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Principles Every Architect Should Know

The earliest surviving written work on the subject of architecture is *De architectura*, by the Roman architect Vitruvius in the early 1st century AD. According to Vitruvius, a good building should satisfy the three principles of *firmitas*, *utilitas*, *venustas*, commonly known by the original translation – firmness, commodity and delight. An equivalent in modern English would be: Whether it's a studio you're looking for, a palazzo or a villa complete with a portico, balcony and fountains with a replica of the various Greek gods of mythology, many of the words used in art, architecture and design are rooted in the romance languages. Marcus Vitruvius Pollio (/ v ? ? t r u ? v i ? s ? p ? l i o ? /; c. 80–70 BC – after c. 15 BC), commonly known as Vitruvius, was a Roman author, architect, civil engineer and military engineer during the 1st century BC, known for his multi-volume work entitled *De architectura*. His discussion of perfect proportion in architecture and the human body led to the famous Renaissance ...im abt 16 yrs old turning 17 and im taking up bs-architecture.... well, yes its very fun to study architecture. I passed my major subjects like theory of arch., design, visual technique, graphics... but there is only 2 subjects that im afraid that i failed and that is math (college algeb and trigonometry) i know its part of architecture but i think i will fail my course.