Design Communication II: Introduction to Architectural Computer Graphics

ARCH 610 – Fall Term 2019 Syllabus

SCHEDULE:

Class meets on Tuesdays and Thursdays from 10:00 - 11:50 AM, LA 279
Labs: Wednesday 9:00 - 9:50 and Friday 9:00 - 9:50, LA 100

INSTRUCTORS:

Mary Polites, Visiting Professor  Mary.Polites@alumni.org
Billy Guarino, Graduate Employee  bguarino@uoregon.edu

COURSE DESCRIPTION:

This course aims at curating the design identity of each student through digital representation. There are many layers associated with a designer’s identity that develop over time. However, time is a luxury. Often in the early years of study, a student holds to the concept of “I will do that over the summer break... or over vacation... or after graduation” ... Then, as is the nature with all of us, enter the confrontation with the daunting task of solving design questions quickly, through uninformed means, often for the first time. This course prepares students for this moment, as it addresses the fundamental issue with this pattern, a lack of methodology. Students will take the time of this class to define their style, both graphically and digitally, and develop systems of representation. A comprehensive portfolio will be the end product of the course.

HARDWARE & SOFTWARE REQUIREMENTS:

PC or Mac with MS Windows
(Mac users must have bootcamp or parallels installed and working before the first day!)
Adobe Creative Cloud for students and teachers
1. Adobe InDesign
2. Adobe Illustrator
3. Adobe Photoshop
4. Rhino 6.0 (Rhino for Mac will not work for tutorials – must be Rhino for Windows)
5. V-Ray 3 for Rhino
6. Grasshopper 3D

Please install and test to see if they’re working before fall term!!!

https://archenvironment.uoregon.edu/architecture/workspaces/technology
https://blogs.uoregon.edu/designtech/home/computer-purchasing/student-computer-purchasing/architecture