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Towards A Proposed Graphic Instrument to Assist Designers

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In this study the following is examined:

- Firstly, how to develop an appropriate design tool for architects by graphically exploring, analyzing and organizing architectural design patterns.

And further how graphics can be used to illustrate design, how computer graphics and the computer can be utilized as an instrument for storing and retrieving design data in terms of software and web sites applications.

- Secondly, finding a way of including patterns as part of a user-friendly instrument to be implemented in the design process in practice.

By also investigating the design process, specifically the creative process, and the possibility of implementing the following parameters in a web-site: design principles, social preferences and architectural language.

Patrone van Ontwerp in Argitektuur

in voorgestelde Grafiese Instrument om Ontwerpers van help te verskaf

deur

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In hierdie studie word die volgende ondersoek:

- Eerstens, hoe om 'n toepaslike ontwerp instrument te ontwikkel vir argitekte deur die grafiese ondersoek, ontleding en organisering van argitektoniese ontwerp patrone.

Om verder te ondersoek hoe ontwerp grafies voorgestel kan word, rekenaar grafika en die rekenaar gebruik kan word as 'n instrument om ontwerp-data te stoor en te bewerk in terme van sagteware en webbediende toepassings.

- Tweedens, sien 'n manier te vind om patrone te implementeer in 'n moontlik bruikbare instrument, in die ontwerp proses in die praktyk.

Om verder ook die proses van ontwerp, spesifiek die kreatiewe deel daarvan te ondersoek, en die moontlikheid om te implementeer die volgende parameters in 'n web-locasie: ontwerp beginsels, sosiale voorkeure en argitektoniese taal.