REAL-TIME ENVIRONMENTS: ARCH 423/523 MEDIA FOR DESIGN DEVELOPMENT

Credit: 3CR
Term: Spring 2021
Instructor: John Leahy, jleahy@uoregon.edu, 503.412.3748
Schedule: Wednesdays, 8:45-11:45am
Location: Online
Enrollment Limit: 20 participants

Description:
The objective of this course is to explore the creative potential within designing real-time responsive environments. Architecture has a rich tradition of programming spatial interactivity by using the abstract space of the drawing as a means for thinking through complex spatial systems, but the format of representation has remained static. Real-time development software leverages several emerging technological platforms for design practitioners to offer closer involvement from participants throughout all phases of projects. Course activities will focus on experimenting with techniques for drawing out experiential interfaces that open up alternative formats for spatial communication and present dynamic modes of spatial representation that seek to engage design opportunities emerging from pluralistic points of view.

Content:
The course will focus on gaining experience with Unity real-time development software. It will also rely heavily on the use of digital modeling software for creating content, thus having proficiency with any 3D modeling software application will be necessary for advancing course objectives. If you have questions, please contact the instructor.

Evaluation:
20% attendance/participation
80% assignments/presentations

Games of Deletion, Alessio Grancini & Runze Zhang, 2018
https://alessiograncini.com/Games-of-Deletion
https://www.z-rz.com/home