



Good technical practice

chapter 3

3.1 Graphical language | 3.2 Base-maps | 3.3 Using computers |
3.4 Synergy of styles | 3.5 Desktop publishing (DTP) | 3.6 Software

This chapter addresses:

- The characteristics of drawings and illustrations that make them easy to understand.
- Illustration techniques – although there are few firm rules in the language of urban design graphics, the examples in this chapter reflect conventions that have evolved over time because they work.
- Computer programs – all have a principal purpose and should be used accordingly.