

## Understanding Architectural Details First In Architecture

A guide to the Semantic Web, which will transform the Web into a structured network of resources organized by meaning and relationships.

Discusses Web site hierarchy, usability, navigation systems, content labeling, configuring search systems, and managing the information architecture development process.

You can use this book to design a house for yourself with your family, you can use it to work with your neighbors to improve your town and neighborhood, you can use it to design an office, or a workshop, or a public building. And you can use it to guide you in the actual process of construction. After a ten-year silence, Christopher Alexander and his colleagues at the Center for Environmental Structure are now publishing a major statement in the form of three books which will, in their words, "lay the basis for an entirely new approach to architecture, building and planning, which will we hope replace existing ideas entirely." The three books are *The Timeless Way of Building*, *The Oregon Experiment*, and this book, *A Pattern Language*. At the core of these books is the idea that people should design for themselves their own houses, streets, and communities. This idea may be radical (if you are a radical in the architectural profession) but it comes simply from the observation that most of the wonderful places of the world were not made by architects but by the people. At the core of the books, too, is the point that in designing their environments people always rely on certain "languages," which, like the languages we speak, allow them to articulate and communicate an infinite variety of designs within a forms system which gives them coherence. This book provides a language of this kind. It will enable a person to make a design for almost any kind of building, or any part of the built environment. "Patterns," the units of this language, are answers to design problems (How high should a window sill be? How many stories should a building have? How much space in a neighborhood should be devoted to grass and trees?). More than 250 of the patterns in this pattern language are given; each consists of a problem statement, a discussion of the problem with an illustration, and a solution. As the authors say in their introduction, many of the patterns are archetypal, so deeply rooted in the nature of things that it seems likely that they will be a part of human nature, and human action, as much in five hundred years as they are today.

The practical, comprehensive handbook for creating effective architectural drawings In one beautifully illustrated volume, *The Professional Practice of Architectural Working Drawings*, Fourth Edition presents the complete range of skills, concepts, principles, and applications that are needed to create a full set of architectural working drawings. Chapters proceed logically through each stage of development, beginning with site and floor plans and progressing to building sections, elevations, and additional drawings. Inside, you'll find: Coverage of the latest BIM technologies Environmental and human design considerations Supplemental step-by-step instructions for complex chapters Five case studies, including two that are new to this edition Hundreds of computer-generated drawings and photographs, including BIM models, three-dimensional models, and full-size buildings shown in virtual space Checklists similar to those used in architectural offices Tips and strategies for complete development of construction documents, from schematic design to construction administration With an emphasis on sustainability throughout, this new edition of *The Professional Practice of Architectural Working Drawings* is an invaluable book for students in architecture, construction, engineering, interior design, and environmental design programs, as well as professionals in these fields.

Manual of Section

Information Architecture for the World Wide Web

Architecture Inside-Out

Details in Contemporary Architecture

An Essay on the Pain of Playing Video Games

Function, Constructibility, Aesthetics

The ongoing debate among practitioners and in academia about the meaning and understanding of Islamic architecture will be energized by this book. It contains essays by architects and academics from various parts of the world which clarify how the curious disciplines of the design profession can be employed to build in the spirit of Islam. Divided into three sections the book covers: \*meaning from Faith, which draws meaning from the Islamic faith in order to propose a built environment that is universally beneficial \*analysis of History, which examines historical buildings and planning concepts, and suggest how to apply lessons learned to contemporary practice

\*contemporary Trends, which discusses current trends in architecture, education and socio-economic aspects of various Muslim countries. Illustrated throughout, this book will appeal to students and scholars, practising architects and planners alike.

