This media course acts as the complement to the introductory studio for undergraduate students in Landscape Architecture.

Drawing is one of the primary tools of the designer. Drawing itself should not be a challenge; at its best, it should be a tool we turn to when we are confused, stumped, or challenged by other aspects of the design process.

The goal of this course is not just to help students make “better” drawings, but to help students develop a comfort with media that will serve them throughout their design careers. We draw to think, to document, to explore, and to communicate—fluency in drawing will help students tackle design problems with confidence and competence.

Drawings can be used to:
- document the world
- communicate design ideas and proposals
- clarify thoughts and solve problems
- explore ideas, concepts, and possibilities

This course touches on each of these roles of drawing. We will explore techniques for documenting the world as we see it and as we imagine it. We will also develop strategies for thinking through drawing, helping us to better understand our own ideas and what is going on in the world around us. Throughout the term we will develop our faculties and technical proficiency with an array of media while also exploring the role of drawing in an intellectual and creative practice.

In this course students can expect to:
- Gain exposure to a variety of media used for documenting and representing landscape
- Explore the various roles of drawing in design
- Take the first steps on a path towards fluency in visual communication
- Develop technical skills and an understanding of landscape drawing conventions
- Discover personal style and creativity

Studio and Media will often meld into one cohesive learning experience in which students will become familiar with the drawing conventions necessary for communication in the field while developing personal style and expression that will eventually help them stand out as professionals.