2: Comprehension Questions

1. What is the purpose of a **bubble diagram** in architectural design?
(A) To represent spatial relationships

- (B) To finalize the construction budget
 - (C) To determine material costs
 - (D) To calculate energy efficiency
2. How does a **parti diagram** contribute to the design process?
- (A) It provides a detailed construction plan
 - (B) It calculates load-bearing requirements
 - (C) It specifies the exact color palette
 - (D) It establishes the core design concept
3. What does a **sketch elevation** help architects visualize?
- (A) The interior furnishings of a building
 - (B) The mechanical and electrical systems
 - (C) The façade and overall proportions
 - (D) The schedule for project completion
4. Why is **hand rendering** still valuable in modern architecture?
- (A) It enhances the engineering calculations
 - (B) It provides a quick, artistic representation of the design
 - (C) It replaces the need for digital modeling
 - (D) It is required by all building codes
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Part 3: Vocabulary with Definitions

- **Bubble diagram** (バブルダイアグラム) – A conceptual drawing that represents spatial relationships between different areas in a building.
- **Parti diagram** (パルティダイアグラム) – A simplified sketch that conveys the central idea and organization of a design.
- **Sketch elevation** (スケッチ立面図) – A rough drawing that illustrates a building's façade, height, and proportions.

- **Conceptual massing (コンセプトチュアル・マッシング)** – A 3D study of a building's form and volume before finalizing details.
 - **Hand rendering (手描きレンダリング)** – A manually drawn representation of a design used for presentations and visualization.
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Part 4: Answer Key

1. **What is the purpose of a bubble diagram in architectural design?**
 (A) To represent spatial relationships
2. **How does a parti diagram contribute to the design process?**
 (D) It establishes the core design concept
3. **What does a sketch elevation help architects visualize?**
 (C) The façade and overall proportions
4. **Why is hand rendering still valuable in modern architecture?**
 (B) It provides a quick, artistic representation of the design