The industry-standard guide to designing well-performing buildings *Architectural Detailing* systematically describes the principles by which good architectural details are designed. Principles are explained in brief, and backed by extensive illustrations that show you how to design details that will not leak water or air, will control the flow of heat and water vapor, will adjust to all kinds of movement, and will be easy to construct. This new third edition has been updated to conform to International Building Code 2012, and incorporates current knowledge about new material and construction technology. Sustainable design issues are integrated where relevant, and the discussion includes reviews of recent built works that extract underlying principles that can be the basis for new patterns or the alteration and addition to existing patterns. Regulatory topics are primarily focused on the US, but touch on other jurisdictions and geographic settings to give you a well-rounded perspective of the art and science of architectural detailing. In guiding a design from idea to reality, architects design a set of details that show how a structure will be put together. Good details are correct, complete, and provide accurate information to a wide variety of users. By demonstrating the use of detail patterns, this book teaches you how to design a building that will perform as well as you intend. Integrate appropriate detailing into your designs Learn the latest in materials, assemblies, and construction methods Incorporate sustainable design principles and current building codes Design buildings that perform well, age gracefully, and look great Architects understand that aesthetics are only a small fraction of good design, and that stability and functionality require a deep understanding of how things come together. *Architectural Detailing* helps you bring it all together with a well fleshed-out design that communicates accurately at all levels of the construction process.

Intended both as an introductory text for students and professionals in the field as well as an accessible read for the general public, *Primer on Architecture* (working title) addresses the basic principles of architecture and uncovers its ongoing influence in contemporary culture. The volume is organized in a series of chapters based on key architectural themes—space, time, matter, gravity, light, silence, dwelling, ritual, memory, landscape, and place—with an introductory essay for each chapter that includes a wide variety of historical examples from around the world followed by more in depth analyses of key buildings that further exemplify the theme of a particular chapter. By combining a broad historical sweep with a jargon-free architectural study of space and the direct experience of architecture, this volume will be a unique introduction to architecture as a timeless and enduring art.

A clearly distilled architectural atlas based on 144 major designs from ancient times to the twenty-first century, showcasing the cultural dimension of building. However disparate the style or ethos, beneath architecture's pluralism lies a number of categorical typologies. In *Thinking Design*, Austrian architect Andreas Lechner has condensed his profound typological understanding into a single book. Divided into three chapters—Tectonics, Type, and Topos—Lechner's book reflects upon twelve fundamental typologies: theater, museum, library, state, office, recreation, religion, retail, factory, education, surveillance, and hospital. Encompassing a total of 144 carefully selected examples of classic designs and buildings, ranging across an epic sweep from antiquity to the present, the book not only explains the fundamentals of collective architectural knowledge but traces the interconnected reiterations that lie at the heart of architecture's transformative power. As such, *Thinking Design* outlines a new building theory rooted in the act of composition as a aesthetic determinant of architectural form. This emphasis on composition in the design process over the more commonplace aspects of function, purpose, or atmosphere makes it more than a mere planning manual. It reveals also the cultural dimension of architecture that gives it the ability to transcend not only use cycles but entire epochs. Each example is meticulously illustrated with a newly drawn elevation or axonometric projection, floor plan, and section, not only invigorating the underlying ideas but also making the book an ideal comparative compendium.

Traditional Details

The Details of Modern Architecture

Analysing Architecture

Designing the Exterior Wall

Understanding Islamic Architecture

A Pattern Language

*Concise lessons in design, drawing, the creative process, and presentation, from the basics of "How to Draw a Line" to the complexities of color theory. This is a book that students of architecture will want to keep in the studio and in their backpacks. It is also a book they may want to keep out of view of their professors, for it expresses in clear and simple language things that tend to be murky and abstruse in the classroom. These 101 concise lessons in design, drawing, the creative process, and presentation—from the basics of "How to Draw a Line" to the complexities of color theory—provide a much-needed primer in architectural literacy, making concrete what too often is left nebulous or open-ended in the architecture curriculum. Each lesson utilizes a two-page format, with a brief explanation and an illustration that can range from diagrammatic to whimsical. The lesson on "How to Draw a Line" is illustrated by examples of good and bad lines; a lesson on the dangers of awkward floor level changes shows the television actor Dick Van Dyke in the midst of a pratfall; a discussion of the proportional differences between traditional and modern buildings features a drawing of a building split neatly in half between the two. Written by an architect and instructor who remembers well the fog of his own student days, *101 Things I Learned in Architecture School* provides valuable guideposts for navigating the design studio and other classes in the architecture curriculum. Architecture graduates—from young designers to experienced practitioners—will turn to the book as well, for inspiration and a guide back to basics when solving a complex design problem.*

