



Edvard Ravnikar

1907 –1993



presentation of the work

required age:
starting from 12-
14 years

educational interest

This lesson teaches presentational techniques in architecture. Students make a simple model from wooden rectangular solids and draw a simple render using computer programme SketchUp.

encounter with the work

- Edvard Ravnikar is one of the most important architects of the 20th century (after Plečnik).
- He studied in Vienna and graduated under the mentorship of Jože Plečnik. He perfected at the word-famous architect Le Corbusier.
- In the years between 1946 – 1980 he was a professor at the Ljubljana School of Architecture.



Source: http://img.rtvsllo.si/_up/aplaud/2013/05/11/64_991249

work's analysis

- The photograph presents his most important work – The Revolution Square in Ljubljana, which is an architectural and urban whole (1960).
- The complex includes platforms and buildings of different heights: two business buildings as a symbol of a door to Ljubljana, department store Maximarket and the cultural center Cankarjev dom (finished in 1982).
- As a composition, the square is, for its pureness and simplicity, architecturally and urbanely complete (the buildings are of pure and clean shape), for which Ravnikar received numerous prizes.

creative process

implemented resources / materials (per student)

- ↳ **tools:** computers with installed Google SketchUp (one computer per each student), slide projector
- ↳ **materials:** hard paper (A4) green sheets, glue for wood, wooden rectangular solids of different sizes, a list of simple tools of the programme (Google SketchUp)

learning objectives

- ↳ Students learn about a well-known Slovenian architect Edvard Ravnikar and his work.
- ↳ They learn about some presentational techniques in architecture: models, collages, renders (computer visualisation).
- ↳ They learn to make simple models.
- ↳ They learn about simple tools of computer programme Google SketchUp and draw a simple render.
- ↳ They develop the skill of 3D spatial observation and planning with a computer programme Google SketchUp.
- ↳ They develop creativity, imagination and aesthetics when designing a simple architectural composition.

pedagogical organization

- ↳ Presentation of selected Slovenian architects, presentation of Edvard Ravnikar and his work. Presentation of presentational techniques in architecture. Seeing of the ppt.
- ↳ Learning new terms: Presentational techniques in architecture, model, collage, renders (computer 3D visualisation), computer programme and tools Google SketchUp

duration

- ↳ Observation, explanation, talk 15 min
- ↳ Making simple models 20 min
- ↳ Drawing using a computer programme Google SketchUp and guidance, on the spot evaluation 45 min
- ↳ Analysis and evaluation of works 10 min

Creative process

- students tasks

- ↗ Students listen to the explanation and see the ppt presentation about Slovenian architects.

- ↗ They learn about the terms:

- Presentational techniques in architecture

- model

- collage

- render (computer visualisation)

- computer programme and tools Google SketchUp

- instructions

- using wooden rectangular solids they make different architectural compositions

- They pick and assemble (using glue) their favourite composition on the hard green A4 paper.

- using a computer programme and simple tools of Google SketchUp they draw a simple render, on the basis of their model.

- teacher's role

- showing ppt presentation presents selected Slovenian architects especially Edvard Ravnikar and his work

- explains the term presentational techniques in architecture

- asks questions about the techniques the students already know and explains the unfamiliar terms

- saws up, smooths up and prepares different sizes of wooden rectangular solids (at least 3 per student)

- prepares green A4 hard papers and glue for wood and gives them to the students

- demonstrates a few compositions using wooden rectangular solids

- if necessary, directs the students making compositions

- gives gradual instructions for work with computer programme Google SketchUp

- presents – demonstrates (projector) simple tools

- helps students draw and gives directions if necessary

- prints the drawings on A4 paper

- makes the exhibition of models and drawings (render based on the model)

implementation steps

1



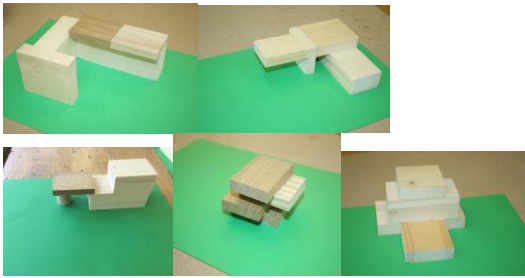
Material for models

2



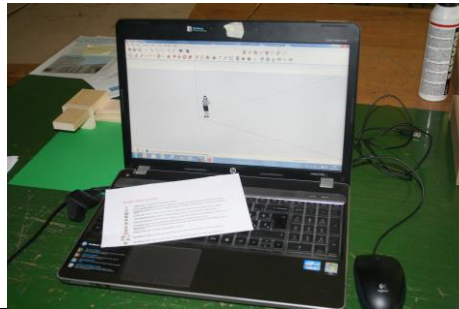
Making a model

3



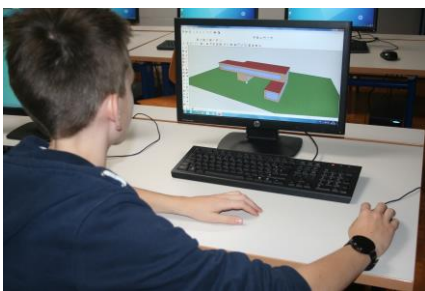
Models

4



Tools for work with computer

5



Planning using programme Google SketchUp

6



Works

possible extensions

- ↔ We can prepare random geometrical shapes as parts for making models
- ↔ Besides a model and render of buildings we can also make the interior (for example: living room, children's room, imaginary room ...)
- ↔ With the help of the model we can make souvenirs, sculptures, ...
- ↔ We can make a project –a model of a home town, area

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