Academia guia docente

1: INTRODUCTION: MATHEMATICS AND ARCHITECTURE

2. PLANE AND SPACE GEOMETRY

2.1 Positioning on space: coordinates and reference frames (vectors spaces, bases)

2.2 Learning about space: points, lines and planes (subspaces)

2.3 Plane and space transformations (translations, homotheties...) and projections.

2.4 Learning from the classic theorems of geometry.

2.5 Invariants: homologies (eigenvalues, eigenvectors and diagonalization).

3: MEASURE ON THE PLANE AND SPACE

3.1 Distances.

3.2 Isometries and affine transformations on the plane and space.

4: APPLICATIONS