*A comprehensive source of traditional architectural details for anyone working with old structures Compiling the most useful material from the first four editions of Architectural Graphic Standards published between 1932 and 1951, this book brings back into circulation hundreds of architectural illustrations and standards that have once again become relevant to design work. Chapters cover all facets of building construction from foundations to furnishings and are structured to follow the drawing preparation sequence of a typical rehabilitation project. Architects, designers, and others involved in rebuilding and renovating structures built in decades past will find here many of the details and information used by the original architects and builders. Impeccably organized and beautifully rendered, this handsome reference is both a terrific working tool and a wonderful addition to an architecture library.*

*More than fifteen years after the success of the first edition, this sweeping introduction to the history of architecture in the United States is now a fully revised guide to the major developments that shaped the environment from the first Americans to the present, from the everyday vernacular to the high style of aspiration. Eleven chronologically organized chapters chart the social, cultural, and political forces that shaped the growth and development of American towns, cities, and suburbs, while providing full description, analysis, and critical commentary on the buildings and their architects. The second edition features an entirely new chapter detailing the green architecture movement and architectural trends in the 21st century. Further updates include an expanded section on Native American architecture and contemporary design by Native American architects, new discussions on architectural education and training, more examples of women architects and designers, and a thoroughly expanded glossary to help today's readers. The art program is expanded, including 640 black and white images and 62 new color images. Accessible and engaging, *American Architecture* continues to set the standard as a guide, study, and reference for those seeking to better understand the rich history of architecture in the United States.*

*A comprehensive introduction to architecture and architectural history and exceptional in its approach, this book explores architecture as a current practice in relation to history and in relation to the wider context of cultures, conservation and the environment. This new edition brings in the new emphasis on sustainability, urbanism, urban regeneration and cultural identity, in order to take a holistic approach to the subject of architecture. Highly illustrated, this book enables the reader to make sense of the experience of architecture and the built environment by understanding more about the form, construction, meaning and history of the subject.*

*101 Things I Learned in Architecture School*

*Understanding Architecture Through Drawing*

*Thinking Design II*

*Environment, Language, and Information Architecture*

*Architectural Detailing*

*An Architectural Guide to the Vertical Envelope*

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in *The Art of Failure*, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. *The Art of Failure* is essential reading for anyone interested in video games, whether as entertainment, art, or education.

*Practical Software Architecture* Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books *Clean Code* and *The Clean Code*, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's *Clean Architecture* doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures *Clean Architecture* is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

Celebrates and explores architecture of all periods and from all across the world.

*Architectural Graphics* focuses on the techniques, methodologies, and graphic tools used in conveying architectural ideas. The book takes a look at equipment and materials, architectural drafting, and architectural drawing conventions. Discussions focus on drawing pencils, technical drawing pens, set squares/templates, circle templates/compasses, line weightline types, drafting technique, drawing circular elements, floor plan, doors and windows in plan, stairs, wall indications, plan grids, and site boundaries. The manuscript examines rendition of value and context and graphic symbols and lettering. Topics include tonal values, media and techniques, value/texture rendition, material rendition, shades and shadows, people, furniture, graphic representation symbols, and hand lettering. The text explores freehand drawing and architectural presentations, including freehand sketching, graphic diagraming, and sketching equipment. The publication is a valuable reference for architects interested in doing further studies in architectural graphics.

American Architecture

Architectural Detailing in Residential Interiors

Architectural Graphics

Understanding Context

Architecture in Detail II

Architecture Iconographies

Curious about how Alsop Architects managed to construct that flying, translucent rectangle at the Ontario College of Art and Design? Wonder about the sustainability of the Genzyme Building? The saying "the truth is in the details" reveals an essential quality of architectural design. How a staircase curves, a roof seemingly floats, or a concrete wall illuminates are critical questions for architects looking at or creating new work. You might forgive designers for closely guarding their signature techniques. Fortunately, Edited by Christine Kilroy and Rene Davids *Contemporary Architecture*.

The first book in the What Is Architecture? series, *Understanding Architecture* is a unique insight into the meaning, heritage, and purpose of this ancient craft. Dispelling with the tendency for architecture theory books to be pompous and cryptic, this book instead unfolds as a story. It is a simple journey of someone walking home who discovers that their steps soon form a path and that path develops a life of its own. Akheel Khan captures this journey in an easy-to-read manner with hand-drawn illustrations to bring the concepts together. Something that can be read in a single sitting, the study of the relationships of the ideals of design and the realities of construction in modern architecture, beginning in the 1920s and extending to the present day. It contains information on the construction of modern architecture at a variety of scales.

