3-D computer model of Fletchergate, Nottingham

Street level artists perspective, Mill Square, Peterborough

The technology now available provides designers and producers of graphic images with enormous choice. The graphic vocabulary continues to evolve. This brings exciting opportunities and challenges in choosing the right mix of techniques combining computer-generated images, hand-drawn plans and sketches and photography in new ways. This book aims to help urban design teams select the most appropriate form of graphic communication for the type of project, and the distinct stages of a project.

Until now there has been no reference work, no guide to the range of techniques that has emerged through practice. This book is intended to provide such a guide, but it is not the last word. Techniques will continue to evolve through practice. We hope this guide will be widely used and help those involved to develop better graphic techniques in urban design, furthering the communication of ideas.

There are people and organisations who do the stuff of this book very well. They have provided the body of work from which we have drawn to illustrate this book, and offer examples of good practice for us all to follow.

3-D computer block model of South Bank, Peterborough