Design Communication II: Introduction to Architectural Computer Graphics
ARCH 610 – Fall 2018
Syllabus

"I prefer something like the cave-like-unintentional space. Something that is in between nature and artifact – formless form." - Sou Fujimoto

"I'd like to think that we are now entering a third, more mature phase in our relationship to digital technology. Thanks in part to a new generation of architects who have been educated entirely within the digital regime, and on the other hand to the first generation of digitally trained architects who have continued to evolve their thinking, the computer is beginning to have a practical impact, beyond the formal or the metaphorical." - Stan Allen

Instructors

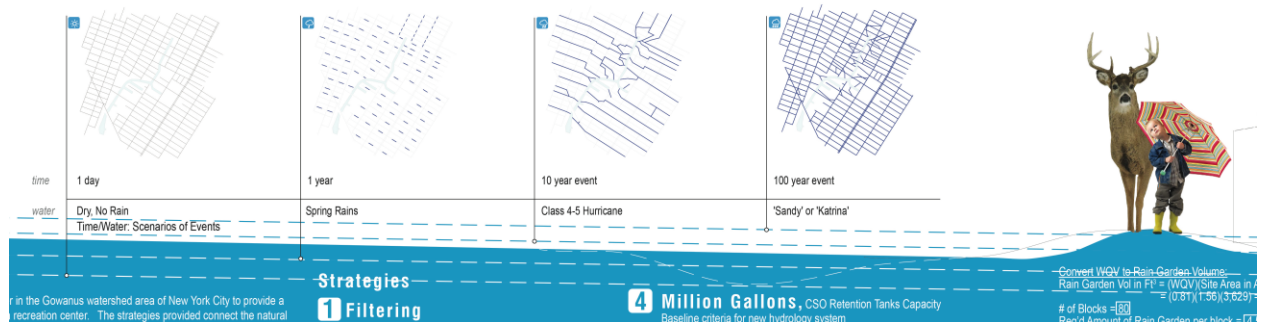|		
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Time and Place
Class meets on Tuesdays and Thursdays from 10:00- 11:50 Aм, LA 279
Labs Wednesdays, 10:00-10:50 and 11:00-11:50, LA 100

Design communication pervades the way design approaches today may be seen as systematic frameworks for participation that evolves through understandings of contextual experience from the bottom-up. This course will teach design communication methods each student's to explore their design intents in three parts: I. Qualitative diagramming; II. Analog parametric design; and III. Digital parametric design. Students will bridge analog and digital media to create systems approaches acknowledge existing and proposed environmental conditions. This method of systems thinking allows students to use digital media to apply both qualitative and quantitative understandings of the natural environment not as unrelated singular moves but as interrelated systems of design intention. The course will introduce theoretical ideas in a lecture format, meet for one hour in small computer lab settings and provide opportunities for one-on-one learning in a studio setting. The course is a 'flip' style course with tutorials and other material provided online via a course blog. You must register for a one-hour lab section.

Hardware & Software Requirements: PC or Mac with MS Windows, Adobe Creative Cloud for students and teachers (Photoshop, Illustrator and In-Design). Rhino 6.0 and VRay 3 for Rhino. Please install them before fall term.
https://archenvironment.uoregon.edu/architecture/workspaces/technology
https://blogs.uoregon.edu/designtech/home/computer-purchasing/student-computer-purchasing/#architecture

'Civic Hydrology,' Gowanus Waterwork International Competition, Speranza Architecture + Ivan Kostic and Brian Nguy