

Graphical Communication

Graphical Communication is an international graphic language where drawings or symbols are used to convey meaning and overcome barriers. It is used by Architects, Engineers, Mechanics, Technicians, Interior Designers, Graphic Designers and others who use drawings and designs to communicate with colleagues, clients and the public in general.

The subject helps students develop their spatial awareness and their ability to translate verbal and written information into a graphical form. The students also gain the skills to communicate graphically and to create accurate, neat and well presented drawings that meet standardised conventions. They acquire the technique of working on the drawing board and using the drawing equipment. They also learn how to create freehand drawings which are very useful at the beginning of a project and to convey ideas in a visual manner.

In order to study Graphical Communication, it would be an asset to have qualities and skills such as good presentation of work, problem-solving and creativity. However, our lessons will train students to further develop such qualities and skills.

On our webpage you can find examples of work done by our current and previous students.

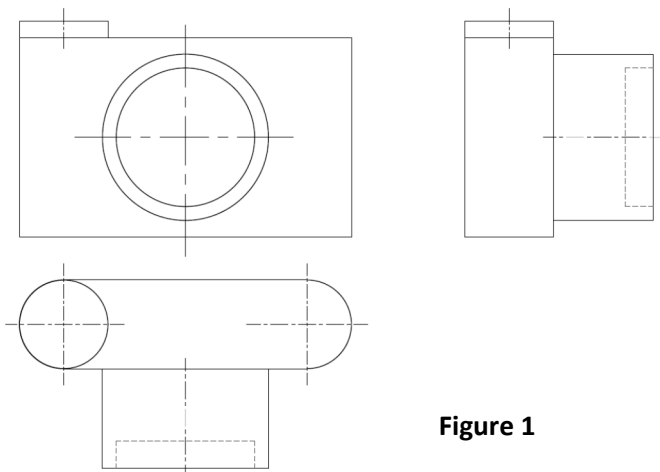


Figure 1

The main topics covered during the course are:

Orthographic Projection - Showing different views of an object (Figure 1);

Plane Geometry – Examples include polygons and circles;

Solid Geometry - Drawing of prisms, pyramids, cylinders and cones;

Pictorials - Drawing 3-d representations of objects such as perspective (Figure 2);

Information and Computer Graphics – Such as drawing of signs (Figure 3) and logos.

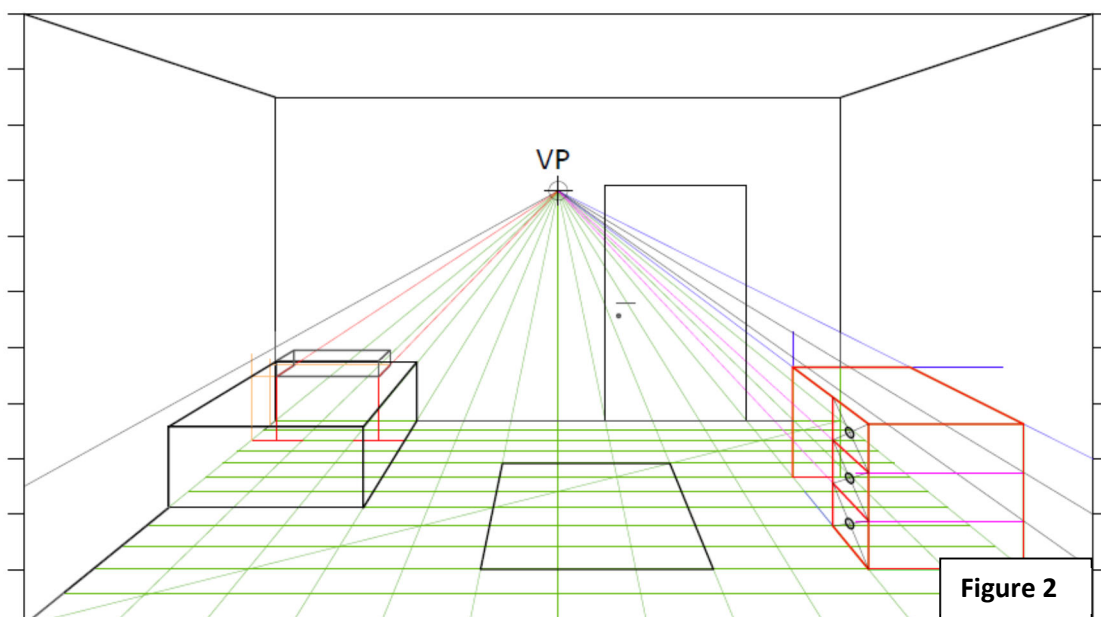


Figure 2

Click on the link provided below to find a video which can also be found on the Graphical Communication website. This video explains in further detail the topics that we learn in Graphical Communication.

[Introduction to Graphical Communication](#)

By clicking on the following link you will be visiting the Graphical Communication website itself.

[Graphical Communication Website](#)



Figure 3