



ARCH 2330

BUILDING TECHNOLOGY III

Assignment Name: Drawing List, Abbreviations, Graphics Symbols, Materials Legend

Computer Program(s): AutoCAD, Revit

Student Learning Objectives:

Upon successful completion of this assignment, the student will:

1. Develop an comprehensive drawings list for a set of construction documents
2. Develop an comprehensive list of architectural abbreviations
3. Develop and draw a comprehensive set of architectural graphic symbols
4. Develop and draw a comprehensive materials and legend.

Assessment:

To evaluate the student's achievement of the learning objectives, the professor will do the following:

1. Evaluate the student's ability to develop a drawings list.
2. Evaluate the student's ability to identify and list architectural abbreviations.
3. Evaluate the student's ability to identify and draw architectural graphic symbols.
4. Evaluate the student's ability to identify and draw a materials legend

Project Description:

Typically the second sheet in a construction documents drawing set after the cover. The purpose of this sheet is to provide information that the rest of the set will reference. The more important information (in this case the drawings list) should be located to the right, closest to the Titleblock.

This sheet is to included but is not limited to the following information:

- Drawings List (to include drawing number and name)
- Abbreviations List (to be organized alphabetical listing)
- Graphic Symbols (to be grouped as related symbols)
- Materials Legend (to be alphabetical and includes name and graphic symbol of material)

Process:

1. Review the posted drawings list on openlab and add this to your sheet. Do not cut and paste this but create it using text tools in your cad drawing program.
2. Review other drawing sets and work with your team members to:
 - a. Develop an abbreviations list.
 - b. Develop a symbols list
 - c. Develop a Materials Symbols list

References:

1. Architectural Graphics Francis D.K. Ching
2. Architectural Graphics Standards Ramsey / Sleeper