DRAWING MACHINES: ARCH 423/523 MEDIA FOR DESIGN DEVELOPMENT

Credit: 3CR
Term: Fall 2020
Instructor: John Leahy, jleahy@uoregon.edu, 503.412.3748
Schedule: Mondays, 9:30-10:30am & 11:00-12:00pm
Location: Online & WSB 144
Enrollment Limit: 20 participants

Description:
The objective of this course is to draw closer attention to the kinesthetic awareness between computational geometry and the physical act of drawing. Activities will be influenced by the concept of "drawing" as an illuminating process conveyed through dragging to reveal surfaces. Researching the practice of conceptual artists and “paper” architects recasts methodology as an assembly procedure. In turn, repurposing drafting instruments and graphical projection techniques upend routines and spill visceral fuel. Production follows suit. Translations of the very act of drawing into linkage mechanisms churn up kinetic byproducts. Algorithms set to trap the slippery traces of unruly geometry into descriptive containers withhold all creative permissions. The drawn measure out indeterminate terrain from the permutable.

Content:
This course utilizes the software application Rhino with Grasshopper. Although not required, a familiarity with modeling commands in Rhino is beneficial.

Evaluation:
10% attendance/participation
30% readings/exercises
40% assignments/presentations
20% final project

Game Engine Levels 4 & 5, Olalekan Jeyifous, 2016