

## GRAPHICS IN URBAN DESIGN – POSSIBILITIES OF HAND-DRAWN IMAGES AND COMPUTER TECHNIQUES

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### Abstract

The paper deals with the issue of graphic representation in urban design as an artistic and technical field that is symbiotic to the field of architecture. The basic expression instrument of urban design (spatial planning) is the projection of 2D. The ability of an urban designer or urban planner to adequately present a design is, therefore, an element of the creative process that should be acquired during higher education. The aim of the research was to reveal the key parameters influencing the resulting effect of graphic processing of a masterplan drawing and a perspective drawing from a human perspective, as a typical urban expression element. The paper focuses more closely on examining the differences between hand based and computer graphic processing. A set of categories for a masterplan drawing and perspective views has been summarized for the purposes of research, which has been used to evaluate a sample of student works. The key research methods of data evaluation are comparison and correlation analysis. The results of the research summarize the advantages and the disadvantages of the hand based and computer graphic processing and the key graphic mistakes made in urban design students proposals.

Keywords: Computer Techniques; Graphics; Hand-drawn Images; Masterplan; Perspective View; Urban Design.