Following on from Graham Bizley's successful *Architecture in Detail*, *Architecture in Detail II* presents 40 case studies of detailing on recent construction projects. Over 150 full colour drawings and photos provide a reference compendium for the professional architect seeking detailing inspiration. Originally featured in *Building Design's* *In Detail* magazine, the included projects represent some of the most interesting and innovative techniques in recent architecture. Graham Bizley's beautifully presented detail drawings allow the architect to easily see how ideas are built into a building type for quick and easy reference.

Bringing the World Wide Web to Its Full Potential

The Professional Practice of Architectural Working Drawings

Understanding Architectural Details

Understanding Passivhaus

The Art of Failure

Towns, Buildings, Construction

*Exploring a new century of architecture in the Windy City Chicago's wealth of architectural treasures makes it one of the world's majestic citiescapes. Published in collaboration with the Chicago Architecture Center, this easy-to-use guide invites you to discover the new era of twenty-first-century architecture in the Windy City via two hundred architecturally significant buildings and spaces in the city and suburbs. Features include: Entries organized by neighborhood Maps with easy-to-locate landmarks and mass transit options Background on each entry, including the design architect, name and address, description, and other essential information Sidebars on additional sites and projects A detailed supplemental section with a glossary, selected bibliography, and indexes by architect, building name, and building type Up-to-date and illustrated with almost four hundred color photos, the Guide to Chicago's Twenty-First-Century Architecture takes travelers and locals on a journey into an ever-changing architectural mecca.*

*Understanding Passivhaus is a simple guide to the Passivhaus standard. The book explains the principles behind Passivhaus thinking, and explores numerous construction methods for achieving the Passivhaus standard. What is Passivhaus? Why design a Passivhaus? PHPP Certification Principles of Passivhaus Design Technical requirements Building fabric Form factor Insulation Thermal bridge Airtightness and air leakage Building services and ventilation Windows Solar design Shading Summer ventilation Roof lights Types of Construction Masonry construction Timber frame Structural Insulated Panels (SIPs) Insulated Concrete Formwork (ICF) Mixed methods of construction Construction Details Solid concrete with rendered external insulation Insulated concrete formwork Solid masonry with larsen trusses Masonry cavity wall Timber frame with larsen trusses Timber I joist frame SIPs construction Timber frame with external render Case Studies A selection of wonderful examples of Passivhaus designs and construction methods, with more case studies added for this second edition.*

*An exploring the history and significance of the architectural survey drawing through focused studies on John Soane, Charles Robert Cockerell, Detmar Blow, Louis-Hippolyte Lebas, Henri Labrouste, Eugène Viollet-le-Duc, and Peter Märkli. When architects visit a building and want to record or identify what they see, they take out a bundle of folded sheets in search of a blank piece of paper. These sheets may be ground plans, diagrams, sketches, or ordnance maps. In one way or another, all are survey drawings, operating as both documentation and analysis, enabling an architect to examine certain conditions of the built environment, whether geometric, relational, material, or technical. This book explores the history of the survey and its multiple forms in order to understand how the methods of recording what already exists can also be used to imagine what might be. Lavishly illustrated, with works from the collection of *Drawing Matter* and beyond, it addresses the multiple forms of the survey through focused studies—on John Soane (1753-1837), Charles Robert Cockerell (1788-1863), and Detmar Blow (1867-1939); French architects Louis-Hippolyte Lebas (1782-1867), Henri Labrouste (1801-75), and Eugène Viollet-le-Duc (1814-79); and Swiss-based Peter Märkli (born 1953)—and an extensive section of plates with commentaries by contemporary architects. In doing so, it maintains that while all surveys begin with the site, the outcomes are as idiosyncratic as their authors—and their methods have much to offer as tools in design practice. Survey is the first volume of *Architecture Iconographies*, a series that considers architecture through its typologies and unique approaches to drawing, aiming to open up further possibilities for their contemporary use in design and teaching. The series is published in collaboration with *Drawing Matter*, based in Somerset, England, which is committed to exploring the role of drawing in architectural thought and practice.*

