



Hudson House, Speranza Architecture + Urban Design, Rendering by Gillian Hevey

ARCH 222, Design Communication II (Intro to Computing)

Instructor: Philip Speranza, speranza@uoregon.edu
 Graduate Employee: Ryan Maruyama, rmaruyam@uoregon.edu
 Location: Tues and Thurs, 8:00-9:50AM, LA 115; Labs Tues & Wed, LA 100 & 383

*"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, *If...then... Architectural Speculations**

Design communication pervades the way design approaches today may be seen as systematic frameworks for participation that evolves through understandings of human experience from the bottom-up. This course will investigate design communication methods to explore the experience of each student's design intent in three parts: I. Unit Diagrams; II. Analog Parametric Design; and III. Digital Parametric Design. Students will bridge analog and digital media to explore a systematic approaches to measure existing and proposed environmental conditions. This method of systems thinking allows students to use digital media to understand human and natural conditions not as singularities but as a more powerful parametric approaches. The course will introduce ideas in a lecture format, meet for one hour in computer lab settings and provide opportunities for individual learning in the design studio setting.

Course Software Required (Please install Windows and other software before the spring term):

MS Windows & Adobe Creative Cloud (PC Preferable)

Rhino 6.0 for Windows, \$199 (https://www.rhino3d.com/sales/north-america/United_States)

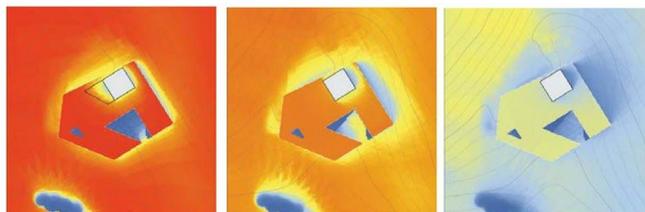
VRAY for Rhino, \$99 (<https://store.chaosgroup.com/products/educational>)

Department of Architecture Hardware and Software Requirements:

<https://blogs.uoregon.edu/designtech/home/computer-purchasing/student-computer-purchasing/#architecture>, PC/Mac

External monitor, mouse, ethernet cable and a minimum 16+ GB RAM.

*You must register for a one-hour lab section. Thank you. Email questions: speranza@uoregon.edu



SUMMER
courtyard canopies deployed

SPRING / FALL
no canopies

WINTER
no canopies

