

Table of contents

- **Section 1 Concepts**
- **Introduction/Overview**
- **Introduction**
- **Computing Basics**
- **Digital Media Applications**
- **Work Space**
- **Analog and Digital Rendering Comparisons***
- **Efficiency and editability**
- **Commonalities and Parallels**
- **Hybrid Techniques**
- **Basic Overview of Digital Concepts**
- **Raster/Vector**
- **Resolution**
- **Upsampling and Downsampling**
- **Color**
- **Digital Drawings in the Design Process**
- **Applications for Specific Tasks**
- **Moving between analog and digital drawing techniques**
- **Section 2 Base Imagery**
- **Setting up the Document**
- **Drawings at Multiple Sizes**
- **How Drawings Move Through the Digital Workflow**
- **Setting the Image Size**
- **Base Imagery and Scaling**
- **Aerial Photography**
- **Tiling Aerial Photographs**
- **Scaling the Aerial Photographs**
- **Adjusting the Hue, Saturation, and Lightness of Base Imagery**
- **CAD Linework as a Base**
- **Hand Drawn Linework**
- **Sketches in CAD**
- **Magic Wand and Color Range Selections**
- **Source Imagery/ Entourage**
- **Selections**
- **Manual Methods**
- **Partial Selections**
- **Masks**
- **Creating Entourage**
- **Section 3 Design Diagrams**
- **Introduction**
- **Passive and Active Diagramming**
- **Communication**
- **Abstraction**
- **Distilling and Culling**

- **Diagram Types**
- **Setting up an Illustrator Drawing**
- **Document Size/Color Mode**
- **Advantages of Using Vector-based Programs for Design Diagrams**
- **Importing Photos - Link vs Embed**
- **Linework in Illustrator**
- **Shape Tools**
- **Pen Tool**
- **Editing Tools**
- **Appearance of Lines and Shapes**
- **Transparency**
- **Appearance**
- **Custom Linework**
- **Creating Pattern Brush from Shapes**
- **Altering and Updating the Pattern Brush**
- **Symbols**
- **Creating a Symbol from Custom Artwork**
- **Updating/Replacing Symbols**
- **Managing Symbols**
- **Text and Leaders (Project: Add Title, Description, and Labels to Diagram)**
- **Text Tools**
- **Point Text**
- **Paragraph Text**
- **Formatting Text**
- **Custom Type Tools**
- **Leaders**
- **Effects vs Filters - (Stylize-> Arrowhead)**
- **Layout**
- **Exploded Axonometric Diagrams**
- **Creating an Exploded Axonometric Diagram**
- **Section 4 Plan/Section Renderings**
- **Introduction**
- **Design Process**
- **Issues in Digital Media**
- **Illustrative Components**
- **Importing PDF Linework**
- **PDF Linework from AutoCAD**
- **Addressing the Appearance of Linework**
- **Applying Color to a Plan Rendering**
- **Applying Color with the Paint Bucket**
- **Applying Color with Adjustment Layers**
- **Saving Channels**
- **Shading Techniques**
- **Selecting Fills**
- **Saving Selections**
- **Shading Edges**

- Automating Shading
- Creating Textures
- Creating a Texture from an Existing Photograph
- Creating a Seamless Pattern Using the Offset Filter
- Creating the Pattern and Applying it to the Rendering
- Paint Bucket and Pattern Stamp
- Pattern Overlay
- Managing Patterns
- Texturing with Filters
- Brushes
- Standard Brushes
- Custom Brushes
- Plan Symbols with Smart Objects
- Creating Smart Objects
- Duplicating and Editing Smart Objects
- Managing Smart Objects
- Smart Filters
- Managing Large Photoshop Files
- Flattening Layers
- Saving Layer Groups for Flattening
- Adjustment Layers
- Printing Issues
- Creating a Section Elevation
- Similarities and Differences between Section and Plan
- Base Linework and Color
- Terrain and Architectural Texturing/Color
- Assembling Vegetation
- Section 5 Perspectives
- Introduction
- Creating a Base for a Perspective Drawing
- Composition
- Virtual Cameras
- Exporting and Rendering
- Developing Atmospheric Perspective
- Detail, Color, Contrast, Brightness
- 2d - Photoshop Adjustment Layers, Opacity, and Screening
- 2d/3d - Z Depth
- Atmosphere /Environment
- Level of Detail
- Camera Match 3d Object to Site Photo
- Camera Match with 3ds Max 2009
- Match Photo with Google Sketchup
- Adding New Elements from the Model to the Photograph
- Create a Photoshop Perspective Collage
- Context Imagery
- Collage Construction

- **Developing a Perspective Image in Photoshop from a 3d Model**
- **Base Model**
- **Adding Site Context**
- **Groundplane Texturing**
- **Adding Vegetation**
- **Adding Entourage**
- **Appendix**
- **File Types Reference**
- **Glossary for Design Computing**