*This edition of the industry standard on architectural detailing includes new sections covering analysis and modification of existing details and design of new details, both basic and advanced. Revised to address sustainability and to reflect the International Building Code®, Architectural Detailing continues to deliver reliable, insightful information on how to design details that will be water- and airtight, control the flows of heat and water vapor, adjust to all kinds of movement, age gracefully, be easy to construct, and still look good. Conveniently organized by the three major concerns of the detailer—function, constructibility, and aesthetics—this edition features: Richly illustrated examples of detail design, case studies, and practical exercises. New and revised patterns showing form, constructibility, and aesthetics. Everything you need, whether a student or professional, to design details that work. Order your copy today.*

*An Introduction to Architecture and Architectural History*

*Function - Constructibility - Aesthetics*

*A History*

*Its Elements, History and Meaning*

*Drawings and Plans of Frank Lloyd Wright*

*Spinning the Semantic Web*

*To make sense of the world, we're always trying to place things in context, whether our environment is physical, cultural, or something else altogether. Now that we live among digital, always-networked products, apps, and places, context is more complicated than ever—starting with "where" and "who" we are. This practical, insightful book provides a powerful toolset to help information architects, UX professionals, and web and app designers understand and solve the many challenges of contextual ambiguity in the products and services they create. You'll discover not only how to design for a given context, but also how design participates in making context. Learn how people perceive context when touching and navigating digital environments See how labels, relationships, and rules work as building blocks for context Find out how to make better sense of cross-channel, multi-device products or services Discover how language creates infrastructure in organizations, software, and the Internet of Things Learn models for figuring out the contextual angles of any user experience*

*Architectural Details Sketchbook is about hand-sketches of details ranging from the Mediterranean to the American styles. It was purposely created to promote accuracy in creating details and to discourage the use of guesswork. Its main intent is to share creative ideas as well to architects, designers, students, and individuals alike based on its cultural heritage of style.*

*The complete Wasmuth drawings, 1910. Wright's early experiments in organic design: 100 plates of buildings from Oak Park period from first edition. Includes Wright's iconoclastic introduction.*

*Fifty of the world's most important buildings seen through specially commissioned isometric illustrations and detailed photographs and plans, providing the perfect introduction to architecture for students and anyone interested in buildings. Taking readers behind architecture's facades and finishes, this charmingly illustrated book explores how some of the most important buildings in the world were constructed. Specially commissioned isometric drawings present the essential structural elements of the world's masterpiece buildings that are not visible to the naked eye. These illustrations are displayed alongside plans, details, and photographs, all of which are clear and accessible, yet accurate and elegant enough to satisfy the most discerning eye. This fascinating book explores the thinking and expertise behind architects' designs and offers a means by which to better understand buildings already visited as well as those on the must-see list. Selections range from domestic structures such as Frank Lloyd Wright's Fallingwater and skyscrapers such as the Chrysler Building, to iconic classics such as the Louvre and Barcelona's famed Sagrada Família Cathedral. The buildings have been chosen for their importance and interest, their role in the development of architectural thinking, and the structural secrets that intricate 3-D drawings can reveal.*

*Understanding How Buildings Work*

*Designing Embedded Hardware*

*A Simple Guide to Passivhaus Detailing and Design*

*What is Architecture? - Understanding Architecture*

*Working Drawings Handbook*

*The Four Books of Architecture*

A compilation of 121 exemplary residential detailing projects by 53 leading architects and designers in the US. Details range from audio- visual enclosures to bookcases, from fireplaces to ceilings, from kitchen hoods to railings. Every detail is shown with its actual working drawings and is accompanied by information about the design process, the materials, and how the finishing parts were integrated with the overall design. With some 300 illustrations. Annotation copyrighted by Book News, Inc., Portland, OR This second edition is fully revised and updated and includes new chapters on sustainability, history and archaeology, lighting through drawing and drawing in architectural practice. The book introduces design and graphic techniques aimed to help designers increase their understanding of buildings and places through drawing. For many, the camera has replaced the sketchbook, but here the author argues that freehand drawing as a means of analyzing and understanding buildings develops visual sensitivity and awareness of architectural details. *Understanding Architecture Through Drawing* encourages the use of the sketchbook as a creative and critical tool. The book is highly illustrated and is an essential manual on freehand drawing techniques for students of architecture, landscape architecture, town and country planning and urban design.

*Analysing Architecture* offers a unique 'notebook' of architectural strategies to present an engaging introduction to elements and concepts in architectural design. Beautifully illustrated throughout with the author's original drawings.

By presenting the basics of building science along with a prescribed set of details, *Designing the Exterior Wall* helps you understand why buildings fail and how they can be made more durable through design. Author Linda Brock connects the science and aesthetics of building envelopes through the examination of a variety of construction and cladding types. She features details from real world projects in a variety of climates, successful and unsuccessful case studies, and checklists you can use on your own projects designed to endure. Moves from theory to actual construction by including hundreds of building envelope details from a broad array of projects and climates. Integrates numerous contemporary case studies, including Frank Gehry's Experiential Music Center in Seattle (thin skins), Renzo Piano's Rue de Meaux housing in Paris (terra cotta cladding), and Mario Botta's San Francesco Museum of Modern Art (prefabricated brick panels). *Designing the Exterior Wall* is a must-have book, whether you're an architect or a student.

Commercial Construction

The Early Period (1893-1909)

For Building Restoration, Renovation, and Rehabilitation

Residential Construction Details

Understanding Architecture

Architectural Details Sketchbook

*Learning to build distributed systems is hard, especially if they are large scale. It's not that there is a lack of information out there. You can find academic papers, engineering blogs, and even books on the subject. The problem is that the available information is spread out all over the place, and if you were to put it on a spectrum from theory to practice, you would find a lot of material at the two ends, but not much in the middle. That is why I decided to write a book to teach the fundamentals of distributed systems so that you don't have to spend countless hours scratching your head to understand how everything fits together. This is the guide I wished existed when I first started out, and it's based on my experience building large distributed systems that scale to millions of requests per second and billions of devices. If you develop the back-end of web or mobile applications (or would like to), this book is for you. When building distributed systems, you need to be familiar with the network stack, data consistency models, scalability and reliability patterns, and much more. Although you can build applications without knowing any of that, you will end up spending hours debugging and re-designing their architecture, learning lessons that you could have acquired in a much faster and less painful way.*

*Working Drawings Handbook* focuses on the principles, styles, methodologies, and approaches involved in drawings. The book first takes a look at the structure of information, types of drawing, and draftsmanhip. Discussions focus on dimensioning, drawing conventions, techniques, materials, drawing reproduction, location drawing, component and sub-component drawings, assembly drawing, schedule, pictorial views, and structure of working drawings. The manuscript then ponders on working drawing management and other methods. Topics include planning the set, drawing register, drawing office programming, and introducing new methods. Building elements and external features, conventions for doors and windows, symbols indicating materials, electrical, telecommunications, and fire symbols, and non-active lines and symbols are also discussed. The book is a fine reference for draftsmen and researchers interested in studying the elements of drawing.

*This survey of western architecture is divided into two parts. The first deals with the basic properties of architecture, examining a building's structure and aesthetic appeal. The second is a chronological survey of western architectural development from prehistoric times to the present.*

*Exemplary reprint of 16th-century classic. Covers classical architectural remains, Renaissance revivals, classical orders, more. 216 plates. "... the most influential book published in the history of architecture." — Art in America.*

*A Visual Guide to Construction Detailing*

*Guide to Chicago's Twenty-First-Century Architecture*

*A Craftsman's Guide to Software Structure and Design*

*Clean Architecture*

*Survey*

*The Virtues of Divine Proportion*

*Along with plan and elevation, section is one of the essential representational techniques of architectural design; among architects and educators, debates about a project's section are common and often intense. Until now, however, there has been no framework to describe or evaluate it. Manual of Section fills this void. Paul Lewis, Marc Tsurumaki, and David J. Lewis have developed seven categories of section, revealed in structures ranging from simple one-story buildings to complex structures featuring stacked forms, fantastical shapes, internal holes, inclines, sheared planes, nested forms, or combinations thereof. To illustrate these categories, the authors construct sixty-three intricately detailed cross-section perspective drawings of built projects—many of the most significant structures in international architecture from the last one hundred years—based on extensive archival research. Manual of Section also includes smart and accessible essays on the history and uses of section.*

*Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of ways to use a microcontroller, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps of designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware with no prior experience Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller-Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.*

*Understanding Distributed Systems*